



**KANAR**

**RULEBOOK**

v. 2021-C

**Celebrating 30 Years of  
Friendship, Fun, and Fantasy**

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**1988 - 2018**

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# Character Creation

## Character History

The first step in building your character is to decide who the character is, what they have already done in life, what they love, and what they hate. By shaping that character into a real person in your mind, role-playing that character will be much easier. Keep in mind that, even though this is a fantasy game, certain limits must be kept. You are creating a first level character; they should not have already slain a dragon, assassinated the King, nor conquered the Negative Plane.

## Race

You must now choose a race for your character. There are many different races that you may choose from. Each race has its own benefits and drawbacks. You should be prepared to roleplay a race, including any makeup needed, to the fullest.

## Class

The next detail to decide upon is what class your character will be. There are four classes: Warrior, Rogue, Mage and Cleric. Classes affect how much each skill will cost to purchase, but any class may purchase any skill. The following descriptions are the general ideas behind each of the four classes. However, players are always encouraged to take their own path, regardless of what class they choose to be.

*Clerics* devote their lives to the study of the Earth and Water spheres of magic.

*Mages* devote their lives to the study of the Fire and Air spheres of magic.

*Rogues* thrive in society by means of stealth, subterfuge, and charm.

*Warriors* dedicate most of their time to weapon play and physical training.

## Buying Character Skills

Each character is given 140 points with which to buy their starting skills from the skill cost list for their chosen class. Consider your character history when buying these skills, and try to make the skills and the character concept mesh. By playing the game, you will earn more experience and will be able to develop your character (as described in the Character Development section).

Each character also starts play with one free language. The Common language is the most widely-used language of the realm, and this is the recommended language for new characters. You may not decline to begin play with a language skill.

## Starting Equipment

When a player creates a new character, that player should see the Game Staff for their starting coin and tags. Each character starts the game with 50 silver. With this money, a player may purchase Items from Econ staff before beginning play. If a player does not spend the entire 50 silver, they may place the remainder in their player bank.

Skill Costs By Class					W = Warrior, C = Cleric, R = Rogue, M = Mage									
Skill	W	C	R	M	Skill	W	C	R	M	Skill	W	C	R	M
General Skills					Weapon Groups					Magic Skills				
Added Damage 1	80	160	160	160	One-Handed Group	30	30	45	60	Bardic Research	20	20	10	20
Added Damage 2	120	240	240	240	Two-Handed Group	30	30	45	60	Bardic Ability	30	30	15	30
Added Damage 3	160	320	320	320	Ranged Group	30	30	45	60	E/W Ability	30	15	30	30
Added Damage 4	200	400	400	400	Shields Group	30	30	45	60	E/W Research	20	10	20	20
Appraisal	20	20	10	20	Siege Group	30	30	45	60	F/A Ability	30	30	30	15
Blind Fighting	50	100	75	100	Martial Abilities (+50% per purchase, see text)					F/A Research	20	20	20	10
Cartography	10	10	10	10	Critical Parry	100	200	200	200	Mystic Runes	60	30	60	30
Damage Control	20	40	30	40	Death Strike	150	300	300	300	Spell Slots				
First Aid	10	10	20	20	Knockdown	48	96	72	96	Bardic 1	10	15	5	15
Forgery	40	40	20	30	Massive Damage	300	600	600	600	Bardic 2	10	15	5	15
Fortune Telling	20	10	10	15	Physical Development	20	40	40	40	Bardic 3	20	30	10	30
Handle Toxin	60	45	30	45	Stun	80	160	120	160	Bardic 4	30	45	15	45
Horsemanship	20	20	20	20	Surprise Attacks					Bardic 5	50	75	25	75
Language	20	15	10	10	Assassinate	400	400	200	400	Bardic 6	70	105	35	105
Locate/Remove Traps	30	30	15	30	Backstab	80	80	40	80	Bardic 7	90	135	45	135
Math	10	10	5	5	Knockout	160	160	80	160	Bardic 8	110	165	55	165
More Math	10	10	5	5	Silent Kill	960	960	480	960	Bardic 9	140	210	70	210
Musical Training	20	30	20	30	Physical Abilities					Earth-Water 1	15	5	15	15
Navigation	20	20	10	20	Analyze Magic Item	120	60	120	60	Earth-Water 2	15	5	15	15
Paired Weapons	30	60	30	60	Armor Move	10	15	15	20	Earth-Water 3	30	10	30	30
Read/Write	20	10	10	10	Detect Magic	40	20	40	20	Earth-Water 4	45	15	45	45
Seamanship	20	20	20	20	Drug Tolerance	30	30	30	30	Earth-Water 5	75	25	75	75
Tanning	20	40	30	40	Resist Charm	30	30	30	30	Earth-Water 6	105	35	105	105
Tracking	20	40	20	40	Resist Disease	30	30	30	30	Earth-Water 7	135	45	135	135
War Casting	45	30	45	30	Resist Sleep	30	30	30	30	Earth-Water 8	165	55	165	165
War Tactics	20	20	30	40	Resist Stun	30	30	30	30	Earth-Water 9	210	70	210	210
Wilderness Survival	10	20	10	20	Trade Skills (5 levels each)					Fire-Air 1	15	15	15	5
Individual Weapons					Craft	24	24	16	24	Fire-Air 2	15	15	15	5
Bastard Sword	24	48	36	48	Forensics	30	30	20	30	Fire-Air 3	30	30	30	10
Bow	18	36	27	36	Herbalism	24	24	16	24	Fire-Air 4	45	45	45	15
Buckler	6	12	9	12	Pick Locks	40	40	20	40	Fire-Air 5	75	75	75	25
Club/Mace	12	24	18	24	Item Creation (Level x Listed Cost, max 9)					Fire-Air 6	105	105	105	35
Crossbow	18	36	27	36	Alchemy	10	5	5	5	Fire-Air 7	135	135	135	45
Dagger	6	6	6	6	Potions	12	6	9	6	Fire-Air 8	165	165	165	55
Greataxe/Maul	20	40	30	40	Scrolls	10	5	10	5	Fire-Air 9	210	210	210	70
Greatclub	16	32	24	32	Toxins	15	15	10	15	Lore Skills				
Greatsword	20	40	30	40	Traps	6	6	3	6	Artifact Lore	120	60	120	60
Handaxe/Sledge	18	36	27	36	Enchantment					Astronomy Lore	20	10	20	10
Hatchet/Hammer	16	32	24	32	Basic Enchanting 1	120	90	120	60	Culture Lore	20	20	20	10
Hookaxe/Longhammer	26	52	39	52	Basic Enchanting 2	180	135	180	90	Fauna Lore	20	20	20	20
Javelin	10	10	10	10	Basic Enchanting 3	240	180	240	120	Flora Lore	20	20	20	20
Longsword	18	36	27	36	Basic Enchanting 4	300	225	300	150	Heraldry Lore	15	30	15	30
Longspear	22	44	33	44	Basic Enchanting 5	360	270	360	180	Metal Lore	20	30	20	20
Pike	18	36	27	36	Basic Enchanting 6	420	315	420	210	Planar Lore	50	50	50	50
Poleaxe	22	44	33	44	Basic Enchanting 7	460	345	460	230	Sailing Lore	20	20	20	20
Shield	16	32	24	32	Basic Enchanting 8	500	375	500	250	Scribe Lore	20	10	10	10
Shortspear	22	44	33	44	Basic Enchanting 9	540	405	540	270	Stone Lore	20	20	20	20
Shortsword	16	32	24	32	Demi-Enchanting 1	300	225	300	150	Symbol Lore	20	10	10	10
Staff	17	17	17	17	Demi-Enchanting 2	500	375	500	250	Terrain Lore	20	20	20	20
Thrown Axe/Hammer	10	20	15	20	Demi-Enchanting 3	700	525	700	350	Undead Lore	30	30	30	30
Thrown Rock/Knife	10	10	10	10						Urban Lore	20	20	20	20

# Character Development

## Experience Points

Experience points (EXP) are earned for playing Kanar, and may be used to purchase skills. There are three ways that you may earn experience:

1. Attending K1-sanctioned events. EXP are awarded at a rate of six per day of the event (18 for a three-day event, 60 for a ten-day event, etc.)
2. NPC (Non-Player Character) time. You will earn one EXP per half-hour that you play an NPC approved by staff.
3. Per the discretion of the game management. For instance, volunteering time to work a sanctioned workday or fundraising event could be rewarded with EXP.

## Check In and Check Out

Before you go on the field to play, it is *mandatory* that you sign the check-in book at the designated staff area. Also, be sure to check for (and read!) any important messages posted on the bulletin board.

When a Kanar event is over, you must check out online at the Kanar website (kanar.club) in order to receive any EXP for that event. The maximum amount of EXP a character can gain is ten points for each day of the event. This is an event cap, and not a daily cap. Thus, on a three-day event, one where 30 EXP may be earned, a player can attend only two days of the event and NPC for nine hours in order to max out their points.

## Training for Skills

In order for your character to be able to use skills that they purchase, they must first train for them. Training can be done in three different ways:

1. On-field training. This can be done with any other character that knows the desired skill. The training **MUST** be role-played out. The minimum time taken to learn a skill is equal to one hour for every ten experience points. For instance, a character that wishes to train for a skill that costs 175 EXP must train on the field for at least 17.5 hours.
2. Learning it "in town". A character may learn any skill (approved by the GM) between events and

forego any on-the-field training. One silver per EXP will be deducted from the character's bank account.

3. If no other character that has been played *within the past calendar year* possesses a skill, a character may learn the skill for no monetary cost, without training on the field.

After checking out, staff will email you one or more character updates prior to the next event. You are not considered to have a skill available for use until you receive a character update with that new skill listed.

## Character Levels

As your character amasses EXP, they will rise in level. Level is important when evaluating your body points, how many spell slots you can have, and occasionally spell effects. The minimum amount of EXP earned (above the starting points) to reach each level is listed in a table at the end of this chapter.

## Character Retirement

If at any point you decide that you no longer enjoy playing your character, you may either choose to create a new character (up to a limit of four), or retire one of your characters to create a new one. If you do, you must turn in all of that character's tags and coin, and you will no longer be able to play that character. You will then receive a portion of that character's existing XP to apply toward the creation of a new character.

If the character is under level 3, or if it has been played for less than three events, you may create a new character with starting XP equal to that of the retired one. Otherwise, the new character's starting XP is equal to 40% of the retired one's earned XP.

## Experience, Levels, and Body Points

<i>EXP</i>	Lvl	Half-Breeds Humans Dwarves	Forest Elves Common Elves Halflings	Half-Orcs Half-Ogres	Lvl	Warrior	Rogue Cleric	Mage
0	1	4	4	4	1	4	4	4
40	2	4	4	5	2	7	6	5
100	3	5	4	6	3	10	8	6
180	4	5	5	7	4	13	10	7
280	5	6	5	8	5	16	12	8
400	6	6	5	9	6	19	14	9
540	7	7	6	10	7	22	16	10
700	8	7	6	11	8	25	18	11
880	9	8	6	12	9	28	20	12
1080	10	8	7	13	10	31	22	13
1300	11	9	7	14	11	34	24	14
1540	12	9	7	15	12	37	26	15
1800	13	10	8	16	13	40	28	16
2080	14	10	8	17	14	43	30	17
2380	15	11	8	18	15	46	32	18
2700	16	11	9	19	16	49	34	19
3040	17	12	9	20	17	52	36	20
3400	18	12	9	21	18	55	38	21
3780	19	13	10	22	19	58	40	22
4180	20	13	10	23	20	61	42	23
4600	21	14	10	24	21	64	44	24
5040	22	14	11	25	22	67	46	25
5500	23	15	11	26	23	70	48	26
5980	24	15	11	27	24	73	50	27
6480	25	16	12	28	25	76	52	28
7000	26	16	12	29	26	79	54	29
7540	27	17	12	30	27	82	56	30
8100	28	17	13	31	28	85	58	31
8680	29	18	13	32	29	88	60	32
9280	30	18	13	33	30	91	62	33

# Races

There are several distinct races available for players to choose from in Kanar, each of which has advantages and drawbacks:

- Race will determine a portion of your Body Points (see “Body Points” under Combat for more information)
- Non-Human races must meet costuming requirements as listed below during play.
- Your race may provide you with “bonus skills”, as listed below. Your character gains these skills at creation at no additional cost. Although a player spends no skill points to obtain these skills, they count as the first purchase of that skill.

## Humans

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**Physical Characteristics:** Humans live approximately 75 years.

**Society:** Humans are the most common race in Kanar. They are also the most diverse of all races, and are the only race that can cross breed with other races.

**Bonus Skills:** None

**Costuming Requirements:** None

## Common Elves

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**Physical Characteristics:** Common Elves are visually similar to Humans except for their pointed ears. Before the year 1013 (2013), Common Elves lived approximately 1000 years, but their lifespans now match that of a human.

**Society:** Common Elves are an aloof and civilized people, living in cities and villages. More worldly than their forest-bound cousins, they tend to be more accepting of other races; though they may still be wary of them. Typical Common Elven societies dwell at the edges of forests and also in mountainous regions. Common Elven architecture is composed of multi-spired buildings, made almost exclusively of living trees and other vegetation. They are natural enemies of Orcs.

**Bonus Skills:** Resist Charm (x1), Resist Sleep (x1)

**Costuming Requirements:** Pointed ear prosthetics, no facial hair (suggested)

## Forest Elves

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**Physical Characteristics:** Forest Elves are visually similar to Humans except for their pointed ears. Before the year 1013 (2013) Forest Elves lived approximately 800 years, but their lifespans now match that of a human.

**Society:** Forest Elves tend to be less civilized than Common Elves. They congregate in villages or tribes. The location of these is usually a deep, secluded forest region. Forest Elves tend to be extremely protective of the forest and despise those who defile it. These elves do not share the same condescending attitude of their Common Elven cousins, making them generally more accepted in human society.

**Bonus Skills:** Resist Disease (x1), Resist Sleep (x1)

**Costuming Requirements:** Pointed ear prosthetics, no facial hair (suggested)

## Dwarves

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**Physical Characteristics:** Dwarves have an average height of 5’5” with hair color ranging from red to black, with brown being the most common. All dwarves have a light grey skin color. Before the year 1013 (2013) Dwarves lived approximately 500 years, but their lifespans now match that of a human.

**Society:** Dwarves typically dwell in small subsurface cities, often cut into subterranean rifts or spacious caverns. Common Dwarves rarely dwell farther than 10 miles below the surface. Dwarves live in clans and their clan’s name is a badge of honor to be worn with pride. A typical Dwarven city will house one clan. Dwarves tend to hate Orcs, Deep Dwarves, Dark Elves, and Goblins.

**Bonus Skills:** Resist Charm (x1), Resist Stun (x1)

**Costuming Requirements:** Grey skin paint, beard (males only)



## Halflings

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**Physical Characteristics:** Halflings look much akin to humans, except that they are generally shorter in stature, and possess a patch of thick hair on the back of their hands and top of their feet. Before the year 1013 (2013), Halflings lived approximately 150 years, but their lifespans now match that of a human.

**Society:** Halflings live in small villages near a common source of water. Many young Halflings find their existence boring, and leave their homes to find adventure in the human societies. Halflings tend to dislike goblins, who raid Halfling villages due to finding the Halflings' size less intimidating than other races.

**Bonus Skills:** Resist Charm (x1), Resist Disease (x1)

**Costuming Requirements:** A patch of hair/fur on the back of each hand, or a skin-tone fingerless glove with such a patch attached to the back.

## Half-Ogres

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**Physical Characteristics:** This crossbreed between a human and an ogre is large and repulsive. Half-Ogres tend to stand no shorter than 6' 2" tall, and have noticeable fangs or tusks. The skin of these creatures ranges from pale to pumpkin orange. Before the year 1013 (2013), Half-Ogres lived approximately 60 years, but their lifespans now match that of a human.

**Society:** Plainly said, most races do not like Half-Ogres. Members of this crossbreed are loners and are only marginally accepted in remote villages, barbarian tribes, and Ogre camps. Half-Ogres tend to be aggressive but simple. Often, when they find a situation confusing, they will resort to their size and muscle to end the situation. Half-Ogres are very suspicious of magic and all of those who use it.

**Bonus Skills:** Resist Disease (x1), Resist Stun (x1)

**Costuming Requirements:** Orange skin, tusks (recommended)

## Half-Orcs

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**Physical Characteristics:** These Human-Orc crossbreeds share the lack of charisma of Half-Ogres. They are generally dim-witted and ugly, standing at least 5' 6" tall. Their skin can be any shade of green. Almost all half-orcs have fangs, and sometimes pointed ears. Before the year 1013 (2013), Half-Orcs lived approximately 50 years, but their lifespans now match that of a human.

**Society:** Half-Orcs are not generally accepted into human society. They are often hired into mercenary groups or allowed into barbarian tribes based on their size. More commonly, they dwell with their Orcish kin, living in shallow caves no farther than two miles from the surface. Half-Orcs have a great distrust of magic.

**Bonus Skills:** Resist Stun (x1), Resist Sleep (x1)

**Costuming Requirements:** Green skin, Pointed ears or teeth (optional)

## Half-Breeds

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**Physical Characteristics:** Half-Breeds have resulted from a Human mating with another race such as an Elf, Halfling, or Dwarf. These characters take on some of the characteristics of each of their parent races. Their normal lifespan is an average of each of their parent races.

**Society:** Interbreeding is common between Humans and other races. The offspring of such unions are generally looked down upon by members of both parent races, with the notable exception of Halfling Half-breeds, who fit in well with both.

**Bonus Skills:** Half-breeds may choose one skill listed under the non-Human parent race above to receive as a bonus skill.

**Costuming Requirements:** All requirements listed for the non-Human parent race above.

# Skills

Unless otherwise noted, skills may only be purchased once. For some skills, it's noted that they can be "self-taught". This means that once a character has learned the skill once, they can learn it additional times without needing a teacher.

## General Skills

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**Added Damage 1 (Choose Specialization):** You must choose to specialize in an individual weapon and a hand at the time you purchase this skill. This skill raises the base damage of the selected weapon by 1 while it is wielded in the specified hand. This increase is in addition to the bonus granted by a Weapon Group. You may purchase this skill multiple times, specializing in a different weapon/hand combination each time.

*Prerequisite: Weapon Group and Individual Weapon for the chosen weapon*

**Added Damage 2 (Choose Specialization):** At the time you purchase this skill, you must choose to specialize in a weapon/hand combination for which you have already purchased Added Damage 1. The damage bonus is raised to 2 for that weapon/hand combination. This skill may be purchased multiple times, choosing a different specialization each time.

*Prerequisite: Added Damage 1*

**Added Damage 3 (Choose Specialization):** At the time you purchase this skill, you must choose to specialize in a weapon/hand combination for which you have already purchased Added Damage 2. The damage bonus is raised to 3 for that weapon/hand combination. This skill may be purchased multiple times, choosing a different specialization each time.

*Prerequisite: Added Damage 2*

**Added Damage 4 (Choose Specialization):** At the time you purchase this skill, you must choose to specialize in a weapon/hand combination for which you have already purchased Added Damage 3. The damage bonus is raised to 4 for that weapon/hand combination. This skill may be purchased multiple times, choosing a different specialization each time.

*Prerequisite: Added Damage 3*

**Appraisal:** Characters with this skill learn how to look for flaws and merits in items. When not used with an appropriate lore skill, profession, or trade, a character with this skill can only make an educated guess as to the worth of an item, as they can look for merits and flaws, but have no idea how much those merits and flaws affect the worth of the item. When used with an appropriate lore skill or profession, that character is able to make a much more precise estimate of the worth of the item.

**Blind Fighting:** With this skill, a character is able to inflict their normal damage while Blinded (see Status list). All other restrictions to fighting while being blinded still apply.

**Cartography:** Characters who purchase this skill are able to read, understand and create maps. Characters understand the meaning of map keys, latitude, longitude, altitude and scales. If a character with this skill wishes to draw a map, they should roleplay sketching it out and then after the encounter, ask the appropriate marshal for any assistance needed. If a character wishes to make tagged or enchantable maps they will need to also use the Craft (artistry) skill. Characters without this skill are unable to read maps.

**Damage Control:** To kill a character with this skill, 10 deathblows must be administered as opposed to the normal five. Additionally, after the first five deathblows, the character with this skill should ignore any additional deathblows unless the attacker first uses the First Aid skill to discover that they are only Unconscious and not Dying.

**First Aid:** A character with this skill may administer first aid to another target character for up to 60 seconds, which will allow different effects:

1. After 10 seconds, they may detect whether the target is Unconscious, Dying, or Dead.
2. After 30 seconds, if the target is willing or unconscious, the user may know their current and maximum BP.
3. After 60 seconds, the user can restore 1 BP to the target if they have the Unconscious status (see Status list), thus removing that status.

**Forgery:** With this skill, a character is able to make duplicates of any handwriting they are looking at. Forgery may only be done if the character has a sample of the person's handwriting or document that they are forging, and only the letters present in the sample may be forged. The character must have the Read/Write skill in which the sample is written, and the copying must be done in the presence of a Marshal. This skill may be purchased multiple times at the same cost. A character may use the Forgery skill to detect other forgeries. To do this, the character compares the level of their Forgery skill to the level of the forgery they are attempting to detect – if their skill is equal to or higher than the level of the forgery, the character has detected it as a forgery. If they are not, the character believes the forgery to be genuine. This skill requires 5 minutes per level to craft a forgery.

*Prerequisite: Read/Write (Any)*

**Fortune Telling:** This skill enables a character to obtain premonitions of future events. The reading will usually come in the form of a cryptic message. This skill usually involves astrology or the use of cards, bones, tea leaves, etc. To use this skill, a character must see a GM to find out what divinations can be made and how long it may take.

**Handle Toxin:** A character with this skill is able to use toxins without harming themselves. They are able to place toxins on items, in food, or in various other containers. The character is also familiar with the method used to remove poisons from items safely. Without this skill, any character who handles an active toxin (For example, a paste on a blade or open bottle of a liquid toxin before being administered) will automatically take the effects of said toxin.

*Prerequisite: Flora Lore or Fauna Lore*

**Horsemanship:** This skill allows a character riding a horse to travel 25% faster between events.

**Language (Choose Specialization):** You must choose to specialize in one language at the time this skill is purchased. The character may speak that language and comprehend it when spoken by others. This skill may be purchased additional times, specializing in other languages.

**Locate/Remove Traps:** This skill enables a character to locate traps if they are searching for them. To use this skill to remove a trap, you must have a marshal present.

A Playmaster may oversee the location and removal of PC traps; the PM will determine, based on the level of the Trap Building skill you have, whether you are able to find and disarm the trap or not. Staff running the encounter may oversee the location and removal of any NPC traps. The marshal will determine whether you are able to find and disarm the trap or not.

**Math:** The Math skill gives a character the knowledge of basic mathematical concepts such as addition and subtraction. A character with Math may add and subtract in their heads. Any character without this skill must find physical representations to count higher than five.

**More Math:** This skill entails more complicated mathematical concepts than the Math skill, such as multiplication, division, roots, and powers of magnitude.  
*Prerequisite: Math*

**Musical Training:** A character with this skill understands the basic concepts of musical instruments, vocal music, and written music. In order for a character to sing written lyrics, they must have the Read/Write skill of the language that the song is written in. This skill may be used along with the Appraisal skill to more accurately appraise pieces of music and musical instruments.

**Navigation:** With this skill a character has the ability to determine direction using the stars, sun, and other naturally occurring directional markers.

**Paired Weapons:** This skill gives the character the ability to use any one-handed weapons (that the character can otherwise use) at the same time.  
*Prerequisite: One-Handed Weapons or the Individual Weapon skill for a one-handed weapon*

**Read/Write (Choose Specialization):** You must choose to specialize in one language at the time this skill is purchased. The character may read and write in that language. This skill may be purchased additional times, specializing in other languages.

**Seamanship:** This skill allows a character commanding a ship to travel 25% faster between events.

**Tanning:** Characters with the Tanning skill are able to create various armor materials from the hides of creatures. The hides of these creatures must have the potential to become either leather or plate armor; such

as skins from griffins, dragons or large insects; or hides from mundane creatures like deer.

The amount of materials that can be collected from a creature varies by size and creature. Not all creatures will provide material when harvested. The harvesting process takes 15 minutes. Once the process is completed, see a member of GM Staff for the results. Additional time may be required to cure and preserve the harvested material before it is stable for storage and use.

**Tracking:** With the Tracking skill, a character is able to follow the subtle trail which passing beings have left over non-stone surfaces. This skill may only be used during daylight hours and the appropriate marshal must be informed of the tracking character's intentions. The marshal will inform the tracker where the trail leads to, or whether there was no trail to be found. You cannot use tracking to cover someone's tracks.

**War Casting:** This skill only affects members of a unit created through the use of a War Tactics skill. You do not need to be the person who created the unit for this skill to take effect, but you do need to be a member of the unit. Damage caused by any instant, damage-based spell cast by a unit member is increased by one per level of the spell. This effect ends immediately if a unit is no longer intact. A character may only benefit from one use of a War Casting skill at a time.

**War Tactics (Choose Specialization):** At the time this skill is purchased, you must choose to specialize in Small Unit, Medium Unit, or Large Unit. A character with this skill may form a unit made up of themselves and a number of other characters. A Small unit consists of three members, a Medium unit consists of five characters, and a Large unit consists of seven characters. This number must include the person using the War Tactics skill.

While this unit remains intact, unit members do +1 damage with weapons only. For a unit to remain intact, all members must remain within arm's length of at least one other member of the unit, and no one in the unit can be incapacitated. A character may only benefit from one use of the War Tactics skill at a time.

**Wilderness Survival:** A character with this skill is able to survive alone, even in extremely rural areas, for an indefinite amount of time. This skill should be taken into account when the character is traveling.

## Trade Skills

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You may choose to purchase each Trade Skill up to five times at the same cost. Each additional purchase raises your level in that skill by one.

**Craft (Choose Specialization):** With this skill, a character has the ability to create items of an appropriate craft. When purchasing this skill, you must choose one specialization listed below. In-depth information about the costs and capabilities of each specialization can be obtained from staff.

Available specializations: Armorsmithing, Artistry, Brewing, Bookbinding, Carpentry, Chandlery, Cooking, Disguises, Leatherworking, Glassmaking, Masonry, Metalsmithing, Pottery, Siegesmithing, Tailoring, Weaponsmithing.

**Forensics:** Forensics may be used to examine a corpse's wounds to determine the cause of death. This skill may be purchased up to 5 times and must be purchased in numerical order. The time required to perform this skill is one minute per level of Forensics. Information gained is as follows:

Level 1: A strong idea what kind of weapon killed or wounded a being. With level one Forensics, a character is also able to match a specific wound to a specific weapon if the weapon is present for examination. Characters with this skill may also dissect a corpse to discover subtle facts regarding the physical state they were in before death.

Level 2: How long the corpse has been dead.

Level 3: What type of disease a corpse died from.

Level 4: Which poison was used to kill a being.

Level 5: A character may spend a full half hour to cover up the causes of a person's death. Alternatively, a character with this level of Forensics may try to detect such a cover-up. To do this, the character spends five minutes investigating, then compares their level to the level of the character performing the cover-up – if theirs is equal or higher, they character are able to learn the truth.

*Prerequisites: First Aid (Level 1), Handle Toxin (Level 4)*

**Herbalism:** This skill allows a character to apply knowledge of various herbs for the creation of healing salves, pastes and bandages. See the Items section for more information.

*Prerequisite: First Aid, Flora Lore*

**Pick Locks:** This skill allows a character to make an attempt at opening a secured lock without a key. To use this skill, you must have the appropriate Marshal present. If you have the corresponding level or higher, you can pick the lock.

## Weapon Groups

The purchase of a weapon group provides the ability to use all weapons listed in that group. Further information about each weapon can be found under that weapon's Individual Weapon skill. If you are using a weapon for which you have also purchased the Individual Weapon skill, your base damage with that weapon is increased by 1. Having both of these skills has been referred to in the past as "weapon specialization".

**One-Handed:** Dagger, Club/Mace, Shortsword, Longsword, Hatchet/Hammer, Handaxe/Sledge

**Two-Handed:** Greatclub, Pike, Greatsword, Longspear, Greataxe/Maul, Poleaxe, Shortspear, Bastard Sword, Hookaxe/Longhammer, Staff

**Ranged:** Bow, Crossbow, Thrown Rock/Dagger, Thrown Axe/Hammer, Javelin

**Shields:** Shield, Buckler. If you have also purchased Individual Weapon (Shield), you may use shields larger than the listed maximum size to defend, but you may not use them to attack.

**Siege:** Battering Ram, Capped Battering Ram, Catapult, Ballista, and Trebuchet. Information about these weapons can be found in the "Siege" section.

## Individual Weapons

The purchase of an Individual Weapon skill allows the use of the weapon with that name. The weapon type is based on the length of the weapon and any characteristics of that weapon. The length, damage, and characteristics of each weapon are listed in the table below.

Individual Weapons				
Name	Size	Dmg	Hnd	Characteristics
Dagger	6-24"	1	1H	Crossguard
Club/Mace	24-44"	2	1H	
Greatclub	44-66"	3	2H	
Pike	72-84"	3	2H	
Shortsword	24-32"	2	1H	Crossguard
Longsword	32-44"	2	1H	Crossguard
Greatsword	50-66"	3	2H	Crossguard
Longspear	54-84"	3	2H	Crossguard
Hatchet/Hammer	24-32"	2	1H	Hook
Handaxe/Sledge	32-44"	2	1H	Hook
Greataxe/Maul	50-66"	3	2H	Hook
Poleaxe	66-84"	3	2H	Hook
Shortspear	48-54"	*	2H	Variable
Bastard Sword	44-50"	*	2H	Variable, Crossguard
Hookaxe / Longhammer	44-50"	*	2H	Variable, Hook
Staff	40-72"	2	2H	Double
Bow	N/A	4	2H	Ranged, No-Armor
Crossbow	N/A	4	2H	Ranged, No-Armor
Thrown Rock/Knife	1-6"	1	1H	Thrown
Thrown Axe/Hammer	6-24"	2	1H	Thrown
Javelin	36"	3	1H	Thrown, No-Armor
Buckler	<200" <sup>2</sup>	N/A	1H	Buckler
Shield	200" <sup>2</sup> - 800" <sup>2</sup>	1	1H	Shield

**Length:** The weapon's overall length (including handle and blade) must fall between these limits. Please note that all maximum weapon lengths are non-inclusive - that is, a weapon with a listed minimum length of 20" and a maximum of 44" may be over 43" in length, but not 44". This is to ensure that there is no overlap between weapon categories.

**Dmg:** This is the "base damage" for this type of weapon. This amount may be modified using skills, spells, items, or other means.

**Hnd:** This denotes whether a weapon is one-handed or two-handed.

### **Characteristics:**

**Crossguard:** This weapon may have a crossguard capable of deflecting a weapon.

**Hook:** This weapon may have a head or hook capable of hooking, catching, and/or pinning weapons and shields.

**Variable:** A player may choose to wield a shield or other item in one hand while wielding this weapon in the other. If wielding the weapon in one hand, its base damage is 2. If not, the base damage is 3.

**Double:** This weapon is held in the center and attacks are made with either end.

**No-Armor:** These weapons deal damage directly to their target's Body Points and ignore armor. Damage should be called as such ("4 no-armor").

**Thrown:** These weapons may be hurled at an opponent, and cannot have a core made of PVC / fiberglass / rattan / etc. You may still use these weapons in melee combat (as long as the physrep is coreless foam). These weapons may not be used to perform Surprise Attacks.

**Buckler:** This weapon cannot be used to attack. It can be strapped to one arm - if so, it does not count as being wielded in either hand. You may only use one at a time.

**Shield:** This weapon may be used at the same time as another weapon without the Paired Weapons skill. Two shields may not be wielded simultaneously.

**Ranged:** This weapon fires projectiles. For simplicity of play, damage is determined by the qualities of the weapon (e.g. silver, Damage Runes, etc.), the projectile (such as an arrow or bolt) is only a method of determining whether the attack is successful or not. Ranged weapons may have a 30-pound maximum draw weight at a 28" draw length.

## **Lore Skills**

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Lore skills represent a character's instinctive knowledge regarding a particular subject - purchasing a Lore skill once denotes that the character is so familiar with the subject that they can piece together bits of information they've heard and use it to their advantage in a relevant situation. A character may declare to an NPC or marshal that they possess a Lore Skill when faced with a situation where knowledge of that area may present a benefit. The NPC or marshal may (but is not required to) then reply with useful information which that character might deduce from the situation. For instance, a character with Undead Lore may state "I'd like to use Undead Lore" to the player playing a unique skeleton NPC, and receive a reply that fire is exceptionally harmful to it. Some Lore skills may be used in conjunction with Appraisal to determine the value of

certain items, or in conjunction with different Craft specializations to obtain raw material from mines. For instance, Metal Lore may be used with Craft (Metalworking) to obtain certain metal ores from mines, or Stone Lore may be used with Craft (Masonry) to obtain raw minerals. Other materials may require other skill combinations.

Lore skills may be purchased additional times at the same cost, each time specializing in one area of knowledge within that subject. For instance, a character who already has Flora Lore may then choose to purchase Flora Lore (Trees) or Flora Lore (Flowers). Lore specializations will not provide any additional information on field, they may only provide additional benefits during modules or between events. Even then, information is only provided at the discretion of the GM or marshal involved, and is not guaranteed to be available. The more specific the area of specialization, the more likely that information will be provided (when available).

Lore specializations cannot be self-taught and do not count toward the one-year limit for learning a skill without a teacher, they may only be learned from another character or at the GM's discretion.

**Artifact Lore:** Legendary objects and their histories.

**Astronomy Lore:** The stars, constellations, planets and other celestial phenomena.

**Culture Lore:** Etiquette and history regarding other races, kingdoms, tribes, etc.

**Fauna Lore:** Animals and other naturally-occurring creatures.

**Flora Lore:** Naturally occurring plants, flowers, trees, etc.

**Heraldry Lore:** Personal sigils, coats of arms, and other group crests and meanings.

**Metal Lore:** Metals, alloys, and their strengths, weaknesses, and uses.

**Planar Lore:** Features of the eight other major planes of existence: Positive, Negative, Wild, Neutral, Fire, Water, Earth, and Air.

**Sailing Lore:** Operating a ship, resisting seasickness, fighting on rough waters, etc.

**Scribe Lore:** The process of keeping records on paper, essential to all royal courts.

**Stone Lore:** Stones, gems, their strengths, weaknesses, and uses.

**Symbol Lore:** The various meanings of non-heraldic symbols.

**Terrain Lore:** Features of the eight basic types of terrain: Forest, Plains, Mountain, Swamp, Subterranean, Arctic, Desert, and Marine.

**Undead Lore:** Strengths and weaknesses of undead creatures, as well as their possible forms, types, and origins.

**Urban Lore:** Little-known locations, influential figures, fences, and other information about in-game cities.

## Enchantment Skills

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**Basic Enchanting:** This skill allows a character to bind symbols inscribed using Mystic Runes with magic, creating a Glyph. There are 9 levels of the Basic Enchanting skill, which must be purchased in numerical order. Please see the Enchantment section for more information about enchanting an item.

*Prerequisite: Mystic Runes, spell slots of an equivalent level to the desired level of enchantment*

**Demi-Enchanting:** This skill allows a character to bind symbols inscribed using Mystic Runes with magic, creating a Rune. There are three levels of Demi-Enchantment, which must be purchased in numerical order. Please see the Enchantment section for more information about enchanting an item.

*Prerequisite:*

*Demi-Enchanting 1: Basic Enchanting 3*

*Demi-Enchanting 2: Basic Enchanting 6*

*Demi-Enchanting 3: Basic Enchanting 9*

## Magic Skills

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**Analyze Magic Item:** This skill may be used once per day each time it is purchased. In order to use this skill, the character must close their eyes and hold an item in their

hands. Once the skill is activated, the character gains a mental vision of the abilities of the item. As long as the character is concentrating and touching the item, they may ask questions regarding the item to the appropriate marshal. For every 1 minute spent analyzing the item, the character may ask one question regarding the item's nature or qualities. The character may also ask questions regarding activation methods or phrases - in this case, the character must spend 5 minutes per level of the enchantment being analyzed. This skill requires concentration, and is disrupted if the character receives any damage, makes an attack, or begins casting a spell.

*Prerequisite: Mystic Runes*

**Mystic Runes:** This skill allows a character to reliably inscribe an item with the symbols necessary to enchant it. These symbols are highly personal, and only the person inscribing the symbols can enchant them. This skill also provides the character with the knowledge of abilities an item can acquire through demi-enchantment.

*Prerequisite: Bardic Ability, Earth-Water Ability, or Fire-Air Ability*

**Bardic Ability:** Allows the character to use Bardic scrolls and learn Bardic spell slots.

*Prerequisite: Musical Training, Read/Write (Any)*

**Earth-Water Ability:** Allows the character to use Earth/Water scrolls and learn Earth/Water spell slots.

*Prerequisite: First Aid, Read/Write (Any)*

**Fire-Air Ability:** Allows the character to use Fire/Air scrolls and learn Fire/Air spell slots.

*Prerequisite: Read/Write (Any)*

**Bardic Research:** This character can add a Bardic spell from the Master Spell List to one Spellbook by paying a cost of 4 silver per spell level, and spending 1 week per spell level in study. No other actions may be taken during this time, including researching other spells. The above cost may be reduced by up to half using Lores related to the researched spell.

*Prerequisite: Bardic Ability, Bardic 1*

**Earth-Water Research:** This character can add an Earth-Water spell from the Master Spell List to one Spellbook by paying a cost of 4 silver per spell level, and spending 1 week per spell level in study. No other actions may be taken during this time, including researching other spells. The above cost may be

reduced by up to half using Lores related to the researched spell.

*Prerequisite: Earth-Water Ability, Earth-Water 1*

**Fire-Air Research:** This character can add a Fire-Air spell from the Master Spell List to one Spellbook by paying a cost of 4 silver per spell level, and spending 1 week per spell level in study. No other actions may be taken during this time, including researching other spells. The above cost may be reduced by up to half using Lores related to the researched spell.

*Prerequisite: Fire-Air Ability, Fire-Air 1*

## Item Creation

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Each Item Creation skill has nine levels, which must be purchased in numerical order. The cost for each level is the number listed on the Skill Cost table for your class, multiplied by the level number you are purchasing. For instance, the cost for Alchemy 1 is the cost listed on the table, while the cost for Alchemy 3 is three times that cost.

**Alchemy:** With this skill, a character is able to create Acids and Alchemical Pastes. Please see the Alchemy section for further discussion of this skill.

*Prerequisite:*

*Alchemy 1-3: Read/Write (Any), Math*

*Alchemy: 4+: More Math*

**Potions:** Each level of Potions enables the character to bind to a liquid to a spell they are able to cast. For further information see the Items Section.

*Prerequisite: Alchemy 1, Herbalism 1*

**Scrolls:** Each level of Scrolls enables the character to bind to scripture, a spell they are able to cast. For further information see the Items section.

*Prerequisite: Read/Write (Any)*

**Toxins:** With this skill, a character is able to create toxins. Please see Toxin section for in-depth discussion of this skill.

*Prerequisite: Handle Toxin*

**Traps:** Characters with this skill understand how to build and set traps. See the Building Traps section for more on using this skill.

*Prerequisite: Locate/Remove Traps*

## Martial Abilities

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Martial Abilities can be purchased multiple times. The first purchase will cost the amount listed under your class in the skill cost table. The cost of each successive purchase will increase by half of the skill's original cost. For instance, if your first purchase of the skill costs 100 points, your second purchase will cost 150, your third will cost 200, your fourth will cost 250, and so on.

If a Martial Ability requires you to specialize in a combination of one individual weapon and one hand, you may purchase the skill additional times at this increased rate, or you may choose to specialize in a different weapon/hand combination as if you were purchasing a new skill. Martial Abilities are not self-taught.

**Critical Parry:** A character with this skill may use a Critical Parry once a day for each time the skill is purchased. To do so the character must have the weapon with which they have the Critical Parry drawn and in the correct hand. A player does not need to announce which weapon is being used for this skill when calling a Critical Parry.

When an opponent lands a successful Death Strike or Stun attack, a character with this skill may announce "Critical Parry" after the attack is called. This counters the Death Strike or Stun skill. The Death Strike or Stun skill is considered expended. Critical Parry must be purchased for an individual weapon and a specified hand.

*Prerequisite: Added Damage 2 for the chosen weapon and hand combination*

**Death Strike:** Once per day for each purchase of Death Strike they have learned, a character is able to slay one creature with one successful strike. The creature must be humanoid in shape and no taller than 15 feet. When a character with this skill lands a successful blow, they may then call "Death Strike" instead of their normal damage rating. If successful, the opponent is slain as if all necessary death blows had been administered. Note that a successful strike must be made - if the blow is parried or blocked, the Death Strike use is not expended. The armor of the victim sustains no damage during this maneuver. Death Strike must be purchased for an individual weapon and a specified hand.

*Prerequisite: Added Damage 4 for the chosen weapon and hand combination*



**Knockdown:** A character with this skill may inflict the Knockdown status (see Status list) once per day for each time the skill is purchased. To do so, when the character lands a successful blow they may then call both the damage being given and the Knockdown status (e.g. “5 Knockdown”). Note that a successful strike must be made - if the blow is parried or blocked, the Knockdown use is not expended. Knockdown must be purchased for an individual weapon and a specified hand.

*Prerequisite: Added Damage 2 for the chosen weapon and hand combination*

**Massive Damage:** At the time you purchase this skill, you must choose to specialize in a weapon/hand combination for which you have already purchased Added Damage 4. Each purchase of this skill increases the base damage of that combination by 1.

*Prerequisite: Added Damage 4 for the chosen weapon/hand combination*

**Physical Development:** Each time this skill is purchased, the character gains four body points.

**Stun:** A character with this skill may inflict the Stunned status with a successful attack to the torso once per day for each time the skill is purchased. The attack’s damage is reduced to 1 plus any magical enhancements. The Stunned status will last for 10 minutes. Note that a successful strike must be made - if the blow is parried or blocked, the Stun use is not expended. Stun must be purchased for an individual weapon and a specified hand.

*Prerequisite: Added Damage 3 for the chosen weapon and hand combination*

## Physical Abilities

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Physical Abilities can be purchased multiple times at the same cost. Once a character knows the skill, it can be self-taught additional times.

**Armor Move:** This skill allows a character to benefit from armor they are wearing. For each level of Armor Move bought, a character can benefit from up to 5 points of armor worn. See “Armor” in the Combat chapter for more information.

**Detect Magic:** With this skill, a character is able to detect an aura around any item or person that is magic. Active spells, magic items, or items with enchantment slots will cast an aura. Spells in memory or the ability to

cast do not show an aura. The aura will indicate which elements are active upon the target. This skill must be performed on a specific item or person, and may only be done once a day for each time the skill is purchased.

**Drug Tolerance:** This skill allows a character to resist the effects of a certain toxin. When this skill is purchased, the toxin (level and name) is specified. The character will resist one dose of this toxin per day for every time they have purchased this skill.

**Resist Charm:** A character with this skill is able to resist the Charmed status (see Status list), a Charming Lights spell, or a Hypnotism spell once per day, per purchase. The character attempting the charm effect will not know that their target has resisted the effect.

**Resist Disease:** A character with this skill is able to resist the Diseased status once per day, per purchase.

**Resist Sleep:** A character with this skill is able to resist the Asleep status once per day, per purchase.

**Resist Stun:** This skill allows a character to resist the Stunned status once per day, per purchase.

## Surprise Attacks

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Surprise Attack skills may only be purchased once. All surprise attacks are successful only if the blow itself surprises the victim. The victim is the one who determines whether or not they have been surprised.

Note that if you do not expect the attack or see it coming, a person you are speaking with or that you know is behind you can still surprise you. Additionally, if you clearly see an attack coming, and for whatever reason do not attempt to dodge, parry, or in any way avoid the attack, you are considered surprised. Surprise attacks may be used in mass combat, but the victim must be surprised by the strike.

In order to perform a surprise attack, a one-handed melee weapon must be used. A player cannot deliver two surprise attacks at the same time with the Paired Weapons skill.

**Assassinate:** This surprise attack must be a legal strike delivered to the back while announcing “Assassinate.” If successful, this strike will bypass all physical armor and reduce the victim’s body points to 0. The victim may

scream in pain as they fall to the ground.

This skill may be performed on any humanoid-shaped figure of a height no greater than 10 feet.

*Prerequisite: Knockout*

**Backstab:** This surprise attack must be a legal Kanar strike delivered to the back while announcing “Backstab”. If successful, this strike bypasses all physical armor and depletes half of the victim’s body points, or causes the amount of damage the attacker is able to do with that weapon, whichever is greater. This skill may be performed on any humanoid-shaped figure of a height no greater than 10 feet.

*Prerequisite: Any one-handed Individual Weapon skill or the One-Handed Weapon Group skill*

**Knockout:** With this surprise attack, a character is able to inflict a target with the Stunned status. To simulate this attack, the attacker must tap between the shoulder blades of the victim with the pommel of the weapon while announcing “Knockout”. This action represents a blow to the back of the head, so a metal helmet that covers the back of the head will protect the victim from this attack. This attack may be performed on any humanoid-shaped figure of a height no greater than 10 feet.

*Prerequisite: Backstab*

**Silent Kill:** If a character successfully performs a Silent Kill attack, their victim must silently fall to the ground, and instantly acquires the Dying status (see Status list). This surprise attack must be a legal Kanar strike delivered to the victim’s torso and “Silent Kill” must be announced when the blow is struck. This attack bypasses all physical armor if successful. This skill may be performed on any humanoid-shaped figure of a height no greater than 10 feet.

*Prerequisite: Assassinate*

## Spell Slots

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Spell slots represent a character’s ability to cast one spell of a particular type once per day. More information about how to use spell slots can be found in the Magic chapter. Slots of an identical level may be purchased multiple times at the same cost. Once a character knows one slot of a certain level, they may teach themselves additional slots of that level. You may only have as many slots of a particular level as you do of the next-lower level (for example, if you have five

first-level slots, you may only have up to five second-level).

In order to purchase your first slot of a new level, you must already have the following:

- At least 2 slots one level lower
- At least 3 slots two levels lower
- At least 4 slots three levels lower

**Note:** Obviously, you cannot purchase spell slots lower than first level, so ignore any slots this guideline would require you to purchase of a level lower than first.

**Example 1:** In order to purchase your first fifth-level spell slot, you must have at least two fourth-level slots, three third-level slots, and four second-level slots.

**Example 2:** In order to purchase your first third-level slot, you must have at least two second-level slots and three first-level slots.

Players may purchase no more than six spell slots of a certain level until their character reaches 7th level. Once a character reaches this level, they may purchase a number of spell slots of any level equal to their character level. That is, when a character is of level 1-6, they may have up to six 1st level spell slots; at 7th level, they may have seven 1st level spell slots; at 12th level, they may have twelve 1st level spell slots.

**Bardic:** This skill allows the character to prepare one Bardic spell from their spellbook per day.

*Prerequisite: Bardic Ability*

**Earth-Water:** This skill allows the character to prepare one Earth/Water spell from their spellbook per day.

*Prerequisite: Earth-Water Ability*

**Fire-Air:** This skill allows the character to prepare one Fire/Air spell from their spellbook per day.

*Prerequisite: Fire-Air Ability*

# Combat

In the fantastic world of Kanar, we fight simulated combat using extremely soft, lightweight, padded facsimiles of medieval weapons. At all times during combat, safety should be kept in mind. If you are unable to control yourself in a combat situation, you should remove yourself from the fight. If necessary, a marshal may remove you. Remember that dangerous or unwanted physical contact is never allowed. It is recommended that a player wear an athletic supporter, padded gloves, and safety goggles.

**Please Note:** Not every situation which arises on the field of play can be covered by a rulebook. In our game, we value and encourage players finding creative solutions to predicaments they encounter. If a player is involved in a situation where they're unsure how the rules interact with the actions being taken, we encourage them to reach out to staff for a field ruling. These rulings will be made to the best ability of the marshal involved, and they are not a binding ruling for how all similar situations will be handled in perpetuity.

## Dealing and Receiving Damage

When attacking, swing your weapon in a controlled manner. Swings should have a realistic angle of less than 180 degrees. A realistic angle is one such that, if the blow were being struck with a real weapon, the swing would be effective. Additionally, a player should never throw a shot at a target they cannot physically see.

The object is merely to make contact with any legal target; shots need not bruise your opponent. Illegal targets are hands, neck, head, and groin. No damage is received when attacks land in these areas. If complaints are made of a character delivering multiple shots to illegal targets, the marshalling staff will talk to that player. Shots in Kanar are never deemed too light. All attacks which are felt should be taken. If you have a problem with a player's attacks, take all damage and talk to them, or a marshal, after the fight.

If you manage a successful attack while in combat, you must call out your character's damage rating with the weapon making contact. If the damage is augmented by a status effect, magic, or acid, you call the total as a single number, and then add any effects or damage

from poison. For instance, you make an attack with your sword that does 2, augmented with a Blast of Flame spell, which adds 6 points of fire damage. You would call "8 Fire Magic". If you also had a toxin applied to your blade, you would call "8 Fire Magic, 10 Pain Toxin 5". You may choose to deal less damage than your maximum damage rating with that weapon, but any additional effects cannot be changed.

For instance, say you are attacking with a Longsword which deals 2 base damage and has been augmented with a Blast of Flame which deals an additional 6. You may choose to deal 6 or 7 damage instead of 8 (reducing the Longsword's damage to 1 or 0), but you cannot choose to deal 4 or 5 (because the Blast of Flame's damage cannot be reduced).

When receiving damage from your opponent, subtract damage first from any active spells which provide AP (unless specified otherwise in spell description). Next, damage will be subtracted from physical sources of AP, then from magical BP, then your normal BP. If a character's body points are reduced to zero, they are unconscious and should lie on the ground.

If at any point in time, a character has the ability to stop or resist a status or effect, that person must announce how it is being stopped. Methods of resisting a status or effect are used in the same order as AP and BP - magical, then physical. If a character is struck with a Knockout attack and has both an active Oakhide spell and the Resist Stun skill, the spell's protection is used before the Resist Stun skill. If a status or effect can be resisted using your character level, that check is considered a physical resistance. Whenever a character uses any of their protections or resistances, they will be fully aware of what resistance is being called into effect.

If you are physically wielding a weapon that you do not have the in-game ability to wield (such as a shield without the Shield skill, or a Shortsword without the Shortsword skill), you deal no damage with that weapon, and any attacks blocked with that weapon deal damage to you as if they were unblocked. If you are wielding two weapons without the Paired Weapons skill, or if you do have the skill and one of the weapons you are wielding is two-handed, these disadvantages apply to all weapons you are holding.

## Body Points

In Kanar, body points (BP) are the unit that a character's health is measured in. A character gets a certain number of body points for their race and a certain number for their class, both based on their level. For instance, a Half-Ogre Warrior who has reached 5th level would have 24 body points. They receive 8 for being a fifth level Half-Ogre and 16 for being a fifth level Warrior. The ratings for each class and race, by level, appear on the Body Point tables at the end of this book.

Any character or creature that is wounded, and still alive, will heal 1 body point every day at dawn. 'Dawn' always occurs at 7am.

## Armor

In this game, Armor Points (AP) allow you to withstand additional damage before depleting your BP. Unlike BP, AP do not restore themselves until the armor is repaired. A character may benefit from up to 100 points of non-magical armor, or the number of points allowed by their Armor Move skill, whichever is lower.

When a character wearing armor receives damage, that number of damage is subtracted from the piece of armor with the lowest number of AP. Once that piece of armor has been reduced to 0 AP, damage is then applied to the piece of armor with the next-highest AP, and so on. If at any point, a piece of armor is reduced to 0, it is destroyed and can no longer be repaired.

### Armor Types

There are four types of armor in Kanar: Leather, Composite, Chainmail/Metal Scale and Plate.

**Leather:** This armor is made from the hides of animals. The leather is usually hardened to fit the wearer.

**Composite:** These are more advanced forms of leather armor. Some examples of this are studded leather, leather scale, and ring mail.

**Chain/Metal Scale:** Chainmail is composed of small metal rings interwoven to form a flexible material, which is shaped into hoods, vests, etc. Metal scale is similar to leather scale except that the scales are made of metal.

**Plate:** Plate armor is made of large metallic plates that are shaped and articulated to offer nearly complete protection of the entire body.

### Armor Locations

A suit of armor is divided into 7 locations: 2 legs, 2 arms, front torso, rear torso, and head. Armor points are given based on the number of locations armored.

If a player has both upper arms (but not lower arms), or both lower arms (but not upper arms), they gain AP as if they had ONE arm location covered. If a player has both upper legs (but not lower legs), or both lower legs (but not upper legs), they gain AP as if they had ONE leg location covered.

*Leather Armor:* 5AP/location

*Composite Armor:* 10AP/location

*Chain/Scale Armor:* 15AP/location

*Plate Armor:* 20AP/location

**Example:** Samson has a plate breastplate (20), 2 plate legs (20x2), and 2 leather arms (5x2), for 70 total AP.

## Shields

The Shield skill allows a character to use a shield defensively, as well as perform a bashing attack. Spells cannot be cast through them. Bucklers may never be used to shield bash, however they do possess the unique ability to be worn while wielding a weapon in the same hand that the buckler is strapped to. In order to do so, the buckler must be strapped directly to the arm and it must also be well padded (such that it would be shield bash legal if it were allowed). A player may still buy damage bonuses in Buckler (to qualify for prerequisites for other skills).

## Dying

### Unconsciousness

Any being which is dropped to zero Body Points becomes Unconscious (gaining the Unconscious status, see Status list). However, this does not mean that they are immediately in danger of dying. At this point, the character must fall to the ground and cannot see, hear, or take any action whatsoever. They may remain in this state until dawn, at which point they naturally gain 1 BP (as stated above), and regain consciousness.

## Deathblows, Dying, and Death

Deathblows represent the in-character process of causing grievous harm to someone in a way that, without intervention, would normally cause them to gain the Dying status (where they cannot receive normal healing, and stronger magic must be used to prevent death - see the Status list for more information). These attacks may be performed on any character or NPC who is unable to defend themselves. Examples of this situation are a character with the Unconscious, Asleep, Webbed, or Stunned statuses (see Status list). These attacks may also be made successfully against characters who are only pretending to be unable to defend themselves - if you do not wish to be the victim of a deathblow, take whatever actions are necessary to show that you can defend yourself *before* the deathblow is administered! Otherwise, the first one drops your character to zero BP and still counts as a successful deathblow.

Deathblows may be administered using any weapon or damage-inflicting spell. A character may deliver a deathblow once every three seconds by lightly touching the weapon or spell packet to the victim and stating "deathblow" loud enough for the victim to hear. Deathblows are cumulative - if one person delivers two deathblows to a character, and another person delivers three more, that character has still received five deathblows. The number of deathblows received is reset to zero if the character receives any amount of healing.

Under normal circumstances, a character who receives five successful deathblows goes from Unconscious to Dying (see Status list). Certain creatures, conditions, or skills (such as Damage Control) may require more than five deathblows to cause death - if you want to be able to tell whether you have caused death, or if more deathblows are necessary, you should purchase the First Aid skill.

If you are Dying, you immediately lose the memory of the five minutes prior to becoming so. You should lie on the ground and "play dead" until either someone finds and heals you, or one half-hour passes, at which point you are considered Dead. If you are Dead, or if you are Dying and you are somewhere that nobody will ever find you, you may get up and find the Game Master or appropriate marshal to inform them of your death.

## Living Again

### Life Credits

If a Life spell is successfully cast upon a character within five minutes of acquiring the Dying status, they are restored to life with 1 BP, the memory loss described above, and no further ill effects.

After five minutes, a character will lose one life credit. All characters begin play with three life credits. Characters gain one additional life credit for each even level they gain. If a character does not have a life credit to lose at this point, their life has ended permanently and a new character should be made.

After five such minutes and losing a life credit, a successful Life spell will still revive them as described above. After 30 minutes, the character is Dead instead of Dying (see Status list), and a Life spell will no longer have any effect.

### Resurrection

Dead characters may be brought back to life (and have the Dead status removed) by means of a Resurrection Ceremony. This ceremony is a ritual known only to powerful E/W casters (Those that have 9th level E/W spell slots). The ceremony takes six months of on-field time to learn, and may not be learned from books, etc. Only one student may be taught at a time, and the ceremony may only be taught every three years. This time requirement applies to both the teacher and the newly learned student. Thus, neither one may teach the ceremony for three years.

The ceremony requires 51% of the victim's remains and a piece of Ore. Ore is a magical metal that contains the positive energies necessary to return the dead to the living after an extended time. It can only be obtained in character.

The ceremony has a cumulative chance of failure. During a resurrection ceremony, the person performing the resurrection will ask the target player how many life credits they have lost. That number of black marbles will go into a bag. White marbles will be placed inside the bag until the total number of marbles equals 20. The marbles will then be mixed, and one will be drawn at random. If it is black, the ceremony fails. If the marble is white, the ceremony is deemed a success and the character is returned to life. However, if a player so chooses, they may choose to reject the ritual and

remain dead. The character will have no memory of 30 minutes before their death. All memorized spells will be wiped from memory, and the character will be weak for one hour - disoriented and unable to run, though they may defend themselves as normal.

## Sieges and Structures

This section does not deal with the procedure for constructing a safe structure at the Kanar, only the game mechanics of Siege Combat.

**Walls and Roofs:** Walls and roofs are indestructible during game play.

**Doors and Gates:** Each door or gate must have an item tag on both sides of the door. A door without a tag is considered to be broken and must remain open until it can be crafted again. The Door Item tag must have at least the following listed:

1. Who created the door or gate
2. Any assistants who helped (siege engineers, masons, carpenters, or metal smiths)
3. The Siege Points (if any) of the Door

### Siege Points

Siege points represent how much damage a door or gate can absorb. If the door or gate is reduced to zero siege points, it is forced or broken open rather than being destroyed.

When a door is forced open, a player on the inside of that structure should open the door safely. (A Hold should only be called if necessary). After 60 seconds, the door may be re-closed and one half of the door's maximum number of siege points will be restored (round down to a minimum of one). The resulting siege value of the door, regardless of how many times it has been broken open, will remain the same until it can be repaired.

In order to repair a damaged door or gate, craftsmen of the appropriate type or types are required. The rate of repairing a door is one hour per siege point being restored, modified by the applicable profession level discount.

### Siege Weapons

All physreps for siege weapons must be individually approved by PM staff, there are no uniform guidelines

for these items. If you are interested in creating such a physrep, contact staff first for information.

**Battering Ram:** A battering ram must be wielded by at least three people; one of whom must have the Siege Weapons skill. It must be at least six feet long. To strike, those wielding the ram must charge/run at least 10 feet before striking. A battering ram will inflict one point of siege damage.

**Capped Battering Ram:** A capped ram is a battering ram that has an accessory at the head (usually made of iron or steel and sometimes shaped into the head and horns of a ram) to do more damage to a building. A Capped Ram is wielded in an identical manner to a normal battering ram, the only difference is that it will inflict two points of siege damage per strike.

**Catapult:** A Catapult consists of a stable base with a swinging arm that propels a projectile through the air. A catapult requires a two-man crew, at least one of whom must have the Siege Weapon skill. A catapult stone inflicts three points of siege damage. If the stone manages to strike a character, it will deal 50 points of no-armor damage, and inflict the Knockdown status (see Status list) as well as destroying any shield it strikes.

**Ballista:** A ballista is a massive crossbow. A ballista requires a two-man crew, at least one of whom must have the Siege Weapon skill. A ballista bolt will inflict three points of siege damage. If the bolt strikes a character, it will deal 50 points of no-armor damage, and inflict the Knockdown status (see Status list) as well as destroying any shield it strikes.

**Trebuchet:** A trebuchet stone/boulder will inflict six points of siege damage. A trebuchet requires a minimum crew of three, one of whom must have the Siege Weapons skill. If the stone that is thrown strikes a person, it will cause one use of the Deathstrike skill and inflict the Knockdown status (see Status list). If that character is immune to the Deathstrike skill, or is otherwise able to prevent it, the boulder will deal 100 points of no-armor damage, inflict the Knockdown status, and destroy any shield it strikes.

## Safety

### Restricted Combat Areas

There is no combat within 10 feet of a fire pit at Kanar, nor a structure that is not approved for safe combat.

There is also no combat within 5 feet of a ballista, catapult, or trebuchet. If a combat ensues within this radius, a hold must be called to move the fight to a safe distance. This also applies to any structure not approved for safe combat. Melee fighting over walls is prohibited. The only attacks which may be made over walls are thrown weapons, bows, crossbows, and ranged spells using spell packets.

### **The Four-on-One Rule**

No more than four people may attack any one person at a time.

### **Weapon Safety**

Weapons at Kanar are approved for safety on an event-by-event basis. It is your responsibility to use weapons which have been constructed safely, but even the most well-made weapons may deteriorate over time or become dangerous in harsh conditions. As such, no weapons are approved for their lifetime of use - all weapons must be approved at each event by a member of Playmaster staff before being brought or used on-field. Shields must be separately approved for defense and for bashing. If a shield is not approved for bashing, it cannot be used to make attacks, but can still be used to defend. If a weapon breaks during combat, call a hold and remove the weapon from game play. That weapon is unsafe and should no longer be used until it is repaired. Note that weapons may only be trapped with shields and other weapons. You may never grab another player's weapon during combat. Tennis balls may not ever be used as a melee weapon in combat, regardless of whether they are portraying a melee weapon, thrown weapon, or spell packet.

### **Non-Combatants**

Any member may be a Non-Combatant. The Safety Director, GM, or PM may make any player a non-com for health or safety reasons. A player may also make themselves a non-com for any reason. A non-combatant must have a thick, braided sash of white and red. The Safety Director may determine if a sash is acceptable. Non-coms must always make sure the sash is visible. Furthermore, at night, all non-coms are required to wear 2 glow sticks, one in front and one in back.

Non-combatants cannot wield weapons but they may carry weapons. Non-combatant may cast spells, but may never offensively target an opponent. Non-combatants may not be within 10' of combat. If an attack comes

from a character within 5', or a spell packet / ranged attack comes within 5' of a non-com, they are rendered unconscious. They can give any in-character explanation they want about this. Additionally, if a player ever wishes to "attack" a non-combatant character, they must raise their weapon in the direction of the non-combatant and say, "I attack you," at which point the non-combatant will be reduced to 0 body points and be rendered unconscious. Non-combatants are not to be hit. If this rule is broken, a member of the safety response team will determine intent, and deal with the violation.

### **Taking a Knee**

If a player cannot lay down for a Knockdown, Unconsciousness, or similar effect due to physical concerns such as poor health, injury, or an unsafe situation, they may instead choose to "take a knee". This means that they may drop to one knee, both knees, or sit down in a manner visibly consistent with the effect they are experiencing. If they do so, their arms must remain at their sides until the effect ends.

### **Holds**

Occasionally, there is a reason that all game play must be stopped temporarily. To facilitate this, a "Hold" may be called by any player who sees sufficient reason to call one. To call a hold, the initiating player should loudly call out the word "hold". Upon hearing this, players should IMMEDIATELY cease all action and drop to one knee (if physically possible). Unless you are asked by a marshal to perform some action, or are asked to get a marshal, you should remain in this position until the hold is called off. A hold should only be called off by the player who initiated the hold, someone that player has designated, or a staff member. During a hold, players should check their weapons for tears or breakage. If either is noted, the weapon is considered broken in character and must be removed from combat. It is not to be used in combat until it is repaired. If a character is attacked while bringing their items onto or off of the field, they may call a hold. The player is then able to set items which are out of game (e.g. coolers, tents, etc.) aside, out of the combat zone. The hold is then called off and combat may resume.

## Status Effects

Unconscious	Target cannot see, hear, or take any action. If they are not already laying down, the target must immediately fall to the ground. This status ends if the target receives any amount of healing. If the target receives a sufficient number of deathblows (see "Dying" under Combat), this status is replaced with the Dying status below.
Dying	Target cannot see, hear, rye or take any action. They no longer remember the 5 minutes prior to gaining the Unconscious or Dying status. After five minutes, the target loses one life credit. After one half-hour, the target gains the Dead status.
Dead	Target cannot see, hear, or take any action.
Asleep	Target cannot see, hear, or take any action other than to snore. If they are not already laying down, the target must immediately fall to the ground. This status will immediately end if the target receives any damage. Deathblows may be administered to the target.
Blinded	Target may only move their feet at a slow walk, with their eyes closed. Target may not use a bow, crossbow, any rogue attack, or any spell which requires them to see their target. Other spells and thrown weapons may be used, but the target must close their eyes for 5 seconds prior to attacking. All of the target's attacks are reduced to 1 damage.
Charmed	Target considers the person causing this status to be a trusted ally, and will obey any request made by them which they are not violently opposed to. If they are violently opposed to it, compare the level of the two characters. If the target's level is lower, the target will obey the request. If the "ally" suggests anything which would cause direct physical harm to the target (such as ordering the target to engage in combat), this status ends immediately. Target will remember any actions taken after the status ends.
Cursed	Target will take 2 more points of damage from any attack which causes damage, and suffers from bad luck. See GM.
Deafened	Target cannot hear. This does not protect the target from Bardic magic.
Disarm X	Target must immediately drop the designated item, weapon, or shield. This status ends after three seconds.
Diseased	Target loses 1 BP per hour. This damage cannot be healed until the status is removed. If the target is unconscious, they take the effect of one deathblow per hour.
Doomed X	Target feels a burning sensation, which intensifies throughout the duration of this status. This duration varies (Doomed 1: 24 hours, Doomed 2: 1 hour, Doomed 3: 5 minutes). If this status is not removed by the end of this duration, the target gains the Dying status.
Enamoured	Target falls in love with the first character of the appropriate sex (as chosen by the target) that they see after acquiring this status. The target will not leave their side until the status is removed.
Enraged	Target will attack perceived enemies with no caution or restraint.
Fatigued	Target may not run or attack with any weapon. They may still walk and use weapons to defend/parry.
Hallucinating	Target perceives sights, sounds, smells, and other stimuli that do not exist. Unless told otherwise by a marshal, these hallucinations should concern events and people from the character's past.
Hatred	Target becomes increasingly hateful toward the next person they see, beginning with ridicule and escalating to violence. This status will end if that person is slain.
Idiocy X	Target is unable to produce on-topic comments, maintain a train of thought, or cast spells higher than X level.
Knockback X	Target must move X feet further away from the source of the effect, at which point this status ends.
Knockdown	Target must completely lay down on the ground. This status expires after three seconds.
Madness	Target behaves completely irrationally and stereotypically "insane". Roleplay should be dramatic and exaggerated.
Muted	Target cannot speak or cast/sing spells. They may still call out damage, since that information is out-of-character.
Paralyzed	The target falls to the ground and may not move except to blink their eyes. Deathblows may be administered.
Pinned X	Target cannot move the designated wrist or ankle (X) from the place it is in when this status is gained. They can still cast spells and use other limbs in combat.
Poisoned X	Each day at dawn, the target loses X BP. This damage cannot be healed while the target is Poisoned.
Repulsive	Target emits a repugnant odor, which is noticeable to everyone within six feet except the target.
Slowed	Target may not run.
Stressed	Target feels intense stress, will likely respond in anger to even polite inquiries, and may attack if they are confronted.
Stunned	Target cannot see, hear, or take any action. If they are not already laying down, the target must immediately fall to the ground. They may groan in pain while falling. This status will immediately end if the target receives any damage or is shaken by another character. Deathblows may be administered to the target.
Weakened X	Weapon damage dealt by the target is reduced by X, to a minimum of 0.
Webbed	Target may not move at all. Deathblows may be administered to the target. They can be moved by outside forces.
Wrapped	Target may not move other than to simulate struggling. This also prevents them from casting spells.



# Items

For each item that your character carries (with a few exceptions), you must have two things: a physical representation of the item, and an item tag.

## Item Tags

Kanar uses a tag system to keep track of the items a character possesses. Any item which has any value or has any game mechanics directly associated with it require such a tag. Items which are considered common and have little resale value do not require a tag. Examples of this are common clothing, jewelry, and food and drink not intended for resale. If the clothing is enchanted, if the jewelry is made from a special material, or if the food confers any bonuses after eating, these things would all require the item to have a tag. If you do not have a tag for an item you are carrying, that item is considered unremarkable, worth nothing, and has no special abilities or qualities.

If a non-tagged item you are using is destroyed or rendered unusable, in order to continue to use that item you must leave the field of play and return. This represents your character retrieving another, similar item for use. At the discretion of the marshal running an encounter, you may “replace” a destroyed item by taking one from an NPC. You may NOT do this without first speaking to a marshal, and you may NOT do this with any tagged items.

If a tagged item is destroyed, used, or otherwise consumed, the item tag should be given to a marshal or placed in the GM Drop Box at the earliest convenience.

## Physical Representations

All items which your character obtains must have a physical representation (“physrep”). If they have a sword, you must carry a sword to represent that item. If they possess an enchanted bottle of ale, you must carry something that believably represents that bottle of ale. Whenever possible, avoid physreps made from materials such as plastic (which would not exist in this setting) and glass (which can break and pose a safety hazard).

You may use a number of similar physreps to represent small items which may be very visually similar to each other (such as potions, alchemies, or raw materials). For instance, you may choose to carry seven small bottles to represent the potions you are carrying, even though you may be carrying ten. In this case, after you have used seven potions of **any** type, you may not use any more potions until you have left the field of play and returned in order to simulate a trip to retrieve more potions.

If your character is carrying a tag for which they are **not** also carrying a physrep, they **may not use that item**. That tag is considered to be a stealable physical item known as a “writ” or a “deed”. These items are not forgeable. The writ contains the location of the listed item, and if it is taken from someone by another character, it will allow that character to easily find and retrieve that item. This must be roleplayed by leaving the field with that tag and returning with a physrep for it.

To easily differentiate between these “deeds” and tags for which you are carrying a physrep, we ask that you keep them separate - preferably by keeping physrepped tags in a case, envelope, or tag book marked specifically for this purpose.

Please note that while tags do exist for sentient beings (such as animals and livestock), and these tags may be brought on field as a “deed” without approval, you must receive approval from the GM on a case-by-case basis to bring an NPC “physrep” for that item on field.

## Weapon Material Markings

All weapons (whether latex, pre-purchased, or made yourself) must be marked appropriately according to the material they are made of, based on the Weapon Materials Color Chart.

Weapons must be marked with a stripe no less than  $\frac{3}{4}$  inches wide of the primary color. This stripe must go all the way around the weapon, so that it can be seen from both sides of the weapon. Handles do not need the colored stripe. If a secondary color is required, players must place a stripe no less than  $\frac{1}{4}$  inch wide of the secondary color down the center of the primary color stripe. Stripes may be made out of any material: paint,

marker, tape, fabric, etc., as long as marshals can clearly distinguish the color(s) of the stripe. Players may add any flare they wish to their weapons as long as they maintain a continuous stripe of required color(s) around the entire weapon. Alternatively, players may choose to make the entire weapon in the primary color, with a stripe of the secondary color running around the entire weapon.

If you do not wish to mark your weapon as described above, weapons may instead be marked by fastening a white strand of ribbon or cloth at least 1" in width around the weapon in a location which is not obscured by any type of sheath or weapon holder. The ribbon/cloth must be tied tightly so that it is not easily removable. The last 2" of each end of the white ribbon/cloth must be colored according to the Weapon Materials Color Chart.

## Out-of-Game Mechanics for Item Creation

**Off field:** All Item creation occurring between events is done on-line and requires the use of a player bank. Go to [kanar.club](http://kanar.club) and fill out the appropriate item creation form. In between events, a character is limited to only creating one item each day. Once your preparation/creation time has passed, the game staff will give you a tag for your item at check in of the following event.

**On field:** Once per event, a character may use a Craft, Herbalism, or Item Creation skill to craft or refine an item on field. To do so, they must spend two hours roleplaying the process. This roleplay must involve physreps for appropriate tools and materials, simply miming the actions with no props is insufficient.

One prop (such as an anvil, a sewing basket, or a small workbench) should be marked with yellow tape and placed on a flat, stationary surface (such as the ground or a table) at the beginning of this time. If the marked item is moved, if the character falls unconscious, or if they move more than 10' from the item at any point, this time is lost and they must start over. If the character is successful, they may see an appropriate staff member for a tag for one of the following:

- 1) One non-mastercrafted item which the character could produce using their existing Craft skill(s), Herbalism skill, or Item Creation skills in one month or less. The character must still pay all coin and material costs for creating the item. If creating a potion or scroll, the crafter must successfully cast the spell being placed into the item during the roleplayed crafting time. This spell will be absorbed by the item upon casting and have no other effect.
- 2) One mastercrafted item which the character could produce using their existing Level 5 Craft skill(s) in one month or less. The player must first provide a tag for an identical non-mastercrafted item, as well as any difference in coin or material costs between a mastercrafted and non-mastercrafted item of that type.

Creation of items using skills other than the above may be possible under special and appropriately roleplayed circumstances, at the GM's discretion.

## The Craft Skill

The craft skill covers a wide variety of specialized crafts like weapon-making or masonry. Every specialization is considered a new and separate skill. Times and costs for the use of these skills can be obtained from the game staff. Each specialization allows for the creation and repair of different types of items:

**Armor:** Armor, helmets, barding, etc.

**Artistry:** Artwork such as sculptures and paintings

**Brewing:** Brewing and distillation of beverages

**Bookbinding:** Spellbooks, recipe books, journals

**Carpentry:** Wooden items, vehicles, and structures

**Chandlery:** Candles, torches, and other lights

**Cooking:** Food, desserts, rations, and more

**Disguises:** Outfits, prosthetics, makeup, etc.

**Glassmaking:** Bottles, vials, spyglasses

**Leatherer:** Items made from hide and leather

**Masonry:** Stone items, gems, stone walls

**Metalsmithing:** Jewelry and non-combat items

**Pottery:** Jars, mugs, stoneware, and more

**Siege:** Siege weaponry and defenses

**Tailoring:** Clothing, hats, shoes, etc.

**Weapons:** All Individual Weapons

## Disguises

Disguises allow a character to alter their appearance. Though it is encouraged that actual physical representation be used for a disguise, it is acceptable to use an NPC sash and then describe to people what they see. Even if physical representation for the disguise is not used, game time must be used to apply the disguise (5 minutes per level of disguise after 1st level). With Craft (Disguises) Level 1, a character may wear any level of disguise. However, you must have a level of Craft (Disguises) equal to or greater than the level of the disguise being applied, in order to apply one. All disguises must have a tag, and are considered “used” in the same manner as a potion or scroll (described below) at the end of an event or if removed. The disguise cannot be altered once applied - the appearance you choose at the time of its first application is the only appearance that disguise will provide.

The higher the level of the disguise, the more features which can be altered:

Level 1: Voice and hair color.

Level 2: Facial features - you may appear to be someone else (but not a specific person) of the same race, sex, and build.

Level 3: Build - you may appear 2” taller or shorter than your actual height, as well as 30 lbs. lighter or heavier than your actual weight.

Level 4: Minor racial changes - you may appear to be a *slightly* different race, such as a human appearing to be half-elf, or a half-orc appearing to be full-blooded orc.

Level 5: Major racial changes - you may appear to be any PC race, and any non-PC race (which could reasonably be emulated using makeup and prosthetics) with GM approval.

A character may never alter their features to duplicate those of another individual without magical means. One could, however, replicate the clothing of that individual so as to appear similar from a distance. The only visual means of proving a disguise of level 2 or higher is to remove it. A character with Disguise Level 2 or higher may attempt to search an unconscious, incapacitated, or willing target for worn disguises. This search will take one minute, and will detect any disguises of a level equal to or lower than the level of Disguise used to perform the search. Level 1 disguises cannot be detected using this method. Once detected, a disguise can be removed by the character performing the search. This removal process will take one minute per level of the disguise.

## Potions and Scrolls

With Potion and Scroll creation a character can bind spells into objects for later use. Potion and scroll creation follow the same rules and procedures. The use of the items is where the differences become evident.

**Creating Scrolls and Potions:** The Potions and Scrolls skills allow a character to bind a spell they are able to cast into a potion or scroll. The spell must be of a level equal to or lower than their Potions or Scrolls level. The spell must also list the appropriate Binding on the Master Spell List (P for Potions, S for Scrolls - see Master Spell List). For instance, a character with Scrolls Level 3 may create a scroll for any spell of third level or lower which they can cast, as long as it lists “S” under “Bindings” on the Master Spell List.

**Using Potions and Scrolls:** To use a potion the character must drink the potion (this is a roleplaying action - do not drink potion physreps which may be harmful). The potion affects the drinker as if they were the target of the spell bound to it. Potions cannot be diluted or added to food or drink - this action destroys the item. A potion is destroyed once used, and the tag should be turned in. In order to activate a scroll, the user must read it as if they are casting the spell. If they are interrupted in the casting of it, the scroll is expended, much like the loss of a spell. If they are successful, they may deliver the spell as if they had just cast it. In either case, the scroll is destroyed and the tag should be turned in.

## Enchantment

Enchantment is the process of engraving an item with symbols bound to magical energies. This creates a “Glyph” (in the case of Basic Enchantment) or “Rune” (in the case of Demi-Enchantment).

### Enchantable Items

Not all items can hold an enchantment. In order to be able to hold an enchantment, an item must either be Mastercrafted from a material able to hold an enchantment, OR be noted as “enchantment grade” by a GM. Mastercrafted items can be made by a character who has purchased all five levels of the appropriate Craft skill. An item may hold up to five enchantments, in any combination of Runes or Glyphs. A list of enchantable materials is available from the game staff.

## Preparation

An enchantable item must be prepared properly for the enchanting process. Only one item at a time may be prepared for enchantment, and the preparation must be all that is done during that time (e.g. you may not prepare an item for enchantment and create a potion during the same time period). The time required to prepare an item to be enchanted with a glyph or rune is listed below. Preparing an item will require the use of valuable materials - the cost for preparation of a particular item for a particular Glyph or Rune can be obtained from staff.

## Process

The enchanting process is a very personal endeavor. As such, the enchanter is solely responsible for preparing the item and performing the actual enchanting of it. The actual enchantment process takes a minimum of one hour, during which the character must sequester themselves in secrecy. At the beginning of this time, the player should present themselves to a member of the GM staff, who will assign them to appropriate NPC or staff duties for the duration of that period. If the player wishes to role-play performing the enchantment process on-field following this period (or as part of the on-field crafting process), they are welcome to - otherwise, they are considered to have performed it in private.

There is a chance that this process will fail due to unseen factors or interruptions. At the end of the volunteer time described above, a member of GM staff will determine whether it succeeded or failed using some method of random chance (dice, drawing lots, or another method of their choice). Each time this process is performed, it has a 20% chance of failure. If it fails, it can be reattempted the next day without needing to prepare the item again.

## Item Activation

All Glyphs and some Runes require an activation phrase which must be spoken aloud and correctly in order to trigger the enchantment's effect. If an activation phrase is required, the enchanter must choose it at the time the enchantment is completed, and it cannot be changed afterward.

## Glyphs

A Glyph provides an item's bearer the ability to cast a specific spell once. Once the spell has been cast from the Glyph, it cannot be cast again until the Glyph has

been recharged. Any character may recharge a Glyph by casting that spell, targeting the Glyph (not the character holding the item, or the item the Glyph is inscribed upon). A Glyph may be targeted by any unmodified spell of the same name for the purposes of recharging it, even if the spell normally has a target such as Caster or a defined area.

The spell that can be cast from a Glyph must be chosen at the time of enchantment, and the enchanter must be able to cast the chosen spell at the time the enchantment is performed (even if this ability is gained by the use of a Scroll or similar item). The chosen spell must be bindable as an enchantment, which is denoted on the Master Spell List as "E" for Enchantment (see Master Spell List). The chosen spell is cast into the Glyph during the enchantment process, providing it with its first charge. Once created, the Glyph cannot be recharged using any other spell, or a spell which has been modified in any way.

For ease of reference, the created Glyph is called a "Glyph of X", where X is the name of the spell chosen at creation (e.g. "Glyph of Flame Arrow"). The preparation time for a Glyph is two weeks per level of the chosen spell, and requires a level of Basic Enchanting equal to the level of the chosen spell. The minimum number of words required for its activation phrase is two words per level of the chosen spell.

## Runes

### Spell Rune, Lesser

Skill Required: Demi-Enchanting 1

Preparation Time: 6 weeks

Activation Phrase Minimum: 2 words per spell level

At the time of enchanting, the enchanter must choose one spell of level 1-3 which they could normally place into a Glyph. This spell is used during the enchanting process as if it had been cast. The chosen spell can be cast from the enchanted item once per day using the activation phrase, recharging itself at dawn in the same way as a Glyph is recharged by outside sources. Spell Runes are listed on the item tag as a "Rune of X", where "X" is the name of the spell.

### **Spell Rune, Standard**

Skill Required: Demi-Enchanting 2

Preparation Time: 12 weeks

Activation Phrase Minimum: 2 words per spell level

At the time of enchanting, the enchanter must choose one spell of level 4-6 which they could normally place into a Glyph. This spell is used during the enchanting process as if it had been cast. The chosen spell can be cast from the enchanted item once per day using the activation phrase, recharging itself at dawn in the same way as a Glyph is recharged by outside sources. Spell Runes are listed on the item tag as a "Rune of X", where "X" is the name of the spell.

### **Spell Rune, Greater**

Skill Required: Demi-Enchanting 3

Preparation Time: 18 weeks

Activation Phrase Minimum: 2 words per spell level

At the time of enchanting, the enchanter must choose one spell of level 7-9 which they could normally place into a Glyph. This spell is used during the enchanting process as if it had been cast. The chosen spell can be cast from the enchanted item once per day using the activation phrase, recharging itself at dawn in the same way as a Glyph is recharged by outside sources. Spell Runes are listed on the item tag as a "Rune of X", where "X" is the name of the spell.

### **Damage Rune, Lesser**

Skill Required: Demi-Enchanting 1

Preparation Time: 6 weeks

Activation Phrase Minimum: None (Always Active)

The enchanted weapon deals magic damage, and its base damage is raised by 1. An item may never have more than one Damage Rune.

### **Damage Rune, Standard**

Skill Required: Demi-Enchanting 2

Preparation Time: 12 weeks

Activation Phrase Minimum: None (Always Active)

The enchanted weapon deals magic damage, and its base damage is raised by 2. An item may never have more than one Damage Rune.

### **Damage Rune, Greater**

Skill Required: Demi-Enchanting 3

Preparation Time: 18 weeks

Activation Phrase Minimum: None (Always Active)

The enchanted weapon deals magic damage, and its base damage is raised by 3. An item may never have more than one Damage Rune.

### **Repair Rune, Lesser**

Skill Required: Demi-Enchanting 1

Preparation Time: 6 weeks

Activation Phrase Minimum: None (Always Active)

The enchanted armor will self-repair 1 AP per day, and is not destroyed if its AP is reduced to 0 - even the destroyed pieces will repair themselves.

### **Repair Rune, Standard**

Skill Required: Demi-Enchanting 2

Preparation Time: 12 weeks

Activation Phrase Minimum: None (Always Active)

The enchanted armor will self-repair 2 AP per day, and is not destroyed if its AP is reduced to 0 - even the destroyed pieces will repair themselves.

### **Repair Rune, Greater**

Skill Required: Demi-Enchanting 3

Preparation Time: 18 weeks

Activation Phrase Minimum: None (Always Active)

The enchanted armor will self-repair 3 AP per day, and is not destroyed if its AP is reduced to 0 - even the destroyed pieces will repair themselves.

### **Armor Rune, Lesser**

Skill Required: Demi-Enchanting 1

Preparation Time: 6 weeks

Activation Phrase Minimum: None (Always Active)

The enchanted clothing provides 1 AP of protection, which does not require Armor Move, and does not count toward the maximum armor allowance. Protection from multiple pieces of clothing with this Rune does not stack, and sustained damage will be applied to all articles being worn. The enchanted clothing will repair itself at the rate of 1 AP per day.

### **Armor Rune, Standard**

Skill Required: Demi-Enchanting 2

Preparation Time: 12 weeks

Activation Phrase Minimum: None (Always Active)

The enchanted clothing provides 2 AP of protection, which does not require Armor Move, and does not count toward the maximum armor allowance. Protection from multiple pieces of clothing with this Rune does not stack, and sustained damage will be applied to all articles being worn. The enchanted clothing will repair itself at the rate of 1 AP per day.

### **Armor Rune, Greater**

Skill Required: Demi-Enchanting 3

Preparation Time: 18 weeks

Activation Phrase Minimum: None (Always Active)

The enchanted clothing provides 3 AP of protection, which does not require Armor Move, and does not count toward the maximum armor allowance.

Protection from multiple pieces of clothing with this Rune does not stack, and sustained damage will be applied to all articles being worn. The enchanted clothing will repair itself at the rate of 1 AP per day.

### **Fortification Rune, Lesser**

Skill Required: Demi-Enchanting 1

Preparation Time: 6 weeks

Activation Phrase Minimum: None (Always Active)

The enchanted item cannot be destroyed by any mundane or magical means.

### **Fortification Rune, Standard**

Skill Required: Demi-Enchanting 2

Preparation Time: 12 weeks

Activation Phrase Minimum: None (Always Active)

The enchanted item cannot be destroyed by any mundane or magical means. It is unaffected by the spell Grease, the spell Heat Iron, or any alchemical acid.

## **Alchemy**

### **Creation**

With the Alchemy skill, a character gains an understanding of how to use flasks, burners, and other laboratory tools, as well as how to use them to create alchemies. To craft an alchemy using this skill, a character must have the necessary materials, as well as a recipe for the alchemy they wish to make. Many materials are easily acquired, and a coin payment may be made in lieu of gathering the tagged materials. More rare recipes may require searching out the materials themselves.

### **Alchemical Recipes**

A character's alchemical recipes are recorded in a valuable item called a recipe book. A recipe book used for alchemical recipes may only contain alchemical recipes, and not any other type of information such as toxin recipes. A recipe's entry should include the name of the alchemy, the level of the alchemy, the alchemy's effects, and any special notes regarding the alchemy (such as rare ingredients required).

If a player begins play with a recipe book and the Alchemy skill, that book may contain any of the recipes listed on the Master Alchemy List for any level of Alchemy which the character has purchased. (Please note: Alchemies may exist which are not listed on the Master Alchemy List.) Otherwise, there are two ways of obtaining an unknown recipe:

- 1) The character must copy a desired recipe into their book from one which already contains it. A recipe may be copied in the time it takes a player to physically copy that entry. A character may not copy a recipe which they do not already have the necessary level of Alchemy to create.
- 2) A character may analyze an existing alchemy, the process of which harmlessly destroys it. If the character has a sufficient level of Alchemy to create the analyzed alchemy, they may add the recipe to their recipe book.

### **Acids and Alchemical Pastes**

Acids are caustic substances that may be created with the alchemy skill. If an acid is applied to a weapon, it will raise the damage called by that weapon for one attack. A character may apply level one through five acids without causing damage to the weapon. Unless protected by a sealant, higher-level acids will simply dissolve a weapon, making repair impossible. Acids can only effectively be applied to weapons.

Alchemical Pastes have a large range of effects, mostly protective, to the character or item they are applied to. For a complete list of alchemical pastes see the alchemical substances list.

### **Using Alchemies**

It takes 30 seconds to apply any Alchemy to a character or item and only a single alchemy may be applied to a character or Item at any given time. Additionally, alchemies may not be combined with toxins.

Whenever alchemy is applied to a weapon, person, or item, the tag must be given to a marshal or placed in the GM Drop Box at the earliest convenience.

## **Herbalism**

Characters with Herbalism may create herbal doses and bandages. This process involves first obtaining the necessary herbs then blending them in the proper proportions to obtain the desired effect. Three distinct types of herbal crafts can be created; Herbal bandages,

herbal doses, and anti-toxins. Applying an herbal Bandage or dose requires 30 seconds.

**Herbal Bandages:** Herbal Bandages will heal 2 points of body damage per level of the herbalism used to craft them. This healing takes one hour.

**Herbal Doses:** Various herbs have differing mystic and medicinal values. With herbalism, you can craft herbal salves and poultices from these herbs. A list of possible salves and poultices and their methods for creation are available from the staff.

**Antidotes:** If a character has the Handle Toxin skill, they may use Herbalism to craft antidotes for common toxins, the time and cost for this is the same as creating the toxin. The maximum level of toxin a herbalist may make antidotes for is equal to 2 times their Herbalism level.

## Toxins

### Creation of Toxins

With the Toxins skill, a character gains an understanding of how to use naturally-occurring substances from flora and fauna to create poisons.

To craft a toxin using this skill, a character must have the necessary materials, as well as a recipe for the toxin they wish to make. Many materials are easily acquired, and a coin payment may be made in lieu of gathering the tagged materials. More rare recipes may require searching out the materials themselves.

### Toxin Recipes

A character's toxin recipes are recorded in a valuable item called a recipe book. A recipe book used for toxin recipes may only contain toxin recipes, and not any other type of information such as alchemical recipes. A recipe's entry should include the name of the toxin, the level of the toxin, the toxin's effects, and any special notes regarding the toxin (such as rare ingredients required).

If a player begins play with a recipe book and the Toxins skill, that book may contain any of the recipes listed on the Master Toxin List for any level of Toxins which they have purchased. (Please note: Toxins may exist which are not listed on the Master Toxins List.) Otherwise, there are two ways of obtaining an unknown recipe:

- 1) The character must copy a desired recipe into

their book from one which already contains it. A recipe may be copied in the time it takes a player to physically copy that entry. A character may not copy a recipe which they do not already have the necessary level of Toxins to create.

- 2) A character may analyze an existing toxin, the process of which harmlessly destroys it. If the character has a sufficient level of Toxins to create the analyzed toxin, they may add the recipe to their recipe book.

### Forms of Toxins

Toxins may be encountered in three different forms: Paste, Liquid and Vapor.

**Paste Toxins** are commonly placed on blades, arrows and other weapons, and must only come in contact with flesh in order to affect the victim. If paste toxins are placed on a weapon, they are only effective for one strike. Whenever the weapon first calls out damage, the toxin must be announced. If that strike does not penetrate the armor and cause body point damage to the victim, the poison is not effective, and the dose is expended. If the infected weapon does cause body damage, the toxin is successful.

If a paste toxin is placed on an item such as a doorknob, weapon handle or perhaps a silver piece, then the effects will take place after the toxin comes in contact with skin. Note that the toxin **MUST** come in contact with flesh. If the item covered with the poison comes in contact with a covered part of the body (e.g., gloves, clothing) or an item that is not flesh (e.g. the ground, a scabbard, or a tree), the dose is expended and no effects are sustained.

It takes 30 seconds to apply a paste toxin, and only one toxin may be placed on any item at a given time. Additionally, a toxin may not be combined with an alchemy. Once the toxin is applied to a weapon or item, the toxin tag must be turned into a marshal or placed in the GM drop box at the earliest convenience.

**Liquid Toxins** are most often placed into food or drink. In order to place a liquid toxin in food/drink, you must have a marshal witness you *simulate* the insertion of the poison (Do not actually pour the liquid into the food/drink). At this point in time, the toxin tag must be turned into the marshal. Once the food/drink is ingested, the effects of the poison will take place. For

game mechanical simplicity, it is assumed that a liquid toxin floats to the top of the food or drink. Therefore, the toxin will take effect as soon as the first bite or drink is made.

If a character wishes to do so, they may place numerous doses of toxin into a food or drink, thus poisoning the first X servings of said item. For example, a character pouring 4 doses of love toxin into a cask of ale will effectively be poisoning the first four people who drink from it. Only one form of toxin may be placed in any given food or drink.

**Vapor Toxins**, once released by manually opening the container or setting off a trap (see the trap section for details), will affect all characters within 5 feet of the source of the poison. Once the toxin is released manually, or the trap is set up, the toxin tag must be given to a marshal or turned into the GM drop box at the earliest convenience.

### Neutralizing Toxins

Each toxin has a matching anti-toxin, which will neutralize and end the effects of that toxin when used on a character. Anti-toxins are created in exactly the same way as the toxin they neutralize, or through the use of the Herbalism skill. A character with Herbalism is considered to have a level of Create Toxin equal to twice their Herbalism skill for the purposes of creating an anti-toxin.

## Traps

Characters with the Trap Building skill understand how to engineer and set all types of traps. Trap tags must be placed on the trap. These tags describe the effect of the trap and should be handed to a marshal when the trap is expended. The player must then spend time setting up the trap's physrep. The trap must be constructed at the site where it will stand. Note that traps cannot be thrown. All traps must be approved by staff.

In Kanar, there are three major categories of traps: container traps, device traps and pit traps.

**Container Traps** are composed of some sort of sealed containment device that holds a dangerous material such as an acid, a paste toxin or a vapor toxin. The character who sets off the trap is the only individual affected by paste toxins or acids. The only effect these traps have is that of the substance placed within them.

Note that to develop a container trap using toxins, the character must have the Handle Toxin skill. (For further discussion of toxins, please see the Toxin section. For further discussion of acids, please see the Alchemy section.)

Container traps tend to be the most simplistic of all traps, usually consisting of a small container that is easily broken, exposing the acid or toxin to the victim. The cost of creating these traps is negligible past the cost of the container itself. The substance placed within these traps must be provided by the trap creator. These traps must have a trap tag and a tag for the contents.

**Device Traps** are the most complex trap types. These traps may be as large as a pendulum swinging from a corridor wall, or as small as a poison needle ejecting from the lock on a chest. Spring mechanisms are common triggers among this trap style. The *craft* skill may be required to build a device trap. When designing a device trap talk to the game staff to determine skills necessary to craft the specific trap.

Nearly all device traps may be reset after being sprung. One outstanding feature of device traps is that they never cause damage to the items that they guard unless designed to do so. The base damage of a device trap is 2 points of damage per level of the trap. Each time the trap is sprung, only the first victim to come in contact with the device receives any damage.

If toxins are to be used in a device trap, the trap builder must have the Handle Toxin skill. Hand buzzers and bells make sufficient trigger indicators. Like other traps, these must have tags to indicate the trap effect. These traps cost a minimum of 2 silver pieces per level of trap to develop, and requires 5 minutes per level to set.

**Pit Traps** are the most primitive of all traps - a pit filled with spikes. The size of the pit is two square feet per level of the trap. It will do 1 damage \_per trap level. Its creation costs nothing, and requires 10 minutes per level. If the trap is to be poisoned, the creator must have the Handle Toxin skill and provide one dose per two spikes. Simulating a pit trap should be done by covering an area with twigs and leaves, then adding strings of bells or small inflated balloons to ensure the victim hears the trap being activated. Be sure to place the trap (and toxin, if needed) tag in an area where the victim will find it.



## Weapon Materials Color Chart

### By Material Name

<i>Material</i>	<i>Primary</i>	<i>Secondary</i>	<i>Material</i>	<i>Primary</i>	<i>Secondary</i>	<i>Material</i>	<i>Primary</i>	<i>Secondary</i>
Abysal Steel	Black	Red	Electrum	Silver	Gold	Moonstone	Beige	Silver
Alabaster	White	Brown	Electrum	Gold	Silver	Obsidian	Black	White
Alchemical Steel	Grey	Red	Elvensteel	Grey	Silver	Phoenix Porcelain	Beige	Red
Ashwood	Brown	Black	Fae Metal	Green	Grey	Platinum	Silver	Red
Black Metal	Black	Purple	Fire	Red		Precious Gem	Purple	Gem Color
Blackened Iron	Black	Brown	Frost Steel	Grey	Blue	Pure Copper	Gold	Beige
Blackened Steel	Black	Grey	Glass	White	Grey	Pure Gold	Gold	White
Bone	White	Black	Gold	Gold		Pyrite	Gold	Grey
Brass	Gold	Blue	Gorshonwood	Brown	Purple	Radical Copper	Gold	Black
Bronze	Gold	Red	Granite	Grey	Beige	Radical Gold	Gold	Green
Bronzewood	Brown	Gold	Grey Mordite	Beige	Grey	Semiprecious Gem	Orange	Gem Color
Celestial Granite	Beige	Purple	Ice	Blue		Shadowsteel	Grey	Purple
Chromium	Silver	Blue	Iron	Black		Silver	Silver	
Claws	Green		Ironwood	Grey	Brown	Silverwood	Brown	Silver
Clay	Beige		Ivory	White	Beige	Starmetal	Black	Green
Cold Iron	Black	Blue	Livingwood	Green	Brown	Steel	Grey	
Combine Steel	Black	Silver	Lodestone	Beige	Gold	Stone	Grey	White
Copper	Gold	Brown	Lucent Energy	White		Sunsteel	Grey	Gold
Coral	Blue	Silver	Mahogany	Brown	Red	Wildwood	Brown	Green
Dragonsteel	Grey	Green	Marble	Beige	White	Witchwood	Brown	White
Dunite	Black	Beige	Mithril	Silver	Purple	Wood	Brown	
Ebonsteel	Grey	Black	Moonsilver	Silver	White	Zinc	Silver	Black

### By Primary Color

<i>Material</i>	<i>Primary</i>	<i>Secondary</i>	<i>Material</i>	<i>Primary</i>	<i>Secondary</i>	<i>Material</i>	<i>Primary</i>	<i>Secondary</i>
Lucent Energy	White		Starmetal	Black	Green	Lodestone	Beige	Gold
Bone	White	Black	Black Metal	Black	Purple	Moonstone	Beige	Silver
Glass	White	Grey	Dunite	Black	Beige	Fire	Red	
Alabaster	White	Brown	Combine Steel	Black	Silver	Pure Gold	Gold	White
Ivory	White	Beige	Witchwood	Brown	White	Pyrite	Gold	Grey
Stone	Grey	White	Ashwood	Brown	Black	Radical Copper	Gold	Black
Steel	Grey		Wood	Brown		Copper	Gold	Brown
Ebonsteel	Grey	Black	Mahogany	Brown	Red	Bronze	Gold	Red
Ironwood	Grey	Brown	Wildwood	Brown	Green	Brass	Gold	Blue
Alchemical Steel	Grey	Red	Gorshonwood	Brown	Purple	Radical Gold	Gold	Green
Frost Steel	Grey	Blue	Bronzewood	Brown	Gold	Pure Copper	Gold	Beige
Dragonsteel	Grey	Green	Silverwood	Brown	Silver	Gold	Gold	
Shadowsteel	Grey	Purple	Ice	Blue		Electrum	Gold	Silver
Granite	Grey	Beige	Coral	Blue	Silver	Moonsilver	Silver	White
Sunsteel	Grey	Gold	Fae Metal	Green	Grey	Zinc	Silver	Black
Elvensteel	Grey	Silver	Livingwood	Green	Brown	Platinum	Silver	Red
Obsidian	Black	White	Claws	Green		Chromium	Silver	Blue
Blackened Steel	Black	Grey	Marble	Beige	White	Mithril	Silver	Purple
Iron	Black		Grey Mordite	Beige	Grey	Electrum	Silver	Gold
Blackened Iron	Black	Brown	Clay	Beige		Silver	Silver	
Abysal Steel	Black	Red	Celestial Granite	Beige	Purple	Precious Gem	Purple	Gem Color
Cold Iron	Black	Blue	Phoenix Porcelain	Beige	Red	Semiprecious Gem	Orange	Gem Color

# Magic System

In the realm of Kanar, magic is very real. Magic is energy harvested from the surrounding planes of existence and channeled through the spell caster. There are eight major spheres of magic, commonly referred to as the 4 element spheres and the 4 spheres of energy. All spells have both an element and an energy component. The Fire and Air spheres of magic are those predominantly studied by Mage types, while the Earth and Water spheres are the basis of Clerical studies. The elements and energies are described below.

## Spheres of Magic

### Elements

**Fire:** In the elemental view, these spells do not deal only with flame. Ash, heat and radiance are all characteristics of this sphere. This sphere also delves into the areas of smoke and magma.

**Air:** This sphere deals with the elemental aspects of air, wind, electrical charges and vacuums. Smoke and ice are also familiar to the sphere of Air.

**Earth:** Minerals, dust, earth and mud are standard characteristics of this elemental sphere. Vegetation, oozes and magma are also common when dabbling with the sphere of Earth.

**Water:** Aspects common to this sphere are water, steam and ice. Oozes and vegetation are also familiar to this sphere.

### Energy

**Positive:** This sphere is generally beneficial to the target in the form of protection or healing.

**Negative:** This sphere deals with spells that are damaging or offensive in nature.

**Neutral:** These spells are composed of energies that are neither good nor evil. Spells of this nature are often used to oppose both the positive and negative spheres of magic. Sages often consider this magic to be the sphere of order.

**Wild:** This sphere of magic deals with truly twisted and odd spell effects. These spells are twisted to produce chaotic effects, which is why this type of magic is commonly referred to as the sphere of chaos. When manifested on the Prime Material Plane, Wild spells of the Earth and Water spheres tend to have visual effects that appear as nature (e.g. roots, vines, bark, etc.). Fire and Air spells of the Wild sphere tend to be some of the stranger and more twisted effects.

## Spell Slots and Preparation

A character does not innately “know” any spells (unless this ability is granted by the GM), and does not “learn” a spell. In order to cast a spell, your character must fill one of their existing spell slots with a specific spell from a Spellbook (see below), then go through the process of actually casting that spell later in the day.

By purchasing a Spell Slot skill, you gain the ability to cast a spell of your choice once that day. Each day at dawn (7:00 AM), you begin with an empty spell slot for each time you purchased that skill, of the level and list that you purchased. For instance, if you have purchased three Level 1 Earth-Water spell slots and one Level 2 Earth-Water spell slot, you start the morning with three empty Level 1 Earth-Water slots, and one empty Level 2 Earth-Water slot. Regardless of the method used to fill a spell slot, it can only be filled with a spell of that type and level. For instance, a Level 1 Earth-Water spell slot can only be filled with a Level 1 Earth-Water spell.

Filling a spell slot (also known as “preparing a spell”) can be done in one of two ways:

**Off-Field:** Before you enter field for the first time each day, you may choose to fill any or all of your character’s slots with spells listed in a single Spellbook they possess - whether or not they wrote that spellbook. This process takes no time, and it is recommended that you prepare most or all of your spells in this manner. However, even if you prepare all of your spells in this manner, it is still considered good etiquette to spend some time role-playing your character preparing their spells on field each day. Only one character may prepare their spells for the day from a single spellbook in this manner,

multiple characters may not prepare their spells from the same book. Characters also may not prepare spells in this manner from multiple books.

**On-Field:** You may choose to leave one or more of your spell slots empty at the time you enter field. If you do so, you may fill that slot with a spell of your choosing while you are on field. Filling a slot on field requires that a character spend at least 10 minutes reading a Spellbook which contains the chosen spell. This amount of time is the same regardless of the level of the spell. For instance, a character with 12 empty spell slots must spend two hours reading a Spellbook in order to fill all of them, regardless of how many Level 1 slots or how many Level 4 slots they have.

Regardless of the method used, once a slot has been filled with a spell, that slot is “used” and does not re-empty until the next morning. Slots can only contain a spell of the level and list (Bardic, Earth-Water, or Fire-Air) matching that slot.

Once your character has filled one or more slots, you must write down which spell(s) you chose on a separate sheet of paper called your “spell list”. This list is an out-of-game item, and must be kept on you at all times. It must be available upon request for review by staff. If you do not possess a spell list, your character cannot cast spells.

## Spellbooks

A Spellbook may only contain spells, and not any other type of information. A Spellbook must contain the player’s name, the character’s name, the language the book was written in, and entries for each individual spell. Books must be approved by an appropriate marshal, and must be available for review upon request. A character cannot read or use a Spellbook written in any language they cannot read, and they cannot read or use any spell entry for which they do not have the appropriate spellcasting ability (Bardic Ability, Earth-Water Ability, or Fire-Air Ability).

### Spellbook Entries

A spell’s entry should include the spell’s name, list, level, element, energy, type, duration, range, area, and full description. It should also include your character’s personal incantation for that spell, and any visual effects or other notes for that spell.

### Beginning Spells

If a player begins play with a Spellbook and at least one Spell Slot, that book may contain a number of spells of each level equal to the number of spell slots the character originally purchased of that level and list. For instance, if a character begins play with a Spellbook, two Level 1 Bardic Spell Slots, and two Level 1 Fire-Air Spell Slots, their Spellbook may contain two Level 1 Bardic spells, and two Level 1 Fire-Air spells.

### Adding Spells To A Spellbook

There are multiple ways of adding a new spell to a blank or partially-filled Spellbook. You may not copy any spell for which you do not have at least one appropriate spell slot.

- 1) You may copy a spell from an existing spellbook into one written by your character, without assistance from anyone else. This process takes one week per spell level. You may not perform any other tasks (such as brewing a potion or forging a sword) during this time.
- 2) The process above may be shortened to 30 minutes per spell level if the original spellbook’s author is present and helping you understand the spell. This may only occur on field, and may only happen once per day. You may not use the newly-copied spellbook to prepare that spell on the same day it was copied.
- 3) You may choose to copy an entire spellbook you wrote into a blank spellbook. You must copy the entire book, and the new book is not usable until the process is complete. This process will take as long as it physically takes the player to copy all of the entries in the existing book.
- 4) You may choose to expend any number of prepared spells which you have not yet cast that day, which will be considered used as if you had cast all of those spells simultaneously and failed. If you do so, you may copy all of those spells into a blank or existing spellbook. This process will take as long as it physically takes the player to write down those entries.
- 5) Using a Spell Research skill (see skill description)

## Incantations

When casting a spell, the caster must speak an incantation out loud, in a normal speaking voice (should be audible from at least 10 feet away). Incantations for Bardic songs must be sung.

Players are encouraged to create their own spell incantations. The character's incantation for each of their spells must be inscribed in their spell book. A player may change their incantation for a spell at any time, as long as it is recorded correctly in their spellbook. Incantations must be at least 5 words per level of the spell, with a maximum required length of 30 words at spells level 6 and above. Bardic incantations should not be recognizable as a modern tune. Incantations may be in any language, both in and out of character.

Each time the character casts a certain spell, the incantation must be the same. If the character announces the incantation incorrectly, the spell fails and is considered lost from memory for the day. If the character receives damage to armor or body during the incantation or before the spell is thrown, the spell fails and is lost from memory for the day.

## Casting Spells

To cast a spell, the character must successfully perform the incantation and then deliver the spell to the target. The most common way to do this is by hitting the target with a "spell packet". Spell packets represent the visible manifestation of the spell effects. If the packet makes contact with the target or any of their direct possessions (including cloaks or dress trains), the spell is successful. If the spell completely misses, the target sustains no effects. The spell may affect someone other than the character's intended target if the spell packet contacts another character or creature. The person who is hit by the spell then becomes the target of the spell. If you throw an object (such as a shield, weapon, handful of leaves) and a spell packet hits that object while in the air, you are affected by that spell. When the spell strikes the target, the spell name and effect must be called out in English.

If the caster wishes to, they may deliver a thrown spell through any weapon that is 32" or shorter, as long as they are proficient in the weapon being used. Casters may not use a shield to deliver spells.

After successfully performing the incantation, a character has 10 seconds to deliver the spell. During these 10 seconds, the spell is visible in the caster's hand. If the caster delays beyond 10 seconds in delivering the spell, the energy of the spell dissipates,

and the spell is considered ineffective and lost from memory. The caster should count slowly out loud to 10 to simulate the spell being visible in their hand.

## Touch Spells

Some spells have a range listed as "touch". Since, in Kanar, there is no unwanted physical contact, there are two ways to go about delivering a touch-based spell:

1. You may deliver a touch-based spell through any weapon that is 12" or shorter, as long as you are proficient in the weapon being used.
2. Create a Kanar legal weapon, no longer than 24", to be a physical representation of your hand. If you parry with your spell striker, the attack is successful. Place pink tape around the handle of any weapon representing your hand.

## Spell Duration

The spell duration defines how long the spell will stay in effect. Unless otherwise noted in the spell, the caster may dispel the spell before the duration has expired. Note that duration is not the same as casting time - spells with a duration of Concentration or Song are successfully cast after one iteration of their incantation, but have requirements to keep the spell's effects active. Durations and their definitions are as follows:

**Concentration** spells require the sustained attention of the caster. At the time a Concentration spell is cast, the caster must extend one hand away from their body toward the spell effect they are maintaining. The spell ends if the caster lowers their hand, if they take damage to their AP or BP, if they perform any attack, begin casting another spell, or are no longer within 50 feet of the target.

**Event** spells last the length of the event or until dispelled.

**Instant** spells take place immediately and the effects are permanent.

**Infinite** spell effects last until dispelled or the target dies.

**Song** spells last as long as the caster continues to sing the incantation and remains within 50 feet of the spell's area of effect. The restrictions of a Concentration spell (e.g. no other spells, disrupted when concentration is broken) are also in effect. If the song requires a spell packet to be thrown, the character should sing one repetition of their song, throw the spell packet, announce the spell and its effects, and then continue singing.

## Spell Restrictions

An item may only have one Augment spell active on it at any one time. A character may only have one Boon and one Protection spell of a single element active upon them at any one time. For instance, they may have one Air Protection and one Earth Protection, or one Air Protection and one Air Boon, but never two Air Protections.

If an item or character is successfully targeted by a spell of a higher level than one currently active upon them, and the existing effect conflicts with the new one as described above, the old spell ends and the new one takes effect. For instance, if a character is currently under the effects of a Level 2 Water Boon, and they are successfully targeted by a Level 3 Water Boon, the Level 2 spell ends and the Level 3 spell takes effect.

Please note: Some Mass spells state that all targets in the area gain the effects of a lower-level spell. For the purposes of deciding which spell ends and which one takes effect, the Mass spell counts as the level of the spell listed in the description. For example, someone under the effects of Courage of Aeracon may be within the area of a Mass Greater Courage spell - that spell would not replace the Courage of Aeracon, since it is a higher level than Greater Courage.

All spells, unless specified, affect only the target. Only infinite spells may last from one event to the next. With the exception of spells with a Duration of "Song" or "Concentration", two identical spells may never be active on a character simultaneously.

## Summoned & Created Creatures

Summoned and created creatures continue to occupy the spell slot originally used to create them as long as the caster maintains control over them. If the caster

chooses to prepare a new spell in that slot, the creature is dismissed. A caster may only be in control of one creature at a time.

If a caster decides to summon or create a second creature, the one created from the lowest level spell will be dismissed. If the two creatures were created using a spell of the same level, the first will be dismissed. If the controller of such a creature is rendered unconscious, the creature will continue acting on the last order it was given. If the controller dies, the creature will be dismissed.

## A Note on Healing

Healing may be used to reconnect severed limbs. In order to do this, the limb and the person it is being healed onto must be put together and have sixteen points of healing from any combination of healing spells cast upon them within one hour of the loss of the limb. After the one-hour window has elapsed, a Regenerate spell is needed to regrow the limb.

# Miscellaneous

## Lost & Found

In the world of Kanar, things are often lost or stolen. Because of the fact that mundane law prohibits stealing, Kanar has set rules for simulation of the act of stealing. Even with these set rules, things still become lost from time to time. IF YOU TRULY VALUE SOMETHING, DO NOT BRING IT OUT TO THE FIELD! There is always the chance that it will get lost, rained on, stepped on, etc.

## Thieving

The only items that may be stolen are:

1. Weapons and Armor
2. Books containing character knowledge (Spell books, journals, recipe books, etc...)
3. Kanar coin and gems
4. Any item which has a tag (excluding traps and disguises currently in effect).

The physical representations of these items, except money and gems, must be turned in to the Playmaster Staff as soon as possible. Failure to do so or stealing an item not on the above list is considered real-world stealing and is punishable under mundane law.

The player who finds they are missing any items should report the loss to the Playmaster Staff who will check through all the things that have been turned in to them, and return the physical representation to the player. Note that the character does not have this item back. In order to use the physical representation in game, the character would have to obtain a similar item.

## Cutting Purses

Cutting purses is done with a special knife called a "cutpurse knife". To create the physical representation for this knife, cut out a small, appropriately shaped piece of foam about as big as your middle finger and wrap it in duct tape. In order to attempt cutting a purse, you must have a Marshal present. An appropriate marshal must oversee any purse cutting being attempted. Once a Marshal is watching, you must use your cutpurse knife to simulate either cutting the pouch itself or slicing the straps. If you successfully perform

one of these actions without the character realizing what you are doing, the Marshal will then inform the player that their purse has been cut and they must turn over any items in that pouch that are on the above list. The Marshal will then give these items to the player who cut the purse.

## Out of Game Areas

Each camp on the field is to have an Out of Game area. This area is to be corded off with pink tape. These areas are made to hold items that are considered not to be in play. A player may store their in-character items in an Out of Game area ONLY if they are going to play an NPC. Only the GM, Play Master, or the item's owner may remove an item from the area.

## Looting the Dead

When a character or NPC is incapacitated (e.g. paralyzed, unconscious, dead, etc.), their body may be searched for valuables. Anyone desiring to loot a character must kneel next to the body, free a hand and say "I search your..." That is to say, the searcher must identify the specific container on the victim such as a pouch, boot, glove, cloak, pockets, etc. If any steal-able in-character items are contained within that location, they are discovered and may be taken. If both players consent, they may allow the looting character to actually perform the search.

## The Narrative Honor System

While reading these rules, you may think of situations that are not explicitly covered by them. For example, what happens when two spellcasters' spell packets collide mid-air? Or, what happens when someone is hit by a longsword in such a way that it hits their buckler and their shoulder at the exact same time?

It's important to understand that no set of rules can cover every circumstance, nor can staff monitor every player interaction. As such, our staff trust that you (the player) will follow the rules and do your best to interact in ways that help create an entertaining, fair experience

which showcases the epicness of the PCs in our game. (This is referred to as the “honor system”.)

In the first example above, that may mean one of the spellcasters calling out, “Oh no! You countered my spell!”. In the second example that may depend on the situation, either accepting the damage (especially if the target of the attack is an NPC), or ignoring it (especially if the attacker is an NPC).

If you are uncertain how a situation should be resolved, or if there is a disagreement, let a Playmaster staff member know. They will be happy to provide a one-time field ruling and/or make note of the situation for future rulebook updates.

If a player is found to be abusing this honor system in any way, they will be subject to disciplinary measures to the same degree as if they’d broken any other rule, or even higher (in cases of ongoing or egregious issues).

## Appendix I: Master Spell List

<b>Bardic Spell List</b>				
<b>Level 1</b>		Bestow, Mass Lesser	Remove Deafness	Spell Barrier, Mass Lesser
Accuracy, Lesser		Charm Monster	Repel Undead II	
Bestow, Lesser		Comprehend Languages	Spell Barrier, Lesser	<b>Level 7</b>
Courage, Lesser		Courage of Aeracon		Song of Locksley
Darkness		Courage, Mass Lesser	<b>Level 5</b>	Curse
Heal Wounds, Minor		Daze	Aid	Ensnare, Mass Greater
Light		Ensnare, Lesser	Charm Monster, Mass	Neutralize Toxin, Mass
Protection, Minor		Heal Wounds	Ensnare, Greater	Remove Curse
		Protection	Ensnare, Mass Lesser	Sleep, Mass
<b>Level 2</b>		Protection, Mass Minor	Heal Wounds, Major	Song of Clarity
Accuracy, Greater		Remove Disease	Neutralize Toxin	
Bestow, Greater		Song of Protection	Protection, Mass	<b>Level 8</b>
Courage, Greater			Remove Disease, Mass	Berserk
Earthtouch		<b>Level 4</b>	Shatter	Paralyze
Flametouch		Accuracy, Mass Greater	Sleep	Regenerate
Heal Wounds, Lesser		Bestow, Mass Greater		Remove Paralysis
Icetouch		Charm Person	<b>Level 6</b>	Repel Undead IV
Protection, Lesser		Courage, Mass Greater	Charm of Rasputin	
Purify Food and Drink		Deafen	Deafen, Mass	<b>Level 9</b>
Repel Undead I		Detect Magic, Mass Lesser	Detect Magic, Mass Greater	Confusion
Shocktouch		Heal Wounds, Greater	Heal Wounds, Critical	Curse, Mass
		Protection, Greater	Protection, Mass Greater	Remove Curse, Mass
<b>Level 3</b>		Protection, Mass Lesser	Remove Deafness, Mass	Song of Clarity, Mass
Accuracy, Mass Lesser		Purify Food and Drink, Mass	Repel Undead III	Wind Armor

<b>Fire-Air Spell List</b>				
<b>Level 1</b>		<b>Level 3</b>		<b>Level 7</b>
Blast of Flame, Lesser		Blast of Flame, Greater	Protection, Greater	Firestorm, Lesser
Darkness		Castagir's Swirling Armor	Spell Barrier, Lesser	Fizzle Breath
Explosive Blast		Comprehend Languages	Wall of Air	Hold Portal
Firebolt, Lesser		Disrupt Energy, Lesser	Wall of Fire	Hypnotism
Flaming Grasp		Dust Shield	<b>Level 5</b>	Lightning Storm
Force Bolt		Firebolt, Greater	Aid	Mindflame, Greater
Light		Flame Arrow	Charming Lights	Open Portal
Magic Potency, Lesser		Heat Iron	Flamestrike	
Protection, Minor		Magic Potency, Greater	Flaming Weapon	<b>Level 8</b>
Shockbolt, Lesser		Message	Light of Justice	Divine Masking
Static Bolt		Mindflame, Lesser	Mindflame	Divine Sight
		Protection	Protection, Major	Evaluate Item
<b>Level 2</b>		Shockbolt	Shockbolt, Greater	Firestorm
Blast of Flame		Water Breathing	Silence	Spell Barrier, Greater
Castagir's Wind Blade		Wind Hammer		
Detect Magic, Lesser			<b>Level 6</b>	<b>Level 9</b>
False Magic		<b>Level 4</b>	Disrupt Energy	Demise
Firebolt		Blind	Flamestrike, Greater	Disrupt Energy, Greater
Magic Potency		Charm Person	Protection, Critical	Firestorm, Greater
Mask Magic		Deafen	Spell Barrier	Inferno Weapon
Mystic Sight		Flame Cage	Tongues	Spell Snaring
Protection, Lesser		Flamestrike, Lesser	Web	Wind Armor
Reflect Gaze		Protection From Cold		



Earth-Water Spell List							
<b>Level 1</b>		<b>Level 3</b>		Wall of Water	<b>Level 7</b>		
Bestow, Lesser		Cause Disease		Wren's Vampire Bane		Create Undead III	
Courage, Lesser		Courage of Aeracon				Curse	
Freeze, Lesser		Create Undead I		<b>Level 5</b>		Dehydrate	
Grease		Destroy Undead I		Create Undead II		Destroy Undead III	
Heal Wounds, Minor		Detect Undead		Destroy Undead II		Gift of Life	
Inflct Wounds, Minor		Extinguish Flame		Entangle, Greater		Gully's Restoration	
Last Rites		Heal Wounds		Heal Wounds, Major		Remove Curse	
		Inflct Wounds		Inflct Wounds, Major			
<b>Level 2</b>		Remove Disease		Lucent Weapon		<b>Level 8</b>	
Bestow, Greater		Shimmer Gloom		Neutralize Toxin		Analyze Item	
Courage, Greater		Shimmer Light		Protection From Fire		Degenerate	
Detect Toxin		Stainless		Sleep		Earth Blast	
Entangle, Lesser		Thorn Wrack				Freeze, Greater	
Force of the Ram		Wither		<b>Level 6</b>		Paralyze	
Heal Wounds, Lesser		Word of Protection		Anti-Plant Barrier		Regenerate	
Ice Mantle				Heal Wounds, Critical		Remove Paralysis	
Inflct Wounds, Lesser		<b>Level 4</b>		Inflct Wounds, Critical		Wither Armor	
Lucent Bolt, Lesser		Control Undead		Lucent Bolt, Greater			
Mend		Freeze		Necromancers' Lament		<b>Level 9</b>	
Oakhide, Lesser		Heal Wounds, Greater		Oakhide, Greater		Create Undead IV	
Purify Food and Drink		Inflct Wounds, Greater		Regrowth, Greater		Death	
Regrowth, Lesser		Lucent Bolt		Speak With Dead		Destroy Undead IV	
Speak with Animals		Regrowth		Strengthening Stew		Divine Protection	
Thorn Wrack, Lesser		Steadfast		Sustain		Life	
		Thorn Wrack, Greater		Turkin's Geyser		Sphere of Sanctuary	
		Wall of Earth		Vocalize			

### Anatomy of a Spell Entry

Here is an example of how spells are presented in the index below. Spells are listed alphabetically. Please note that if a spell is on more than one list (Earth-Water, Fire-Air, or Bardic), this still counts as two different spells even though identical information is listed as a single entry.

**Spell Name, Mass Greater**  
*List(s) and Level (Bindings: P,S,E)*  
*Element/Energy, Type/Duration, Range/Area*  
 Spell Description

### **Accuracy, Greater**

*Bardic 2 (Bindings: P,S,E)*

*Earth/Positive, Boon/Event, Touch/One Target*

Target deals +4 damage with their next successful ranged attack.

### **Accuracy, Lesser**

*Bardic 1 (Bindings: P,S,E)*

*Earth/Positive, Boon/Event, Touch/One Target*

Target deals +2 damage with their next successful ranged attack.

### **Accuracy, Mass Greater**

*Bardic 4 (Bindings: P,S,E)*

*Earth/Positive, Boon/Event, Caster/10' Radius*

All allies within a 10' radius gain the effects of the Greater Accuracy spell.

### **Accuracy, Mass Lesser**

*Bardic 3 (Bindings: P,S,E)*

*Earth/Positive, Boon/Event, Caster/10' Radius*

All allies within a 10' radius gain the effects of the Lesser Accuracy spell.

### **Aid**

*Bardic and Fire-Air 5 (Bindings: P,S,E)*

*Air/Wild, Boon/10 Minutes, Touch/One Target*

Target deals +1 damage with all melee attacks made with a weapon they are proficient in.

### **Analyze Item**

*Earth-Water 8 (Bindings: S)*

*Earth/Neutral, Divination/Concentration, Touch/One Target*

This spell must be cast on a specified inanimate object. As long as the caster is concentrating while touching the item, they may ask questions to the appropriate marshal with respect to the item's past and abilities. These questions may allow the character to discover the command phrases for various items.

### **Anti-Plant Barrier**

*Earth-Water 6 (Bindings: P,S,E)*

*Earth/Neutral, Protection/Event, Touch/One Target*

The next Entangle or Ensnare spell cast on the target fails, and then this spell ends.

### **Berserk**

*Bardic 8 (Bindings: P,S,E)*

*Air/Wild, Charm/10 Minutes, Thrown/One Target*

Causes the Enraged status (see Status list) and the target views everyone they see during this spell's duration as a threat.

### **Bestow, Greater**

*Bardic and Earth-Water 2 (Bindings: P,S,E)*

*Earth/Positive, Boon/Event, Touch/One Target*

Target deals +4 damage with their next successful melee attack.

### **Bestow, Lesser**

*Bardic and Earth-Water 1 (Bindings: P,S,E)*

*Earth/Positive, Boon/Event, Touch/One Target*

Target deals +2 damage with their next successful melee attack.

### **Bestow, Mass Greater**

*Bardic 4 (Bindings: P,S,E)*

*Earth/Positive, Boon/Event, Caster/10' Radius*

All allies within a 10' radius gain the effects of the Greater Bestow spell.

### **Bestow, Mass Lesser**

*Bardic 3 (Bindings: P,S,E)*

*Earth/Positive, Boon/Event, Caster/10' Radius*

All allies within a 10' radius gain the effects of the Lesser Bestow spell.

### **Blast of Flame**

*Fire-Air 2 (Bindings: S,E)*

*Fire/Negative, Augment/Event, Thrown/One Target*

The next successful attack made with the target melee weapon will cause +4 Fire damage. If the weapon is sheathed or leaves the bearer's hands, this spell ends.

### **Blast of Flame, Greater**

*Fire-Air 3 (Bindings: S,E)*

*Fire/Negative, Augment/Event, Thrown/One Target*

The next successful attack made with the target melee weapon will cause +6 Fire damage. If the weapon is sheathed or leaves the bearer's hands, this spell ends.

### **Blast of Flame, Lesser**

*Fire-Air 1 (Bindings: S,E)*

*Fire/Negative, Augment/Event, Thrown/One Target*

The next successful attack made with the target melee weapon will cause +2 Fire damage. If the weapon is sheathed or leaves the bearer's hands, this spell ends.

### **Blind**

*Fire-Air 4 (Bindings: P,S,E)*

*Fire/Wild, Offensive/Instant, Thrown/One Target*

Causes the Blinded status (see Status list) for ten minutes.

### **Castagir's Swirling Armor**

*Fire-Air 3 (Bindings: P,S,E)*

*Air/Positive, Protection/Event, Thrown/One Target*

Target ignores the next successful non-magical attack unless it bypasses armor, causes a status effect, or is a surprise attack.

### **Castagir's Wind Blade**

*Fire-Air 2 (Bindings: S,E)*

*Air/Wild, Augment/Event, Thrown/One Target*

The next successful attack made with the target weapon will cause the Knockdown status (see Status list) in addition to its normal damage and effects. If the weapon is sheathed or leaves the bearer's hands, this spell ends.

### **Cause Disease**

*Earth-Water 3 (Bindings: P,S,E)*

*Water/Negative, Offensive/Instant, Touch/One Target*

Causes the Diseased status (see Status list).

### **Charm Monster**

*Bardic 3 (Bindings: S,E)*

*Air/Wild, Charm/10 Minutes, Thrown/One Target*

Causes the Charmed status (see Status list). This spell does not affect Humans, Elves, Dwarves, Half-Orcs, Half-Ogres, Halflings, or Halfbreeds.

### **Charm Monster, Mass**

*Bardic 5 (Bindings: S)*

*Air/Wild, Charm/Song, Caster/10' Radius*

All characters within a 10' radius gain the effects of the Charm Monster spell.

### **Charm of Rasputin**

*Bardic 6 (Bindings: S)*

*Air/Wild, Charm/Song, Caster/10' Radius*

All characters within a 10' radius gain the effects of the Charm Person spell.

### **Charm Person**

*Bardic and Fire-Air 4 (Bindings: S,E)*

*Air/Wild, Charm/10 Minutes, Thrown/One Target*

Causes the Charmed status (see Status list).

### **Charming Lights**

*Fire-Air 5 (Bindings: P,S,E)*

*Air/Wild, Charm/10 Minutes, Thrown/One Target*

Target enters a deep trance, and may not move or speak. Body Point damage will end the spell. Deathblows may be administered to the target.

### **Comprehend Languages**

*Bardic and Fire-Air 3 (Bindings: P,S,E)*

*Air/Neutral, Divination/10 Minutes, Thrown/One Target*

Target is able to understand any unfamiliar written or spoken language. This spell does not confer the ability to speak or write in any additional languages.

### **Confusion**

*Bardic 9 (Bindings: P,S,E)*

*Air/Wild, Charm/10 Minutes, Thrown/5' Radius*

All characters within 5' of where this spell's packet lands at the time it is cast gain the Idiocy 5 status (see Status list).

### **Control Undead**

*Earth-Water 4 (Bindings: S,E)*

*Earth/Negative, Hex/Infinite, Thrown/One Target*

The caster gains control of the target undead, so long as their level is higher than that of the undead. This spell must follow the rules outlined in the Summoned and Created Creatures section.

### **Courage of Aeracon**

*Bardic and Earth-Water 3 (Bindings: P,S,E)*

*Water/Positive, Protection/Event, Touch/One Target*

Target gains 6 magical BP. This spell ends when the target receives 6 BP of damage.

### **Courage, Greater**

*Bardic and Earth-Water 2 (Bindings: P,S,E)*

*Water/Positive, Protection/Event, Touch/One Target*

Target gains 4 magical BP. This spell ends when the target receives 4 BP of damage.

### **Courage, Lesser**

*Bardic and Earth-Water 1 (Bindings: P,S,E)*

*Water/Positive, Protection/Event, Touch/One Target*

Target gains 2 magical BP. This spell ends when the target receives 2 BP of damage.

### **Courage, Mass Greater**

*Bardic 4 (Bindings: P,S,E)*

*Water/Positive, Protection/Event, Caster/10' Radius*

All allies within a 10' radius gain the effects of the Greater Courage spell.

### **Courage, Mass Lesser**

*Bardic 3 (Bindings: P,S,E)*

*Water/Positive, Protection/Event, Caster/10' Radius*

All allies within a 10' radius gain the effects of the Lesser Courage spell.

## **Create Undead I**

*Earth-Water 3 (Bindings: S,E)*

*Earth/Negative, Creation/Instant, Touch/One Target*

This spell can only target a dead body, from which is created a single type-1 undead. The caster has control of this creature.

This spell must follow the rules outlined in the Summoned and Created Creatures section.

## **Create Undead II**

*Earth-Water 5 (Bindings: S,E)*

*Earth/Negative, Creation/Instant, Touch/One Target*

This spell can only target a dead body, from which is created a single type-2 undead. The caster has control of this creature.

This spell must follow the rules outlined in the Summoned and Created Creatures section.

## **Create Undead III**

*Earth-Water 7 (Bindings: S,E)*

*Earth/Negative, Creation/Instant, Touch/One Target*

This spell can only target a dead body, from which is created a single type-3 undead. The caster has control of this creature.

This spell must follow the rules outlined in the Summoned and Created Creatures section.

## **Create Undead IV**

*Earth-Water 9 (Bindings: S,E)*

*Earth/Negative, Creation/Instant, Touch/One Target*

This spell can only target a dead body, from which is created a single type-4 undead. The caster has control of this creature.

This spell must follow the rules outlined in the Summoned and Created Creatures section.

## **Curse**

*Bardic and Earth-Water 7 (Bindings: P,S,E)*

*Earth/Negative, Offensive/Infinite, Thrown/One Target*

Causes the Cursed status (see Status list).

## **Curse, Mass**

*Bardic 9 (Bindings: P,S,E)*

*Earth/Negative, Offensive/Infinite, Thrown/5' Radius*

All characters within a 5' radius gain the Cursed status (see Status list).

## **Darkness**

*Bardic and F/A 1 (Bindings: S,E)*

*Fire/Negative, Creation/30 Minutes, Thrown/One Target*

A sphere of darkness appears around the target character.

The sphere's diameter is the character's armspan. Characters inside the sphere gain the Blinded status (see Status list).

Characters outside of it cannot see into it. If a Light spell comes in contact with a Darkness spell, both spells immediately end.

## **Daze**

*Bardic 3 (Bindings: P,S,E)*

*Air/Wild, Charm/10 Minutes, Thrown/One Target*

Causes the Slowed status (see Status list).

## **Deafen**

*Bardic and Fire-Air 4 (Bindings: P,S,E)*

*Air/Wild, Offensive/Instant, Thrown/One Target*

Causes the Deafened status (see Status list) for ten minutes.

## **Deafen, Mass**

*Bardic 6 (Bindings: S)*

*Air/Wild, Offensive/Song, Caster/10' Radius*

All characters passing within 10' of the caster during this spell gain the Deafened status (see Status list) for 10 minutes.

## **Death**

*Earth-Water 9 (Bindings: P,S,E)*

*Water/Negative, Offensive/Instant, Touch/One Target*

Causes the Dying status (see Status list).

## **Degenerate**

*Earth-Water 8 (Bindings: S,E)*

*Water/Negative, Offensive/Instant, Touch/One Target*

Target is reduced to 0 BP. If the caster chooses, the target may alternatively suffer the loss of a limb of the caster's choice, which decays and is rendered useless.

## **Dehydrate**

*Earth-Water 7 (Bindings: P,S,E)*

*Water/Negative, Offensive/Instant, Thrown/One Target*

Causes the Fatigued status (see Status list) for ten minutes.

## **Demise**

*Fire-Air 9 (Bindings: P,S,E)*

*Fire/Negative, Offensive/Instant, Thrown/One Target*

Causes the Dying status (see Status list).

## **Destroy Undead I**

*Earth-Water 3 (Bindings: P,S,E)*

*Earth/Positive, Hex/Instant, Thrown/One Target*

This spell instantly destroys a single type-1 undead. The destroyed undead falls down as the corpse it was created from.

## **Destroy Undead II**

*Earth-Water 5 (Bindings: P,S,E)*

*Earth/Positive, Hex/Instant, Thrown/One Target*

This spell instantly destroys a single type-2 or below undead. The destroyed undead falls down as the corpse it was created from.

### **Destroy Undead III**

*Earth-Water 7 (Bindings: P,S,E)*

*Earth/Positive, Hex/Instant, Thrown/One Target*

This spell instantly destroys a single type-3 or below undead. The destroyed undead falls down as the corpse it was created from.

### **Destroy Undead IV**

*Earth-Water 9 (Bindings: P,S,E)*

*Earth/Positive, Hex/Instant, Thrown/One Target*

This spell instantly destroys a single type-4 or below undead. The destroyed undead falls down as the corpse it was created from.

### **Detect Magic, Lesser**

*Fire-Air 2 (Bindings: S, E)*

*Air/Neutral, Divination/Instant, Caster/Caster*

The caster may detect magic auras on one person or item, as if they had used the Detect Magic skill.

### **Detect Magic, Mass Greater**

*Bardic 6 (Bindings: S)*

*Air/Neutral, Divination/Song, Caster/10' Radius*

The caster is able to detect magic auras on any people or items within ten feet of them, as if they had used the Detect Magic skill. These auras are also visible to anyone within ten feet of the caster.

### **Detect Magic, Mass Lesser**

*Bardic 4 (Bindings: S)*

*Air/Neutral, Divination/Song, Caster/10' Radius*

The caster is able to detect magic auras on any people or items within ten feet of them, as if they had used the Detect Magic skill.

### **Detect Toxin**

*Earth-Water 2 (Bindings: S)*

*Water/Positive, Divination/Concentration, Touch/One Target*

If a toxin is present in or on the target, the target will begin to glow. This glow is only visible to the caster. No information about the toxin is provided.

### **Detect Undead**

*Earth-Water 3 (Bindings: S)*

*Earth/Positive, Divination/Concentration, Caster/Caster*

This spell creates a shimmering aura around any undead creatures within 10 feet of the caster. This aura is only perceivable by the caster of this spell.

### **Disrupt Energy**

*Fire-Air 6 (Bindings: P,S,E)*

*Air/Neutral, Offensive/Instant, Thrown/One Target*

One spell of 6th level or below which is currently active on the target immediately ends. Unless the caster specifies a spell name at the time of casting, the spell that ends will be the one most recently cast on the target.

### **Disrupt Energy, Greater**

*Fire-Air 9 (Bindings: P,S,E)*

*Air/Neutral, Offensive/Instant, Thrown/One Target*

One spell of 9th level or below which is currently active on the target immediately ends. Unless the caster specifies a spell name at the time of casting, the spell that ends will be the one most recently cast on the target.

### **Disrupt Energy, Lesser**

*Fire-Air 3 (Bindings: P,S,E)*

*Air/Neutral, Offensive/Instant, Thrown/One Target*

One spell of 3rd level or below which is currently active on the target immediately ends. Unless the caster specifies a spell name at the time of casting, the spell that ends will be the one most recently cast on the target.

### **Divine Masking**

*Fire-Air 8 (Bindings: P,S,E)*

*Air/Wild, Divination/Infinite, Thrown/One Target*

Target is rendered invisible to the Divine Sight spell, unless the caster of that Divine Sight spell is a higher level than the one which cast Divine Masking.

### **Divine Protection**

*Earth-Water 9 (Bindings: P,S,E)*

*Earth/Positive, Protection/Event, Touch/One Target*

Target gains 6 magical AP, which are only depleted if no other AP remain. Attacks which bypass armor do not bypass this AP. This spell ends if these AP are depleted, or if the target receives any of the following (which are then negated): A Death Strike, a Demise, Death, or Degenerate spell, a surprise attack, or the Paralyzed or Stunned statuses.

### **Divine Sight**

*Fire-Air 8 (Bindings: S)*

*Air/Neutral, Divination/Concentration, Caster/Special*

Caster gains a mental vision of a specified item and its location, including a general sense of direction and distance. The caster must have handled the item to be able to find it with this spell.

### **Dust Shield**

*Fire-Air 3 (Bindings: P,S,E)*

*Air/Wild, Protection/Event, Thrown/One Target*

This spell negates one of the following and then ends: a smoke, vapor, or gas attack, or a Blinded status caused by a dust or sand storm.

## Earth Blast

*Earth-Water 8 (Bindings: P,S,E)*

*Earth/Negative, Damage/Instant, Thrown/One Target*

Causes 8 points of Earth damage and the status Knockback 10 (see Status list).

## Earhtouch

*Bardic 2 (Bindings: S,E)*

*Earth/Negative, Augment/10 Minutes, Touch/One Target*

Target weapon or shield deals Earth damage instead of its normal type.

## Ensnare, Greater

*Bardic 5 (Bindings: S)*

*Earth/Wild, Offensive/Song, Thrown/One Target*

Causes the Wrapped status (see Status list).

## Ensnare, Lesser

*Bardic 3 (Bindings: S)*

*Earth/Wild, Offensive/Song, Thrown/One Target*

Causes the Pinned (Ankle) status condition (see Status list).

## Ensnare, Mass Greater

*Bardic 7 (Bindings: S)*

*Earth/Wild, Offensive/Song, Thrown/5' Radius*

All characters within a 5' radius gain the Wrapped status (see Status list) for the duration of this spell.

## Ensnare, Mass Lesser

*Bardic 5 (Bindings: S)*

*Earth/Wild, Offensive/Song, Thrown/5' Radius*

All characters within a 5' radius gain the Pinned (Ankle) status (see Status list).

## Entangle, Greater

*Earth-Water 5 (Bindings: S)*

*Earth/Wild, Offensive/Concentration, Thrown/One Target*

Causes the Wrapped status (see Status list). If the caster loses sight of the target at any point, this spell immediately ends.

## Entangle, Lesser

*Earth-Water 2 (Bindings: S)*

*Earth/Wild, Offensive/Concentration, Thrown/One Target*

Causes the Pinned (Ankle) status condition (see Status list). If the caster loses sight of the target at any point, the spell immediately ends.

## Evaluate Item

*Fire-Air 8 (Bindings: S)*

*Fire/Neutral, Divination/Concentration, Touch/One Target*

This spell must be cast on a specified inanimate object. As long as the caster is concentrating while touching the item, they may ask questions to the appropriate marshal with respect to the item's past and abilities. These questions may allow the character to discover the command phrases for various items.

## Explosive Blast

*Fire-Air 1 (Bindings: P,S,E)*

*Fire/Negative, Damage/Instant, Thrown/One Target*

Causes 2 points of fire damage and Knockback 10 (see Status list).

## Extinguish Flame

*Earth-Water 3 (Bindings: P,S,E)*

*Water/Wild, Restorative/Instant, Thrown/One Target*

One fire spell of level 6 or below which is active on the target immediately ends. If a specific spell is not named by the caster at the time this spell takes effect, instead the most recently-cast spell fitting those guidelines will end. If used during a module or between-event action, the caster may instead choose to extinguish all non-magical flames in the immediate area (at the discretion of the marshal running the encounter).

## False Magic

*Fire-Air 2 (Bindings: S,E)*

*Fire/Wild, Divination/Infinite, Thrown/One Target*

When cast on a non-magic item, that item is given a magical aura. The item must be smaller than a shield. The caster may choose the element and energy of that aura.

## Firebolt

*Fire-Air 2 (Bindings: P,S,E)*

*Fire/Negative, Damage/Instant, Thrown/One Target*

Causes 8 Fire damage.

## Firebolt, Greater

*Fire-Air 3 (Bindings: P,S,E)*

*Fire/Negative, Damage/Instant, Thrown/One Target*

Causes 12 Fire damage.

## Firebolt, Lesser

*Fire-Air 1 (Bindings: P,S,E)*

*Fire/Negative, Damage/Instant, Thrown/One Target*

Causes 4 Fire damage.

## Firestorm

*Fire-Air 8 (Bindings: P,S,E)*

*Fire/Negative, Damage/Instant, Thrown/One Target*

Causes 32 Fire damage.

### **Firestorm, Greater**

*Fire-Air 9 (Bindings: P,S,E)*

*Fire/Negative, Damage/Instant, Thrown/One Target*

Causes 36 Fire damage.

### **Firestorm, Lesser**

*Fire-Air 7 (Bindings: P,S,E)*

*Fire/Negative, Damage/Instant, Thrown/One Target*

Causes 28 Fire damage.

### **Fizzle Breath**

*Fire-Air 7 (Bindings: P,S,E)*

*Air/Neutral, Offensive/Instant, Thrown/One Target*

The target's next breath weapon attack fails.

### **Flame Arrow**

*Fire-Air 3 (Bindings: S,E)*

*Fire/Wild, Augment/10 Minutes, Touch/One Target*

The base damage of the next attack made with the target bow or crossbow is 12 Fire, which can be further increased or altered using spells or damage bonuses.

### **Flame Cage**

*Fire-Air 4 (Bindings: S,E)*

*Fire/Wild, Offensive/Concentration, Thrown/One Target*

Target is encased in immobile, inescapable rings of flame with a diameter of their arm span. Other characters within that space are harmlessly expelled. Contact with the rings causes 8 Fire damage. Spells and weapons may pass through the rings. If the target is over 10' tall or if the caster loses sight of the target, the spell immediately ends.

### **Flamestrike**

*Fire-Air 5 (Bindings: P,S,E)*

*Fire/Negative, Damage/Instant, Thrown/One Target*

Causes 20 Fire damage.

### **Flamestrike, Greater**

*Fire-Air 6 (Bindings: P,S,E)*

*Fire/Negative, Damage/Instant, Thrown/One Target*

Causes 24 Fire damage.

### **Flamestrike, Lesser**

*Fire-Air 4 (Bindings: P,S,E)*

*Fire/Negative, Damage/Instant, Thrown/One Target*

Causes 16 Fire damage.

### **Flametouch**

*Bardic 2 (Bindings: S,E)*

*Fire/Negative, Augment/10 Minutes, Touch/One Target*

Target weapon or shield deals Fire damage instead of its normal type.

### **Flaming Grasp**

*Fire-Air 1 (Bindings: P,S,E)*

*Fire/Negative, Boon/10 Minutes, Touch/One Target*

Weapons 12" in length or less and spell strikers currently held by the caster deal Fire damage instead of their normal type. (Spell strikers deal 1 Fire.) If the caster sheathes or lets go of one of these items, the spell immediately ends.

### **Flaming Weapon**

*Fire-Air 5 (Bindings: S,E)*

*Fire/Wild, Augment/30 Minutes, Caster/Caster*

A weapon held by the caster is enveloped in flame. It gains a +1 bonus to damage, and deals Fire damage instead of its normal type. If the weapon leaves the caster's hand, this spell ends.

### **Force Bolt**

*Fire-Air 1 (Bindings: P,S,E)*

*Air/Negative, Offensive/Instant, Thrown/One Target*

Causes the Knockdown status (see Status list).

### **Force of the Ram**

*Earth-Water 2 (Bindings: P,S,E)*

*Earth/Wild, Boon/Event, Touch/One Target*

Target deals +4 damage with their next successful bow or crossbow attack.

### **Freeze**

*Earth-Water 4 (Bindings: P,S,E)*

*Water/Wild, Damage/Instant, Thrown/One Target*

Causes 4 no-armor Cold damage.

### **Freeze, Greater**

*Earth-Water 8 (Bindings: P,S,E)*

*Water/Wild, Damage/Instant, Thrown/One Target*

Causes 8 no-armor Cold damage.

### **Freeze, Lesser**

*Earth-Water 1 (Bindings: P,S,E)*

*Water/Wild, Damage/Instant, Thrown/One Target*

Causes 1 no-armor Cold damage.

### **Gift of Life**

*Earth-Water 7 (Bindings: S,E)*

*Water/Wild, Restorative/Instant, Touch/One Target*

If cast on a target with the Dying status (see Status list), the status is transferred from the target to the caster (including any time the target already spent with the Dying status). The target is returned to life with 1 BP and loses all memory of the five minutes prior to acquiring the Dying status. If cast on a target with the Dead status, the caster immediately gains that status without removing it from the target.

## Grease

*Earth-Water 1 (Bindings: S,E)*

*Water/Wild, Offensive/Instant, Thrown/One Target*

This spell will cause either the Disarm X or Knockdown status (see Status list), as chosen by the caster at the time of casting.

## Gully's Restoration

*Earth-Water 7 (Bindings: P,S,E)*

*Water/Positive, Restorative/Instant, Thrown/One Target*

Caster may remove one of the following statuses (see Status list) from the target: Fatigued, Weakened, Muted, Deafened, or Blinded.

## Heal Wounds

*Bardic and Earth-Water 3 (Bindings: P,S,E)*

*Water/Positive, Healing/Instant, Touch/One Target*

Target is healed for up to 6 BP of damage.

## Heal Wounds, Critical

*Bardic and Earth-Water 6 (Bindings: P,S,E)*

*Water/Positive, Healing/Instant, Touch/One Target*

Target is healed for up to 12 BP of damage.

## Heal Wounds, Greater

*Bardic and Earth-Water 4 (Bindings: P,S,E)*

*Water/Positive, Healing/Instant, Touch/One Target*

Target is healed for up to 8 BP of damage.

## Heal Wounds, Lesser

*Bardic and Earth-Water 2 (Bindings: P,S,E)*

*Water/Positive, Healing/Instant, Touch/One Target*

Target is healed for up to 4 BP of damage.

## Heal Wounds, Major

*Bardic and Earth-Water 5 (Bindings: P,S,E)*

*Water/Positive, Healing/Instant, Touch/One Target*

Target is healed for up to 10 BP of damage.

## Heal Wounds, Minor

*Bardic and Earth-Water 1 (Bindings: P,S,E)*

*Water/Positive, Healing/Instant, Touch/One Target*

Target is healed for up to 2 BP of damage.

## Heat Iron

*Fire-Air 3 (Bindings: S,E)*

*Fire/Wild, Hex/Instant, Thrown/One Target*

Caster may choose to cause one of the following to the target: Disarm X, where X is all metallic items the target is holding, or 12 no-armor fire damage. This damage is negated if the target is not wearing a physrep for metal armor.

## Hold Portal

*Fire-Air 7 (Bindings: S,E)*

*Air/Neutral, Augment/Infinite, Thrown/One Target*

Target door or lock may not be opened without a specified password or key. The target can still be destroyed, though this spell grants it a number of siege points equal to the caster's level.

## Hypnotism

*Fire-Air 7 (Bindings: S)*

*Air/Wild, Charm/Infinite, Touch/One Target*

Caster must write a single command on a sheet of paper prior to casting this spell, along with a word or event which will trigger the command. If the spell is successful, the sheet is given to the target, who must perform the command to the best of their ability upon seeing or hearing the trigger. The target will have no memory of the command, trigger, or performing the specified act, unless the caster states otherwise on the command sheet. This command will remain in place regardless of death or resurrection, unless the target gains the Dying status less than 5 minutes after the spell is cast, in which case the spell ends without effect. If the target gains the Unconscious, Dying, or Dead statuses after the trigger has occurred but before the command is carried out, the command is erased and the spell ends. If the command is carried out, the spell ends.

## Ice Mantle

*Earth-Water 2 (Bindings: P,S,E)*

*Water/Wild, Protection/Event, Touch/One Target*

Target gains 2 magical AP. Fire attacks which would normally bypass armor do not bypass this armor.

## Icetouch

*Bardic 2 (Bindings: S,E)*

*Water/Negative, Augment/10 Minutes, Touch/One Target*

Target weapon or shield deals Cold damage instead of its normal type.

## Inferno Weapon

*Fire-Air 9 (Bindings: S,E)*

*Fire/Wild, Augment/30 Minutes, Caster/Caster*

A weapon held by the caster is enveloped in flame. It gains a +2 bonus to damage, and deals Fire damage instead of its normal type. If the weapon leaves the caster's hand, this spell ends.

## Inflict Wounds

*Earth-Water 3 (Bindings: P,S,E)*

*Water/Negative, Damage/Instant, Touch/One Target*

Causes 6 no-armor Negative damage.



### **Inflict Wounds, Critical**

*Earth-Water 6 (Bindings: P,S,E)*

*Water/Negative, Damage/Instant, Touch/One Target*

Causes 12 no-armor Negative damage.

### **Inflict Wounds, Greater**

*Earth-Water 4 (Bindings: P,S,E)*

*Water/Negative, Damage/Instant, Touch/One Target*

Causes 8 no-armor Negative damage.

### **Inflict Wounds, Lesser**

*Earth-Water 2 (Bindings: P,S,E)*

*Water/Negative, Damage/Instant, Touch/One Target*

Causes 4 no-armor Negative damage.

### **Inflict Wounds, Major**

*Earth-Water 5 (Bindings: P,S,E)*

*Water/Negative, Damage/Instant, Touch/One Target*

Causes 10 no-armor Negative damage.

### **Inflict Wounds, Minor**

*Earth-Water 1 (Bindings: P,S,E)*

*Water/Negative, Damage/Instant, Touch/One Target*

Causes 2 no-armor Negative damage.

### **Last Rites**

*Earth-Water 1 (Bindings: P,S,E)*

*Earth/Positive, Protection/Infinite, Touch/One Target*

This spell can only target a dead body. The target of this spell cannot be used in any form of undead creation, so long as the caster's level is equal to or higher than that of the undead attempting to be created. This spell will end if the target is successfully raised as an undead, or until returned to life by any means.

### **Life**

*Earth-Water 9 (Bindings: P,S,E)*

*Water/Positive, Restorative/Instant, Touch/One Target*

This spell removes the Dying status. The target is restored to life with 1 BP.

### **Light**

*Bardic and Fire-Air 1 (Bindings: S,E)*

*Fire/Positive, Creation/30 Minutes, Thrown/One Target*

Creates a small light, providing illumination no brighter than an oil lamp. The physrep must be approved by staff. This spell may be ended early if the caster chooses. If a Light spell comes in contact with a Darkness spell, both spells immediately end.

### **Light of Justice**

*Fire-Air 5 (Bindings: P,S,E)*

*Fire/Positive, Damage/Instant, Thrown/One Target*

Causes 20 Positive damage to an undead or negative planar creature.

### **Lightning Storm**

*Fire-Air 7 (Bindings: P,S,E)*

*Air/Negative, Damage/Instant, Thrown/One Target*

Causes 28 Electrical damage

### **Lucent Bolt**

*Earth-Water 4 (Bindings: P,S,E)*

*Water/Positive, Damage/Instant, Thrown/One Target*

Causes 16 Positive damage to an undead or negative planar creature.

### **Lucent Bolt, Greater**

*Earth-Water 6 (Bindings: P,S,E)*

*Water/Positive, Damage/Instant, Thrown/One Target*

Causes 24 Positive damage to an undead or negative planar creature.

### **Lucent Bolt, Lesser**

*Earth-Water 2 (Bindings: P,S,E)*

*Water/Positive, Damage/Instant, Thrown/One Target*

Causes 8 Positive damage to an undead or negative planar creature.

### **Lucent Weapon**

*Earth-Water 5 (Bindings: S,E)*

*Water/Positive, Augment/30 Minutes, Caster/Caster*

A weapon held by the caster is enveloped in a white aura. It gains a +2 bonus to damage, and deals Positive damage instead of its normal type. The weapon can only damage undead and negative planar creatures. If the weapon leaves the caster's hand, this spell ends.

### **Magic Potency**

*Fire-Air 2 (Bindings: P,S,E)*

*Air/Negative, Boon/Event, Thrown/One Target*

Target's next Damage spell deals +6 damage.

### **Magic Potency, Greater**

*Fire-Air 3 (Bindings: P,S,E)*

*Air/Negative, Boon/Event, Thrown/One Target*

Target's next Damage spell deals +9 damage.

### **Magic Potency, Lesser**

*Fire-Air 1 (Bindings: P,S,E)*

*Air/Negative, Boon/Event, Thrown/One Target*

Target's next Damage spell deals +3 damage.

## Mask Magic

*Fire-Air 2 (Bindings: P,S,E)*

*Air/Wild, Divination/Infinite, Thrown/One Target*

This spell cloaks the magic aura of any item or person from both the Detect Magic spell and from the Detect Magic skill. When a Detect Magic spell or skill is used upon a "Masked" item, the levels of the two casters involved must be compared. If the character that is attempting to detect is of a higher level than the character that is attempting to mask, then the masking fails. If the characters are of equal level, or the defending character is of higher level, then the masking spell will hold.

## Mend

*Earth-Water 2 (Bindings: S,E)*

*Earth/Wild, Augment/Instant, Touch/One Target*

Restores 5 AP to target section of armor made from any dead organic material. Alternatively, the caster may choose to repair one weapon or object the size of a staff or smaller, or repair 1 siege point to a wooden door/gate.

## Message

*Fire-Air 3 (Bindings: S,E)*

*Air/Negative, Augment/Event, Thrown/One Target*

Causes a written message no larger than one sheet of paper to be delivered to a location specified after casting, which must be familiar to the caster. The location must be within 50 miles, and will arrive within one hour. See a staff member for physical delivery of the message's physrep.

## Mindflame

*Fire-Air 5 (Bindings: P,S,E)*

*Fire/Negative, Damage/Instant, Thrown/One Target*

Causes 10 no-armor Fire damage.

## Mindflame, Greater

*Fire-Air 7 (Bindings: P,S,E)*

*Fire/Negative, Damage/Instant, Thrown/One Target*

Causes 14 no-armor Fire damage.

## Mindflame, Lesser

*Fire-Air 3 (Bindings: P,S,E)*

*Fire/Negative, Damage/Instant, Thrown/One Target*

Causes 6 no-armor Fire damage.

## Mystic Sight

*Fire-Air 2 (Bindings: S)*

*Fire/Neutral, Divination/Concentration, Caster/Caster*

Allows the caster to see normally in magical darkness (as if the darkness did not exist).

## Necromancers' Lament

*Earth-Water 6 (Bindings: P,S,E)*

*Earth/Wild, Protection/Infinite, Touch/One Target*

This spell can only target a dead body. When a Create Undead spell is cast upon the target, it will immediately attack its creator. This spell will only work if the caster's level is equal to or higher than that of the undead being created. The newly created undead is not under its creators control.

## Neutralize Toxin

*Bardic and Earth-Water 5 (Bindings: P,S,E)*

*Water/Positive, Restorative/Instant, Touch/One Target*

Target loses any status (see Status list) gained through the use of a toxin. The caster gains no knowledge of whether any toxin was present. If cast upon a vial of toxin, the toxin is destroyed.

## Neutralize Toxin, Mass

*Bardic 7 (Bindings: S)*

*Water/Positive, Restorative/Song, Caster/10' Radius*

Any toxin which passes within 10' of the caster during this spell is destroyed. Any character passing within 10' of the caster loses any status gained through the use of a toxin. The caster gains no knowledge of whether any toxin was present.

## Oakhide, Greater

*Earth-Water 6 (Bindings: P,S,E)*

*Earth/Wild, Protection/Event, Touch/One Target*

Target gains 6 magical AP. If the target receives a Backstab or Assassinate attack, or acquires the Knockout or Stunned statuses, that attack is negated and the spell ends. If the magical AP provided is depleted, the spell ends.

## Oakhide, Lesser

*Earth-Water 2 (Bindings: P,S,E)*

*Earth/Wild, Protection/Event, Touch/One Target*

Target gains 4 magical AP. If the target receives a Backstab or Assassinate attack, or acquires the Knockout or Stunned statuses, that attack is negated and the spell ends. If the magical AP provided is depleted, the spell ends.

## Open Portal

*Fire-Air 7 (Bindings: S,E)*

*Air/Wild, Hex/Instant, Thrown/One Target*

Target lock or door/gate (of medium size or smaller) opens unless it has had a Hold Portal spell cast upon it by a caster of higher level than the one casting this spell.

## Paralyze

*Bardic and Earth-Water 8 (Bindings: P,S,E)*

*Water/Negative, Offensive/Instant, Thrown/One Target*

The target gains the Paralyzed status (see Status list) for ten minutes. This spell can be countered with two uses of the Neutralize Toxin spell.

## Protection

*Bardic and Fire-Air 3 (Bindings: P,S,E)*

*Air/Positive, Protection/Event, Thrown/One Target*

Target gains 6 magical AP. When this armor is depleted, the spell ends.

## Protection From Cold

*Fire-Air 4 (Bindings: P,S,E)*

*Fire/Positive, Protection/Event, Thrown/One Target*

This spell absorbs the next 16 points of cold damage dealt to the target, and then ends.

## Protection From Fire

*Earth-Water 5 (Bindings: P,S,E)*

*Water/Positive, Protection/Event, Touch/One Target*

This spell will absorb the next 20 points of fire damage dealt to the target, and then end.

## Protection, Critical

*Fire-Air 6 (Bindings: P,S,E)*

*Air/Positive, Protection/Event, Thrown/One Target*

Target gains 12 magical AP. When this armor is depleted, the spell ends.

## Protection, Greater

*Bardic and Fire-Air 4 (Bindings: P,S,E)*

*Air/Positive, Protection/Event, Thrown/One Target*

Target gains 8 magical AP. When this armor is depleted, the spell ends.

## Protection, Lesser

*Bardic and Fire-Air 2 (Bindings: P,S,E)*

*Air/Positive, Protection/Event, Thrown/One Target*

Target gains 4 magical AP. When this armor is depleted, the spell ends.

## Protection, Major

*Fire-Air 5 (Bindings: P,S,E)*

*Air/Positive, Protection/Event, Thrown/One Target*

Target gains 10 magical AP. When this armor is depleted, the spell ends.

## Protection, Mass

*Bardic 5 (Bindings: P,S,E)*

*Air/Positive, Protection/Event, Caster/10' Radius*

All allies within 10' gain the effects of the Protection spell.

## Protection, Mass Greater

*Bardic 6 (Bindings: P,S,E)*

*Air/Positive, Protection/Event, Caster/10' Radius*

All allies within 10' gain the effects of the Greater Protection spell.

## Protection, Mass Lesser

*Bardic 4 (Bindings: P,S,E)*

*Air/Positive, Protection/Event, Caster/10' Radius*

All allies within 10' gain the effects of the Lesser Protection spell.

## Protection, Mass Minor

*Bardic 3 (Bindings: P,S,E)*

*Air/Positive, Protection/Event, Caster/10' Radius*

All allies within 10' gain the effects of the Minor Protection spell.

## Protection, Minor

*Bardic and Fire-Air 1 (Bindings: P,S,E)*

*Air/Positive, Protection/Event, Thrown/One Target*

Target gains 2 magical AP. When this armor is depleted, the spell ends.

## Purify Food and Drink

*Bardic and Earth-Water 2 (Bindings: S,E)*

*Water/Positive, Augment/Instant, Touch/One Target*

When this spell is cast upon food or liquids, any disease or toxin which is present in the target (no larger than a keg) to become inert. This spell has no effects on characters that have already been infected with a disease or exposed to a toxin. This spell gives no clue as to whether a toxin or disease was present.

## Purify Food and Drink, Mass

*Bardic 4 (Bindings: S)*

*Water/Positive, Augment/Song, Caster/10' Radius*

All food and drink passing within 10' of the caster during this spell receive the effects of a Purify Food and Drink spell.

## Reflect Gaze

*Fire-Air 2 (Bindings: P,S,E)*

*Air/Neutral, Protection/Event, Touch/One Target*

This spell will protect the target from the next gaze attack (such as a vampire's charm gaze, or a medusa's gaze attack, etc), and then end.

## Regenerate

*Bardic and Earth-Water 8 (Bindings: P,S,E)*

*Water/Positive, Restorative/Instant, Touch/One Target*

Target is restored to full BP, removing all scars in the process. Alternatively, the caster may choose to regrow a target's severed limb. This spell only effects living material.

## Regrowth

*Earth-Water 4 (Bindings: P,S,E)*

*Earth/Wild, Healing/Instant, Touch/One Target*

Target plant-based creature is healed for up to 8 BP.

Alternatively, at the time of casting the caster may choose to repair an area of damaged plants no larger than 7'x7'.

## **Regrowth, Greater**

*Earth-Water 6 (Bindings: P,S,E)*

*Earth/Wild, Healing/Instant, Touch/One Target*

Target plant-based creature is healed for up to 12 BP. Alternatively, at the time of casting the caster may choose to repair an area of damaged plants no larger than 15'x15'.

## **Regrowth, Lesser**

*Earth-Water 2 (Bindings: P,S,E)*

*Earth/Wild, Healing/Instant, Touch/One Target*

Target plant-based creature is healed for up to 4 BP. Alternatively, at the time of casting the caster may choose to repair an area of damaged plants no larger than 3'x3'.

## **Remove Curse**

*Bardic and Earth-Water 7 (Bindings: P,S,E)*

*Earth/Positive, Restorative/Instant, Touch/One Target*

Target loses the Cursed status (see Status list).

## **Remove Curse, Mass**

*Bardic 9 (Bindings: P,S,E)*

*Earth/Positive, Restorative/Instant, Caster/10' Radius*

All characters within a 10' radius lose the Cursed status (see Status list).

## **Remove Deafness**

*Bardic 4 (Bindings: P,S,E)*

*Water/Positive, Restorative/Instant, Touch/One Target*

Target loses any Deafened status (see Status list).

## **Remove Deafness, Mass**

*Bardic 6 (Bindings: P,S,E)*

*Water/Positive, Restorative/Instant, Caster/10' Radius*

All characters within 10' lose any Deafened status (see Status list).

## **Remove Disease**

*Bardic and Earth-Water 3 (Bindings: P,S,E)*

*Water/Positive, Restorative/Instant, Touch/One Target*

Target loses the Diseased status (see Status list).

## **Remove Disease, Mass**

*Bardic 5 (Bindings: S)*

*Water/Positive, Restorative/Song, Caster/10' Radius*

All characters passing within 10' during the duration of this spell lose the Diseased status (see Status list).

## **Remove Paralysis**

*Bardic and Earth-Water 8 (Bindings: P,S,E)*

*Water/Positive, Restorative/Instant, Thrown/One Target*

Target loses any Paralyzed status (see Status list).

## **Repel Undead I**

*Bardic 2 (Bindings: S)*

*Earth/Positive, Hex/Song, Caster/10' Radius*

All undead of type 1 must stay at least 10' away from the caster. Any affected undead within this radius must move steadily away from the caster.

## **Repel Undead II**

*Bardic 4 (Bindings: S)*

*Earth/Positive, Hex/Song, Caster/10' Radius*

All undead of type 2 or below must stay at least 10' away from the caster. Any affected undead within this radius must move steadily away from the caster.

## **Repel Undead III**

*Bardic 6 (Bindings: S)*

*Earth/Positive, Hex/Song, Caster/10' Radius*

All undead of type 3 or below must stay at least 10' away from the caster. Any affected undead within this radius must move steadily away from the caster.

## **Repel Undead IV**

*Bardic 8 (Bindings: S)*

*Earth/Positive, Hex/Song, Caster/10' Radius*

All undead of type 4 or below must stay at least 10' away from the caster. Any affected undead within this radius must move steadily away from the caster.

## **Shatter**

*Bardic 5 (Bindings: S,E)*

*Water/Wild, Hex/Instant, Thrown/One Target*

One weapon held by the target character is destroyed. The caster must announce the weapon being destroyed at the time this spell is cast. The destroyed item may not be repaired by any non-magical means. See a staff member to determine the effect of this spell on a particular magical weapon.

## **Shimmer Gloom**

*Earth-Water 3 (Bindings: P,S,E)*

*Water/Negative, Boon/Event, Touch/One Target*

Target's next Damage spell deals +6 damage.

## **Shimmer Light**

*Earth-Water 3 (Bindings: P,S,E)*

*Water/Positive, Boon/Event, Touch/One Target*

Target's next Healing spell heals 6 additional BP.

## **Shockbolt**

*Fire-Air 3 (Bindings: P,S,E)*

*Air/Negative, Damage/Instant, Thrown/One Target*

Causes 12 Electrical damage.

### **Shockbolt, Greater**

*Fire-Air 5 (Bindings: P,S,E)*

*Air/Negative, Damage/Instant, Thrown/One Target*

Causes 20 Electrical damage.

### **Shockbolt, Lesser**

*Fire-Air 1 (Bindings: P,S,E)*

*Air/Negative, Damage/Instant, Thrown/One Target*

Causes 4 Electrical damage.

### **Shocktouch**

*Bardic 2 (Bindings: P,S,E)*

*Air/Negative, Augment/10 Minutes, Touch/One Target*

Target weapon or shield deals Electrical damage instead of its normal type.

### **Silence**

*Fire-Air 5 (Bindings: P,S,E)*

*Air/Wild, Offensive/Instant, Thrown/One Target*

Target gains the Muted status (see Status list) for ten minutes.

### **Sleep**

*Bardic and Earth-Water 5 (Bindings: P,S,E)*

*Earth/Wild, Offensive/Instant, Thrown/One Target*

Target gains the Asleep status (see Status list) for ten minutes.

### **Sleep, Mass**

*Bardic 7 (Bindings: S)*

*Earth/Wild, Offensive/Song, Thrown/5' Radius*

All characters within a 5' radius gain the Asleep status (see Status list) for the duration of this spell.

### **Song of Clarity**

*Bardic 7 (Bindings: P,S,E)*

*Water/Positive, Restorative/Instant, Touch/One Target*

All ongoing Charm spells on the target immediately end.

Target loses all of the following (see Status list): Enamoured, Enraged, Hallucinating, Hatred, and Madness.

### **Song of Clarity, Mass**

*Bardic 9 (Bindings: P,S,E)*

*Water/Positive, Restorative/Instant, Caster/10' Radius*

All characters within a 10' radius gain the effects of a Song of Clarity spell.

### **Song of Locksley**

*Bardic 7 (Bindings: S)*

*Air/Wild, Boon/Song, Caster/10' Radius*

All allies within a 10' radius gain the effects of the Aid spell for the duration of this spell.

### **Song of Protection**

*Bardic 3 (Bindings: S)*

*Earth/Wild, Charm/Song, Caster/10' Radius*

This spell prevents all characters that are equal to or lower level than the caster from getting within 10' radius of the caster. Resist charm will protect characters from this effect without expending a use of that skill.

### **Speak with Animals**

*Earth-Water 2 (Bindings: P,S,E)*

*Earth/Wild, Divination/10 Minutes, Caster/Caster*

This spell allows the caster to comprehend and speak with animals for the duration of this spell.

### **Speak With Dead**

*Earth-Water 6 (Bindings: S)*

*Earth/Negative, Divination/Concentration, Caster/Special*

The caster is able to communicate with a recently slain character. The character's name must be known, and the character must have died within the past 24 hours. This spirit is not forced to speak with the caster, but will hear their voice.

### **Spell Barrier**

*Fire-Air 6 (Bindings: P,S,E)*

*Air/Neutral, Protection/Event, Thrown/One Target*

This spell will negate the next Charm, Hex, Damage or Offensive spell cast upon the target (or multiple-target spell affecting this spell's target) that is of 6th level or less, and then end. Spells of a higher level of those types will end this spell and still cause their effect.

### **Spell Barrier, Greater**

*Fire-Air 8 (Bindings: P,S,E)*

*Air/Neutral, Protection/Event, Thrown/One Target*

This spell will negate the next Charm, Hex, Damage or Offensive spell cast upon the target (or multiple-target spell affecting this spell's target) that is of 8th level or less, and then end. Spells of a higher level of those types will end this spell and still cause their effect.

### **Spell Barrier, Lesser**

*Bardic and Fire-Air 4 (Bindings: P,S,E)*

*Air/Neutral, Protection/Event, Thrown/One Target*

This spell will negate the next Charm, Hex, Damage or Offensive spell cast upon the target (or multiple-target spell affecting this spell's target) that is of 4th level or less, and then end. Spells of a higher level of those types will end this spell and still cause their effect.

### **Spell Barrier, Mass Lesser**

*Bardic 6 (Bindings: P,S,E)*

*Air/Neutral, Protection/Event, Caster/10' Radius*

All allies within a 10' radius gain the effects of the Lesser Spell Barrier spell.

## Spell Snaring

*Fire-Air 9 (Bindings: P,S,E)*

*Air/Wild, Boon/Event, Caster/Caster*

When this spell is active upon the target, and they are struck by a spell of 7th level or lower, they may choose to “catch” it. After the spell is caught, they may throw the spell as if they had just cast it.

## Sphere of Sanctuary

*Earth-Water 9 (Bindings: P,S,E)*

*Earth/Positive, Creation/Event, Caster/Caster*

Target is surrounded by a 5' radius impermeable sphere which is isolated from the surrounding environment. Only the caster can see or hear through the sphere, and the environment inside is comfortable to the caster. No one within the sphere is affected by anything outside of it. The caster may choose to leave the sphere, which ends the spell.

## Stainless

*Earth-Water 3 (Bindings: S,E)*

*Earth/Neutral, Augment/Event, Touch/One Target*

The next Wither spell cast on the target fails, and this spell ends.

## Static Bolt

*Fire-Air 1 (Bindings: P,S,E)*

*Air/Negative, Damage/Instant, Thrown/One Target*

Causes 2 Electrical damage and Knockdown (see Status list).

## Steadfast

*Earth-Water 4 (Bindings: P,S,E)*

*Earth/Neutral, Protection/Event, Touch/One Target*

This spell negates the next Disarm, Knockdown, or Knockback status (see Status list) for the specified target, and then ends.

## Strengthening Stew

*Earth-Water 6 (Bindings: S,E)*

*Earth/Wild, Augment/Event, Touch/Special*

This spell may target up to one bowl of food per caster level. The first character(s) to consume the target bowl(s) of food (stew, soup, broth, chili, or similar) gains 2 magical BP.

## Sustain

*Earth-Water 6 (Bindings: P,S,E)*

*Earth/Positive, Protection/Instant, Touch/One Target*

This spell can only be cast on a character with the Dying status (see Status list). This spell extends the duration of the Dying status from 30 minutes to 24 hours.

## Thorn Wrack

*Earth-Water 3 (Bindings: P,S,E)*

*Earth/Wild, Damage/Instant, Thrown/One Target*

Causes 6 Earth damage.

## Thorn Wrack, Greater

*Earth-Water 4 (Bindings: P,S,E)*

*Earth/Wild, Damage/Instant, Thrown/One Target*

Causes 8 Earth damage.

## Thorn Wrack, Lesser

*Earth-Water 2 (Bindings: P,S,E)*

*Earth/Wild, Damage/Instant, Thrown/One Target*

Causes 4 Earth damage.

## Tongues

*Fire-Air 6 (Bindings: P,S,E)*

*Air/Neutral, Divination/10 Minutes, Thrown/One Target*

Allows the target to speak and understand any spoken language for the duration of this spell. This does not allow communication with animals.

## Turkin's Geyser

*Earth-Water 6 (Bindings: P,S,E)*

*Water/Wild, Damage/Instant, Thrown/One Target*

Causes 6 Cold damage and Knockdown (see Status list).

## Vocalize

*Earth-Water 6 (Bindings: P,S,E)*

*Water/Positive, Restorative/Instant, Touch/One Target*

Target loses any Muted status (see Status list).

## Wall of Air

*Fire-Air 4 (Bindings: S)*

*Air/Wild, Creation/Concentration, Thrown/Special*

Creates a wall between two stationary objects. The wall is rectangular, 1' thick, and may be no larger than 150 square feet. The wall must be represented by a strand of orange tape that is easily visible and easily broken. This strand must be placed before the spell is cast, and you may not call a hold in order to place it. Unlike other walls, spells may be cast through Wall of Air. This wall can be seen through, but projectiles and characters may not pass through it. Any character touching the wall takes 4 Electrical damage.

## Wall of Earth

*Earth-Water 4 (Bindings: S)*

*Earth/Wild, Creation/Concentration, Thrown/Special*

Creates a wall between two stationary objects. The wall is rectangular, 1' thick, and may be no larger than 150 square feet. The wall must be represented by a strand of orange tape that is easily visible and easily broken. This strand must be placed before the spell is cast, and you may not call a hold in order to place it. Spells may not be cast through walls. Neither projectiles nor characters can pass through this wall. If the wall receives 15 normal points or 1 siege point of damage per level of the character casting it, it is destroyed. Spells deal no damage to this wall.

## Wall of Fire

*Fire-Air 4 (Bindings: S)*

*Fire/Wild, Creation/Concentration, Thrown/Special*

Creates a wall between two stationary objects. The wall is rectangular, 1' thick, and may be no larger than 150 square feet. The wall must be represented by a strand of orange tape that is easily visible and easily broken. This strand must be placed before the spell is cast, and you may not call a hold in order to place it. Spells may not be cast through walls, but characters and projectiles may pass through it. Any characters passing through the wall take 3 Fire damage per level of the character casting the spell.

## Wall of Water

*Earth-Water 4 (Bindings: S)*

*Water/Wild, Creation/Concentration, Thrown/Special*

Creates a wall between two stationary objects. The wall is rectangular, 1' thick, and may be no larger than 150 square feet. The wall must be represented by a strand of orange tape that is easily visible and easily broken. This strand must be placed before the spell is cast, and you may not call a hold in order to place it. Spells may not be cast through walls. Projectiles may not pass through this wall. Any character passing through this wall takes 2 Cold damage per level of the character casting it.

## Water Breathing

*Fire-Air 3 (Bindings: P,S,E)*

*Air/Wild, Boon/Event, Thrown/One Target*

This spell allows 1 person to freely breathe while submerged in water.

## Web

*Fire-Air 6 (Bindings: S)*

*Air/Wild, Offensive/Concentration, Thrown/One Target*

Target gains the Webbed status (see Status list).

## Wind Armor

*Bardic and Fire-Air 9 (Bindings: P,S,E)*

*Air/Positive, Protection/Event, Thrown/One Target*

Target gains 6 magical AP, which are only depleted if no other AP remain. Attacks which bypass armor do not bypass this AP. This spell ends if these AP are depleted, or if the target receives any of the following (which are then negated): A Death Strike, a Demise, Death, or Degenerate spell, a surprise attack, or the Paralyzed or Stunned statuses.

## Wind Hammer

*Fire-Air 3 (Bindings: P,S,E)*

*Air/Negative, Damage/Instant, Thrown/One Target*

Causes 6 damage and Knockdown (see Status list).

## Wither

*Earth-Water 3 (Bindings: S,E)*

*Water/Wild, Hex/Instant, Thrown/One Target*

One weapon held by the target character is destroyed. The caster must announce the weapon being destroyed at the time this spell is cast. The destroyed item may not be repaired by any non-magical means. See a staff member to determine the effect of this spell on a particular magical weapon.

## Wither Armor

*Earth-Water 8 (Bindings: P,S,E)*

*Earth/Wild, Hex/Instant, Thrown/One Target*

All armor being worn by the target character is destroyed and cannot be repaired through non-magical means.

## Word of Protection

*Earth-Water 3 (Bindings: S)*

*Earth/Wild, Offensive/Concentration, Thrown/One Target*

This spell will force the target to stay at least 10' away from the caster if its target's level is less than the caster's.

## Wren's Vampire Bane

*Earth-Water 4 (Bindings: P,S,E)*

*Water/Positive, Protection/Event, Touch/One Target*

This spell protects the target from the next vampire bite (all of its effects), and the vampire takes 8 points of positive damage, then this spell ends.

## Appendix II: Master Alchemy List

### Level 1 Alchemies

**Metal Mend:** This substance repairs 5 points of Chain, scale or plate armor. Additionally, this substance is able to repair any metallic item no longer than maximum sword length that has been broken in character.

NOTE: The mend alchemy cannot repair destroyed weapons or armor.

**Level 1 Acid:** This alchemy will deal 2 points of acid damage.

### Level 2 Alchemies

**Cool Paste:** This salve will grant immunity to the next cold based attack to its recipient. This paste will last for the duration of the event or until used. One dose will protect one item or person.

**Level 2 Acid:** This alchemy will deal four points of acid damage.

### Level 3 Alchemies

**Charge Paste:** This salve will grant immunity to the next electrical based attack to its recipient. This paste will last for the duration of the event or until used. One dose will protect one item or person.

**Stainless:** This substance, when administered to a weapon will protect it from the next Wither or Shatter spell that would destroy it. This alchemy will last for the duration of the event or until used.

**Level 3 Acid:** This alchemy will deal six points of acid damage.

### Level 4 Alchemies

**Heat Paste:** This salve will grant immunity to the next fire based attack to its recipient. This paste will last for the duration of the event or until used. One dose will protect one item or person.

**Level 4 Acid:** This alchemy will deal 8 points of acid damage.

### Level 5 Alchemies

**Sealant:** This substance, when administered to a weapon will protect it from the next acid that would destroy it. This sealant will last for the duration of the event or until used. This will allow a single acid to be applied to an item.

**Level 5 Acid:** This alchemy will deal 10 points of acid damage.

### Level 6 Alchemies

**Base Paste:** This salve will grant immunity to the next acid based attack to its recipient. This paste will last for the duration of the event or until used. One dose will protect one item or person.

**Level 6 Acid:** This alchemy will deal 12 points of acid damage.

### Level 7 Alchemies

**Barrier Paste:** Barrier Paste is a neutral substance which can be applied between alchemical pastes to allow more than one to be applied. Normally, a person or item cannot benefit from more than one alchemical paste or acid.

**Level 7 Acid:** This alchemy will deal 14 points of acid damage.

### Level 8 Alchemies

**Diamond Dust:** When an alchemist applies this compound to a melee weapon, its damage rating is increased by one. This effect will last for one event. One dose will cover one weapon.

**Level 8 Acid:** This alchemy will deal 16 points of acid damage.

### Level 9 Alchemies

**Sealant 2:** This substance when administered to a weapon will protect it from all acids that would destroy it for the duration of the event. This sealant can allow a character to apply level 6-9 acids to an item for the purpose of attacking.

**Level 9 Acid:** This alchemy will deal 18 points of acid damage.



## Appendix III: Master Toxin List

### Level 1 Toxins

**Damage Toxin 1:** This Toxin inflicts two points of damage to the victim.

**Stress:** This toxin inflicts the Stressed status (see Status list).

### Level 2 Toxins

**Damage Toxin 2:** This Toxin inflicts five points of damage to the victim.

**Pain:** This toxin inflicts the Poisoned 2 status (see Status list).

**Repulsiveness:** This toxin inflicts the Repulsive status (see Status list) for one hour.

**Deafness:** This toxin inflicts the Deafened status (see Status list) for ten minutes.

### Level 3 Toxins

**Damage Toxin 3:** This Toxin inflicts seven points of damage to the victim.

**Love:** This toxin inflicts the Enamoured status (see Status list) for 24 hours.

**Hate:** This toxin inflicts the Hatred status (see Status list) for 24 hours.

**Mute:** This toxin Inflicts the Muted status (see Status list) for 10 minutes.

### Level 4 Toxins

**Damage Toxin 4:** This Toxin inflicts 10 points of damage to the victim.

**Blindness:** This toxin inflicts the Blinded status (see Status list) for ten minutes.

**Pain II:** This toxin inflicts the Poisoned 4 status (see Status list).

**Ignorance:** This toxin inflicts the Idiocy 2 status (see Status list) for one hour.

### Level 5 Toxins

**Damage Toxin 5:** This toxin inflicts 12 points of damage to the victim.

**Hallucination:** This toxin inflicts the Hallucinating status (see Status list) for one hour.

### Level 6 Toxins

**Damage Toxin 6:** This toxin inflicts 15 points of damage to the victim.

**Pain III:** This toxin inflicts the Poisoned 6 status (see Status list).

**Paralysis:** This toxin inflicts the Paralyzed status (see Status list) for ten minutes.

### Level 7 Toxins

**Damage Toxin 7:** This toxin inflicts 17 points of damage to the victim.

**Death I:** This toxin inflicts the Doomed 1 status (see Status list).

**Sleep:** This toxin inflicts the Asleep status for ten minutes.

### Level 8 Toxins

**Damage Toxin 8:** This toxin inflicts 20 points of damage to the victim.

**Pain IV:** This toxin inflicts the Poisoned 8 status (see Status list).

**Death II:** This toxin inflicts the Doomed 2 status (see Status list).

### Level 9 Toxins

**Damage Toxin 9:** This toxin inflicts 22 points of damage to the victim.

**Death III:** This toxin inflicts the Doomed 3 status (see Status list).

## Appendix IV: Weapon and Armor Construction

Our primary concern when it comes to weapons and armor being used in Kanar is safety. Whether purchased or constructed yourself, all weapons and armor must be approved by Playmaster staff before being brought on field. With recent advances in the field of premade latex weapons, those weapons are becoming more affordable, realistic, and safe.

However, we do accept weapons which have been personally and safely constructed. This guide will provide suggestions on materials and methods for constructing safe weapons and armor.

### Boffers

A “boffer” or basic foam weapon may be built to represent a wide variety of weapons using the same basic construction methods.

#### **Anatomy of a Boffer**

All weapons include some basic parts - a handle (a hard part used to grip the weapon), a pommel (a soft part at the end of any handle used to perform some specialized attacks), and a shaft (the most significant part of a weapon, used for striking). Depending on the weapon, it may also include a crossguard (a section running perpendicular to the main shaft, used for blocking or stopping blows), or a head (such as on a hammer or axe, which can be used to block blows or hook/pin weapons). It's also important to note the different layers of a boffer created during construction:

**Core:** This is the innermost portion of a boffer, a rigid piece which helps the weapon maintain its shape even during extended use in combat. It should be strong enough to resist breaking and rigid enough to keep the weapon from whipping back and forth when swung, but should not be so heavy that it's likely to bruise your opponent. Depending on the length of the weapon and the amount of padding being applied, the following materials would work well:

- ¾"-1" PVC or CPVC, schedule 40 to 80
- ¾"-1" Rattan
- Sturdy Fiberglass Rods

For one-handed weapons, ¾" PVC or rattan should be more than sufficient, though you may wish to use a

larger diameter for two-handed and polearm-length weapons. Fiberglass rods will be much more thin and dense. Metal of any type should not be used to create the core (or any other portion) of a weapon.

**Padding:** Different types and densities of padding are applied over the core in order to soften blows. Good judgment is essential in this area, as foam which is too dense may cause bruising easily, while foam which is not dense enough may not adequately protect your opponent from being impacted by the core. Some examples of usable padding materials are:

- Beige Pipe Insulation (Density: moderate)
- EVA foam (Density: firm)
- Camping Mat (Density: firm)
- Couch foam (Density: low)

It is recommended that you check the padding between each event to ensure that it has not degraded.

**Covering:** In order to protect the padding from rapid degradation (and to further strengthen the weapon), a covering is applied as a top layer. Three types of covering are most generally accepted, each with its own advantages and disadvantages: duct tape, plastidip, and cloth.

Duct tape is the most common method of covering a boffer. It's inexpensive, can be purchased in many colors and patterns, can be applied to just about any type of padding, and is easily repaired. However, tape can vary widely in quality, thickness, and adhesive strength. A boffer covered in tape which is too thick may become too hard, while tape which doesn't have enough adhesive may separate easily and require constant repair. Duct tape should always be wrapped lengthwise. NEVER spiral wrap duct tape around a weapon. Spiral wrapping compresses the padding, making the padding too firm.

Plastidip is a liquid which can be painted on over the padding, and dries into a protective layer much like latex. If used properly, it is waterproof and very durable. However, it does not perform well if coated too thickly, or applied to large-cell foams. Generally, plastidip is considered difficult to work with and a poor choice for beginners.

A sturdy cloth covering which fits snugly around the padding is used at many other games, and has been previously accepted at ours. This material is less likely to sting your opponent's skin when hit, but is not

waterproof and may allow the padding underneath to degrade more quickly. A weapon with padding soaked in water is not safe for use.

### Shaft, Crossguard, and Pommel

First, cut your core material to the proper length for the weapon you are attempting to create, leaving at least two inches on either end for padding. So, your core should be *at least* the listed minimum length minus four inches, and *at most* the listed maximum minus four inches. However, we do recommend leaving a margin for error, as the final length may change unexpectedly as you pad the weapon. The cut edges of your core should be either filed down, wrapped in duct tape, or both to reduce the friction and tear on the padding from the inside.

After cutting the core, cut the padding for your shaft. This should allow for a one- or two-handed grip (depending on the type of weapon), as well as two inches of padding on the tip. This will create what is known as a “thrusting tip” to guarantee that the piping will not come into direct contact with a person’s body. You may wish to add additional padding to the head of the shaft if you are creating a weapon such as a mace or a club which would have additional material in that area. If doing so, we recommend using a lighter foam material which is more easily compressed and will not add undue weight to the weapon.

Next, cut padding for the pommel of your weapon. This should provide the same type of “thrusting tip” as before, since some attacks must be performed using this portion of the weapon. Fit the piping into the padding, using an adhesive if necessary (such as when using cloth or plastidip as a covering instead of tape). Any adhesive used should be strong, but remain pliable even in cold weather. We recommend using double-sided duct tape to ensure that the foam is affixed to the core. If you’re using pipe foam as padding, the center of the padding near the tip should be stuffed with bits of foam as well, between the end of the core and the end of the padding.

If you wish to add a crossguard, basket, or hilt, that should be added at this point. It is important to keep safety in mind when creating these, but these pieces can add a lot of personality to a weapon. Crossguards are most often constructed from sturdy foam and attached to the base of the shaft padding just above the handle. This may vary depending on the type of weapon being constructed.

Once the padding for these pieces have been fitted to the core, finish the weapon using your chosen covering material. If you are using tape, be sure to wrap the weapon lengthwise. Cloth should be tied appropriately to keep it from becoming loose and allowing the foam to shift or separate.

### Weapon Heads

Some weapons such as a hammer or axe require a uniquely shaped head. Attempt not to make the head of the weapon too heavy, as this makes the weapon unwieldy. Attach the head to the shaft and secure with duct tape before applying the covering to your weapon.

**Hammers:** A hammer is a shaft topped with a square-shaped block. To create the head, a mass of carpet padding should be duct taped into a square. Foam insulation can be used along with the padding to help give the head a specific structure, if desired.

**Axes:** The axe head is first designed on a sturdy flat underform such as leather or flexible plastic. Cardboard can be used, but wears out quickly. If using a thin material such as cardboard, at least four layers of this design should be cut out and duct taped together at the edges. This should then be secured to the shaft and padded with pipe insulation, taping all exposed underform. When creating axe heads, be sure to tape all sections securely to prevent water from leaking into the axe head and destroying the cardboard (if using that material).

### Coring Long Weapons

Exceptionally long weapons present unique difficulties during weapon construction.  $\frac{3}{4}$ " or 1" rattan may be used without any changes, but when using piping, special preparations must be made. 1" PVC should be used and “cored” with  $\frac{3}{4}$ " CPVC or PVC. To do so, the  $\frac{3}{4}$ " piping should be cut the same length as the 1" piece. Then, strips of duct tape should be wrapped around the  $\frac{3}{4}$ " piping at least once every 5". The wrapping should prevent the core from rattling in the surrounding piping. The  $\frac{3}{4}$ " core should then be inserted into the 1" piping and the weapon can then be constructed.

### Throwing Weapons

Throwing weapons should consist entirely of padding, as described above in the “Boffer” section. Throwing weapons may not have a core of any type. Most often, these weapons are correctly shaped pieces of pipe insulation, sometimes weighted with a small weight

placed inside the foam, and entirely covered in duct tape. The weight is placed inside the foam to blunt any impact it might cause.

Thrown rocks may be simulated with tennis balls marked with the appropriate colors for their material. We suggest making javelins from a single length of pipe insulation, weighted with a small secured weight that is inside the foam, and covered with one of the “covering” materials described above.

## Shields and Bucklers

We recommend the following materials to be used as the core of a shield or buckler: flexible plastic (saucer sleds work very well), plywood, or fiberglass. Straps, buckles, handles, or some other method of gripping the shield should first be added to the core. The edges of all shields should then be padded with ¾” foam pipe insulation, and the face should be softened with a 1” layer of light-density padding. Once complete, the shield should be sealed with one of the suggested “covering” materials described above. No sharp protrusions are allowed on a shield. You may also choose to create a coreless shield entirely from foam.

## Arrows and Bolts

While safety is a concern regarding all weapons used at our game, our staff is most critical and discerning of arrows and bolts fired from bows and crossbows due to their unique potential for injury. Of all the weapons used in our game, we most highly recommend players purchase professionally-made arrows, arrowheads, and bolts to ensure quality standards and safe workmanship. However, should you choose to make your own, one method of making them safely is described below.

Begin with a standard arrow or bolt. Remove any piercing tip and file the end if necessary (such as if using a wooden arrow). Then, affix something to the end of the arrow to further blunt the core. For wood arrows, this may be a penny glued perpendicular to the end of the shaft and duct-taped firmly. For aluminum or carbon arrows, a wide washer with a machine bolt that screws into the head socket may be an easier and safer choice. If wood arrows or bolts are used, the shaft must be covered in a layer of duct tape to prevent splintering.

A 4” long section of pipe insulation should be wrapped around the tip of the missile, with 2” extending beyond

the shaft’s end. This padding should then be duct taped to the shaft, and all exposed padding should fit snugly, so it is necessary to cut the padding to size. The padding should then be duct taped to the shaft, the hollow tip stuffed with bits of foam, and all exposed padding should then be covered with duct tape.

## Spell Packets

Acceptable spell packets may be soft tennis balls, or made out of cloth and loose bird seed. If a spell packet is made out of bird seed, it must be larger than an eye socket and made out of a natural/biodegradable material such as cotton or linen. Any synthetic material is unacceptable. Tennis balls must be the same type used to play tennis, dog toys are not acceptable as they are too hard. Any spell packet may be refused for any reason by any staff member.

## Armor

Materials are listed below which staff have found to be acceptable for use in construction of each type of armor, as well as materials which would be unacceptable unless individually approved by the Playmaster staff following a thorough testing. Approval of items using unacceptable materials would not be granted unless the item meets exceptional standards for both safety and appearance.

**Plate Armor:** Authentic plate armor is comprised of large and/or interlocking sections of metal.

*Acceptable:* steel, aluminum, or other metal

*Unacceptable:* Tinfoil, foam, plastic

**Chain Armor:** Authentic chain armor is comprised of small links of chain or metal scales.

*Acceptable:* Steel, aluminum, or other metal

*Unacceptable:* Tinfoil, foam, plastic, thin metal wire

**Composite Armor:** Authentic composite armor is comprised of an underlying leather layer with attached pieces of leather (such as scales) or metal (such as rings or plates).

*Acceptable:* leather, metal rings, flat metal studs/rivets

*Unacceptable:* Plastic, foam, fabric, or doeskin

**Leather Armor:** Authentic leather armor is comprised of hardened sections or plates of leather.

*Acceptable:* thick, sturdy leather

*Unacceptable:* Patterned fabric, pleather, doeskin

## Further Questions, Clarifications, Suggestions and Complaints

If you wish to ask a question about a rule in this book, request a clarification of existing information, if you have a suggestion for something which would improve our system, or if you have a complaint about an existing rule or mechanic, we want to hear from you. These issues can be submitted using the Playmaster Form, which can be found on the <http://www.kanar.club> website.

We do not recommend inquiring about the above issues with players who are not currently on our staff, either directly or through social media. There have been several large changes to our system over the course of our game, and even experienced players may be misinformed. Our staff are excited to help you learn our game, and make every attempt to respond to inquiries in a timely manner. Thank you for playing!