

# Macabre

*“Grandmother would say, do not fear the noises in the night, it is just the wind. If she were alive today I would tell her of the evils carried on the wind.”*

## Game World

Macabre is a fantasy game set after a failed Gothic Renaissance in an Eastern European styled world, during an End of Days event.

It is a campaign of discovery with no fixed conclusion, as the players will dictate the outcome by their actions.

*Warning: This game will contain elements of horror (not slasher movie horror but gothic horror). Due to the nature of the game we will use, and encourage the use of fake blood. If you are not willing to be covered in crimson gore and black ichor this is probably not the game for you!*

Although the period setting (around the 15<sup>th</sup> century) would suggest the use of firearms and gunpowder we have specifically chosen to stick to a purely hand-to-hand weapon system. As a result we are not using replica flintlocks, cannons or other black powder weaponry, it has simply not been discovered.

## Background

Few remember the time before the fetid night air enveloped Khurland, the unhealthy fog that fills the throat and rots the health from young and old alike.

Few remember, because only a few can recall anything of the time before the Miasma.

Those who arrive at the sanctuary of the Cloister recollect only death, the moans of the Druden indistinguishable from those of the dying and the foul stench hanging heavy on the wind.

Many are unable, or unwilling, to remember little more than their own name.

Those of a firmer resolve have called to mind scant images of their past, places, family, even lost friends, but few can say what really lies beyond the sanctuary walls.

What everyone remembers.....

Society was Feudal.

There was a King.

Khurland was at war.

A Black Plague lies upon us.

## The Cloister

The game centres around the refuge of a Cloister seemingly free from the detrimental effects of the Black Plague.

This safe haven has accommodated both you the player group and other survivors that have found their way out of the Miasma.

Only a handful of the Sisters and Brothers of the Cloister remain. Many saw it as their sole duty to attempt to save those outside. The few that managed to find their way back are no better than yourselves, bewildered and fearful.

The Cloister itself bears the scars of the turmoil that gripped Khurland, scroll racks lay burnt, the Druden stone was toppled from its plinth, even the garden had been salted. Were they the signs of war or something more insidious?

Over several long-suffering months you are slowly preparing yourselves to begin seeking clear answers to the plight of each individual and more importantly what has happened to the rest of Khurland.

Through half burnt maps, scrolls, vague recollections and oft-times fatal experimentation it is known that there are lost souls, abandoned hamlets and even other Cloisters of the Faithful scattered throughout the land shrouded within the mists.

By empowering the newly established Order of the Lamplighters, brave souls who attempt to guide others through the disorienting mists, and by inhaling alchemical perfumes that block the effects of the noxious vapors, you, the inhabitants of the Cloister, are ready to pave the road to enlightenment. With the protection of former Landsknechts and the surly Druden Hunters by your side whatever lurks within the Miasma had better beware. Khurland is ours!

## The Druden

They are the nightmarish forms, whispering hags and slaving beasts that lurk at the edge of your vision, just out of sight. They have always existed, hidden in the deep recesses of your mind, clawing at your nerves on a dark windswept night when shapes take on otherworldly forms. Others are the mindless things that wander the Miasma outside the Cloister walls. Once like you and I, but no longer.

The Druden are all around us, watching, waiting.

## The Druden Stone

The Druden Stone or Torus is the symbol of the Faithful throughout Khurland and holds a prominent position within every Cloister. The Faithful that survived in the Cloister have remembered that the Druden Stone is a nexus allowing them to commune with the Ancestors. That connection is very weak and they are unsure whether they will be able to call for the aid of the Ancestors for very much longer.

## Player Objectives

As a player in Macabre we hope you will enjoy a journey of discovery to reveal your characters lost memories and the state of affairs in the country of Khurland.

As the game progresses your personal actions and the combined accomplishments of the player group will directly influence the story.

## Character Creation

Due to the detrimental effects of the Miasma all player characters are a shadow of their former selves. You will have forgotten skills, personal, local and world history and inevitably other vital pieces of information.

When creating your character and advancing skills between games you are not considered to be learning new abilities you are simply replacing lost knowledge, rebuilding what you once were.

## Character Background

As the game is all about revealing elements of your character we do not require a deeply involved background.

We simply need a first name, your choice of heritage, a set of skills based on your style of character (Archetype) and any Macabre Memories.

You are putting the entire fate of your character in our hands, and we thank you for trusting us. It also means you have far less character background to create. How nice are we?

## Character Name

You may have remembered your actual first name or had one given to you upon your arrival at the Cloister. Your family name has yet to be revealed, so first names only please (unless you are playing a Golem.)

We are aiming for an Eastern European style so Rumanian, Estonian, Austrian and Germanic names are very suitable.

Such names as Bettens, Renholder, Mila for example.

You may also choose a nickname if you prefer such as Guttersnipe, One arm or Granite.

# Memory Fragments

Memory Fragments or MF are what set you aside from the Druden, the lifeless husks and nightmares wandering within the Miasma.

During character creation Memory Fragments are used to fashion a suitable character within the game world through choosing skills and hit points.

All player characters begin with 10 MF to spend.

MF are represented in game by 10 white/black markers or Torus worn about your neck, or on a cord by your side, for all to see (as long as they are clearly visible).

White Torus represent your grip on reality, your intact memory. Black Torus are the amnesiac effect of the Miasma upon your mind and body.  
(We will be providing this prop for each player.)

At the beginning of each weekend game of Macabre all of your 10 Torus will be White (unless otherwise stated in character creation or due to a permanent effect from a previous weekend game). If the White Torus you wear are turned to entirely Black Torus or are removed entirely then you become Druden, a mindless thing lost to the Miasma. White Torus can be turned to Black Torus or lost entirely for many reasons, wandering into the Miasma without protection, the supernatural effects of the Druden, using specific skills etc.

As the story unfolds you may add to your starting 10 Torus by purchasing them with Experience Points (xp) you gain between games. You may lose Torus during a game of Macabre, it is a rare occurrence that you will ever gain any during a game.

Costs to gain new White Torus are 1xp for 1 Torus, 2 additional xp for 2 Torus, 3 additional xp for 3 Torus and so on.

So to get an additional 3 White Torus it would take 6 experience in all, +1 +2 +3.

## Hit Points

All players begin with a single hit point for free.

You may then spend some of your starting MF on extra hit points if you wish or save them to buy skills.

Hit points also cost their value in MF.

2MF to go to 2 hit points, an additional 3MF to go to 3hp and so on.

# Heritage

There are four distinct Heritages that you may choose from to establish your standing in the game world.

These are Gaunt, Chaste, Golem and Leper.

## Gaunt

You are one of the few amongst the masses that suffered the plight of the Black Plague yet managed to survive.

A misfortunate who was engulfed by the spreading Miasma and became lost within the noxious air for far too long.

As one of the Gaunt your skin has taken on a pallid tone with a darkening around the eye sockets and cheekbones.

You are inevitably scarred, bearing the signs of the boils and sores suffered by many survivors of the Black Plague.

Your garments are faded in patches and have become threadbare and unkempt.

Possessions have lost their lustre, leather and metals no longer taking a shine to their surface.

Perfume is a must, not just as protection against the Miasma, but to mask your fetid odour.

Although you may change your attire, after several days it will slowly assume a down-at-heel quality. Buttons will fall off, stitching will unravel and stains will just appear. Maintaining a respectable elegance is a thankless task for one of the Gaunt.

From time to time Gaunts can be seen wandering aimlessly across the mist-enshrouded countryside almost indistinguishable from the Druden, the memories of whom they once were as windswept as the foul air that surrounds them.

# Chaste

One of the fortuitous folk that almost evaded any exposure to the foul air when it first swept through Khurland.

By luck or by judgement you have so far avoided further influence from the Miasma and all its morbid effects.

You generally look and feel healthy.

Apart from some gaps in your memory you are almost the same as you were before the Black Plague.

Unfortunately, to the bewilderment of the Plague Doctors, you are very susceptible to the grip of the Miasma and protections seem to have little beneficial effect. If you venture far from the Cloister you need to take great care.

In game terms all effects that would turn a White Torus to a Black Torus are doubled.

However, it has come to light that by avoiding the Miasma your purity is much stronger than many other survivors.

In game terms you may regain all of your White Torus at the start of each day rather than each event.

Many Brothers and Sisters of the Faithful believe that the Chaste are sacred individuals who have received this strength directly from the Ancestors.

You gain a free Level 1 Memory Recall – choose People, Places, Personal or Past.

This may be boosted to a higher level with starting MF if you wish.

For further details on this see Experience & Memory Recall.

# Golem

Golem existed long before the Black Plague as simple servants for their Alchemist creators. In an attempt to save folk from the effects of the Miasma as it swept through Khurland some quick witted Alchemists transposed both themselves and others into the bodies of their Golem.

As a Golem you are an animated anthropomorphic being, created from nonliving matter. All golem are unable to disguise their appearance and must look physically unusual.

Usually fashioned from stone or clay but may be flesh, cloth or any other inanimate substance containing a simple circulatory system flowing with Aqua Vita.

You could have been constructed from a collection of mismatched parts or have been a single structure such as a marble statue or wood carving.

Golems are not living in the true sense of the word and as a result you do not need to breath to live. Therefore you are unaffected by the noxious Miasma allowing you to wander in the vaporous mists without the need of a plague mask or antifouling pomander to protect you.

However this does not mean you can find your way without a Lamplighter to guide you.

Equally, ingested or injected poisons or disease cause no damage or have no actual effect. If poisons or disease are used upon you call "NO EFFECT POISON"OR "NO EFFECT DISEASE".

You would be the perfect messenger or commander on the field of battle, if not for one main failing, **all** Golem begin as mutes.

You do not need to sleep but do require time to process the information that you have learned during the course of the day. Golem can often be found sitting, standing or lying down absorbing their thoughts.

You can be healed by the Chirurgeon skill. All repairs to your physical body follow similar procedures, stitching or binding to prevent Aqua Vita leaking out, etc.

(Aqua Vita is supposed to have been a clear form of pure alcohol. However, this is a bit dull so feel free to have glowing green ooze or liquid gold, the more weird the better.)

As a Golem you cannot be added to or rebuilt without the aid of Alchemy. As a result you may not increase your hit points after character creation through experience only through Alchemical means.

When first 'awoken' all Golem are given their true name placed upon a piece of paper that is then inserted into their forehead or mouth.

Unlike other player characters all Golem know their full true name, both first name and family name. However, you still have no recollection of its significance and links to your past.

Golem must choose two Macabre Memories one is their own and one is a memory of your Alchemist creator passed on during your construction. You will not know which is which.

# Leper

You were caught within the Miasma and thoroughly racked by the amnesiac taint of the mists and the nightmarish screams and wailing falsehoods of the Druden.

However, for some inexplicable reason you survived and are now cured of your debilitating disease. Unfortunately, you still suffer from the effects of your former ailment and must choose one of the following disabilities.

- One of your arms and hand is useless, You cannot grip or manipulate anything with that hand.
- One of your legs or your spine is crippled and you cannot run. You may use a walking stick or staff for support.
- Your tongue or vocal cords are damaged so you may not speak clearly.
- Your eyesight is impaired, you cannot read or distinguish colours clearly and equally have difficulty judging distance (no ranged weapons). Please be sensible with regards to playing blind!

Equally unexplainable is your new awareness of the tainted humors trapped within the minds of others. You can literally see it clinging to them like a deep malingering shadow.

(In game terms you can see how many Black Torus a player is tainted with and react to it.)

You may perform Cleansing upon other player characters or npcs, but not upon other Lepers as it never seems to work.

By choice, you may take the foul humors from an individual into yourself.

Cleansing allows your Leper to exchange your White Torus for another players Black Torus.

This must be performed within the safety of the Cloister as attempts outside the walls have ultimately failed.

Each transference of 1 White Torus takes approximately 5 minutes of roleplaying.

As a Leper you may also repair lost Torus, however this is not without risk.

You may freely give one permanent White Torus to another player or npc who has lost one of their own.

In doing so you absorb part of their memories, wholeheartedly accepting one of their Macabre Memories as your own.

Performing this form of Cleansing multiple times could leave your Leper mentally broken.

Giving 1 permanent White Torus takes a full 30 minutes of roleplaying.

You may only ever repair the same player or npc once.

All Leper characters begin the game with two Macabre Memories instead of the standard one.

One of these Macabre Memories will be a true memory and one will be false, picked up whilst you were lost in the Miasma.

You will not be told which is which.



# Macabre Memories

Your character will have experienced a traumatic event that now nestles on the fringes of your mind.

You may have brief flashbacks in times of duress and could blackout, get hysterical or go catatonic if the situation is applicable (it's a roleplaying thang).

Learning the truth behind your Macabre Memories could be the key to saving yourself and possibly key to saving Khurland?

(Although character creation may not seem to give you the skill set to suit a particular Macabre Memory, you are assumed to have had them before the onset of the Black Plague and can therefore work towards purchasing suitable skills at a later date if you wish.)

Choose one of the following.

## Bloody Hands

Your vision is hazy. You are looking down into your raised palms that are covered in blood. Is it yours or the blood of another? Did you wound someone, suffered an injury yourself or did you commit murder? So much blood.

## Burning Timbers

Flames engulf blackened beams. Thick black smoke billows forth as a high wall collapses. You are holding the source of the flames. The screams will not stop. Are you responsible, did you hurry to the scene to help, or stop to watch people burn? Are the screams your own?

## Died in your arms

You are embracing the suffering. They lie in your arms and draw their final breath. You feel them pass and their body relaxes. Who were they, did you witness the reason for their demise, or were you the cause? Was your embrace one of comfort or the very grip of death?

## It's behind you!

You run headlong through the darkness. Splashing through grimy water, careening off obstacles in your path. Someone, or something is pursuing you and you must run. Who, or what follows you? Are they hunting to feed, or have you wronged them and they want vengeance? Maybe you are not running from them but running with them?

## Silhouetted Form

A shadowy figure lies ahead of you obscured by their surroundings. You are struggling hard to reach them. It is imperative that you do so. But why? Who are they and what significance to you do they hold? Are they a friend that requires help, an ally waiting for important news or an enemy you wish to kill?

## Seal of Fate

You pour the red wax, impress the stamp and impose your will on the lives of others. You know your actions have condemned many lives to a grisly fate. Did you have a choice, was it the needs of the many outweighing the needs of the few? Or was it a ruthless, selfish act?

## Infernal Thing

A creation of true horror, sometimes dark, often bristling, slick and twisted. Made by your hand or by the hand of an ally. Was it fashioned under duress and was it formed for a malign purpose? Whatever its nature you are unable to focus on its true form you see only glimpses of the depths of its depravity. What have you allowed to be unleashed upon Khurland?

## Wanton Destruction

You know it was important, yet you destroyed it. Its fragments scattered, broken beyond repair and you were elated. The sheer ecstasy of your success is unnerving, as you know that its destruction led to greater loss. What have you done and why? Were you solely responsible or under orders? Or were you forced to break something of personal value. Ecstasy can often be mistaken for anguish.

## Captive

You remember the unforgiving restraints cutting into you. An occasional pin-point of light your only respite. No way out, no escape. A great hunger that could not be sated. Your pleas were ignored, all hope was lost. Where were you, who put you there? Were you a criminal, a prisoner of war or bound by choice to protect others from your own corruption?

## Warchild

Corpses lay scattered about you, the crows circling high above. You caused this and although you cannot tell if it was by your own hand, you know in your heart that these were your comrades, friends or family. Retribution will follow. However, will you be the one to suffer or the one seeking vengeance?

## Release the Beast

The bonds were severed and they slipped away into the shadows. You knew they were dangerous, possibly a threat to Khurland itself, but it had to be done. Who were they, what could possibly warrant their release by your own hand? Had you lost your senses, made a deal with the enemy or believed they would aid against a greater evil?

## Noble Transgression

You see flashes of banners emblazoned with wild heraldic forms, vague images of nobility, their faces twisted, grotesque. They scream at you, lash out on all sides. What misconduct have you committed, treason, murder or did you simply spill their wine? Were you noble yourself or a mere servant?

## Cry for Help

The screams still chill you to the bone. They begged for you to turn, pleaded for you to help, but you walked away. They never cursed you, you almost wish they had. You knew deep in your heart that they were doomed without your aid, but you abandoned them. Were you ordered to leave or simply chose to go?

# Humors

In Macabre, moods, emotions, behaviour and overall health are caused by excess or deficiency of body fluids known as Humors.

There are four known Humors, Sanguine (Blood), Melancholic (Black Bile), Phlegmatic (Phlegm) and Choleric (Yellow Bile).

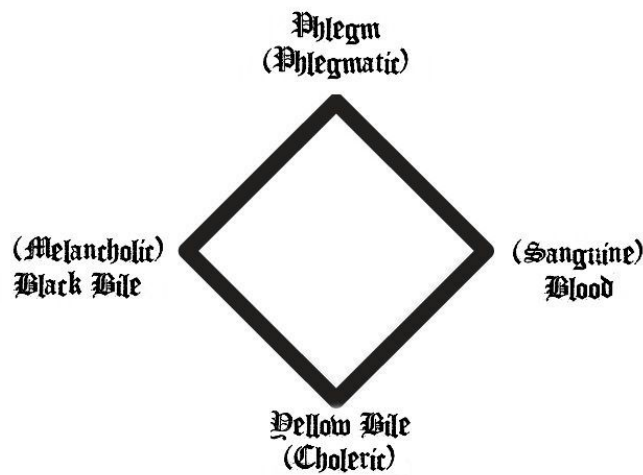
Each of the four Humors roughly defines your character temperament.

Blood (Sanguine) – courageous, hopeful, playful, carefree.

Black Bile (Melancholic) – quiet, analytical, serious, despondent.

Phlegm (Phlegmatic) – calm, thoughtful, patient, peaceful.

Yellow Bile (Choleric) – ambitious, leader-like, restless, easily angered.



When creating your character you will need to choose an Archetype.

Each Archetype is linked to a specific Humor.

This is your Primary Humor and dictates which skill packages are more suited to your Archetype and their cost to purchase.

# Character Archetypes

To help you decide upon the style of character you may wish to play, and to give you a flavour of the world, we have created eight archetypes for you to choose from.

These are also the kind of standard npc's you will meet within the Cloister.

Archetype	Primary Humor	Primary Skill Package
Landsknecht	Sanguine (Blood)	Dog of War
Druden Hunter	Sanguine (Blood)	Vex
Alchemist	Melancholic (Black Bile)	Alchemy
Perfumer	Melancholic (Black Bile)	Perfumery
Plague Doctor	Phlegmatic (Phlegm)	Humorism
Faithful	Phlegmatic (Phlegm)	Erudite
Lamplighter	Choleric (Yellow Bile)	Lamplighting
Ragamuffin	Choleric (Yellow Bile)	Grubbing

Upon choosing an Archetype you automatically gain the Level 1 skill from your related skill package for free.

Purchasing skills from another Archetypes Primary skill Package are restricted to the first two levels only.

Each Archetype also gets a free Level 1 Memory Recall. This may be boosted to a higher level by spending any of your 10 starting MF if you wish.

# Landsknecht

You recall being one of the Landsknechts, the elite foot soldiers of Khurland that have established a fearsome reputation.

You remember some of your fellows being skilled pikemen but more often you recollect employing your infamous *Zweihaender* (two-hander) sword, *Kriegmesser* (war knife), and lethal crossbow. Your universal weapon is a short sword called the *Katzbalger* (cat-gutter), carried in addition to your main weapon. Indeed, the *Katzbalger* is the very symbol of the Landsknecht and anyone found owning one outside of your esteemed units should be severely dealt with.

To add to your notoriety you wear elaborate slashed doublets with puffed sleeves, coloured hose, leather jerkins and broad flat beret-style hats often garnished with feathers. If the situation warrants it this garish ensemble could be topped off with a burgonet helmet, breastplate, pauldron and vambraces to protect the leading arm, finished off with a stout gauntlet.

You remember your companions completing their extraordinary attire with a simple buckler, a small, round metal shield typically between 8 to 16 inches in diameter. This was either strapped to the forearm or hung on the belt for quick access in hand-to-hand combat.

Evidently, you could never be mistaken for a common foot-soldier.

(As the game takes place after a failed Renaissance, the firearms typically employed by the historical Landsknecht mercenaries of 15<sup>th</sup> to 16<sup>th</sup> century Germany do not, and will not, exist in Macabre.)

Primary Humor - Sanguine (Blood).

Neighbouring Humor - Phlegmatic (Phlegm) and Choleric (Yellow Bile).

Opposite Humor - Melancholic (Black Bile).

Primary Skill Package - Dog of War.

Bonus Memory - Places, usually connected to war, battlefields, sieges, etc.



# Druden Hunter

You are utterly convinced that your entire goal in life is to rid Khurland of the taint of the Miasma and eliminate any foul Druden that aim to prevent you.

You are unable to explain why you are so driven and equally unable to explain why your very words alone can often turn the tide of battle.

Primary Humor - Sanguine (Blood).

Neighbouring Humors - Phlegmatic (Phlegm) and Choleric (Yellow Bile).

Opposite Humor - Melancholic (Black Bile).

Primary Skill Package - Vex.

Bonus Memory - People, specifically relating to one of the Druden.

# Alchemist.

You recall being a practitioner of the mysterious ways of Alchemy, and undoubtedly the pinnacle of knowledge on elemental components and their uses.

As long as you have access to the correct components you are able to make numerous, powders, philtres and astonishing potions.

Equally, by infusing raw components into existing items you have the talent to transform a rusted blade into a powerful instrument of vengeance or even a heap of refuse into an Homunculus fit to do your bidding.

Primary Humor - Melancholic (Black Bile).

Neighbouring Humors - Phlegmatic (Phlegm) and Choleric (Yellow Bile).

Opposite Humor - Sanguine (Blood).

Primary Skill Package - Alchemy.

Bonus Memory - Personal.



# Perfumer

Prior to the Miasma you understand that perfumes were used primarily by royalty and the wealthy to mask body odours resulting from the unsanitary practices of the day.

As attempts to venture away from the Cloister are becoming more frequent, it has become apparent that pomanders, nose-gay and infused plague masks offer limited protection to their wearers from the effects of the vaporous mists.

With your addition of perfumed scents to simple candles and oil lanterns the newly established Order of the Lamplighters have witnessed their effectiveness outside the safety of the Cloister.

As a result you have become a highly valued individual.

The acquisition and cultivation of herbs and flowers for your perfume essence is crucial, so either a well-tended garden within the Cloister or a green-fingered friend is a must.

Other rare components must be found outside the sanctuary of the Cloister and can be hard to come by, so keeping good relations with the Ragamuffins is a sensible plan.

It has also become a recent practice to develop new perfumes for the more opulent Gaunts within the Cloister who wish to mask their odour but do not wish to wear the vulgar scents.

Primary Humor - Melancholic (Black Bile).

Neighbouring Humors - Phlegmatic (Phlegm) and Choleric (Yellow Bile).

Opposite Humor - Sanguine (Blood).

Primary Skill Package - Perfumery.

Bonus Memory - People.





## Plague Doctor (Jackdaw)

You are skilled in the ways of Humorism, the art of balancing the humors. Amongst your learned friends imbalance is known as Dyscrasia, balance Eucrasia.

As a Plague Doctor it is your calling to reduce the effects of the Miasma on your patients through the use of bloodletting, leeching, trepanation and the like, all to releases any unwanted humors trapped within the body.

Due to your customary “beak-like” mask you are often referred to as a Jackdaw, as some inhabitants of the Cloister see you as a carrion bird preying on the weak and infirm.

Your mask is usually filled with perfumes and soaked in fragrant infusions which ward off the Miasma and protect against transmissible humors which may spew forth from the infirm.

You may attempt to practice your arts out in the wilderness, but the risks involved make the safety of the Cloister far more desirable.

Humor - Phlegmatic (Phlegm).

Neighbouring Humors - Melancholic (Black Bile) and Sanguine (Blood).

Opposite Humor - Choleric (Yellow Bile).

Primary Skill Package - Humorism.

Bonus Memory - Personal.



# Faithful

Ancestor veneration in Khurland culture is the practice of living family members and kinfolk paying honour and respect to their progenitors and ancestors so that they might be reborn.

Emphasised in the philosophy of the Faithful, paying respect to your ancestors is an aspect of filial piety and is deeply rooted in Khurland culture; it is believed that the relationship and obligations of children toward their parents remains intact even after death.

The symbol of the Faithful is the Torus of the Ancestors represented throughout Khurland by a circular stone often called the Druden Stone due to its protective qualities against the Druden. Many Faithful wear smaller Druden stone or Torus around the neck or on belt sashes to symbolise their devotion.

It is commonly believed that upon your death your soul becomes one with the Torus of the Ancestors and will be reincarnated when your humors are considered to be in balance. Souls that have done little evil in their life are considered to be reincarnated almost straight away whereas the souls of those who have displayed acts of an evil nature will probably never return.

In accordance with these traditional Khurland beliefs, the Faithful exist to address the perceived needs of both the living and the deceased. Not only do they attempt to live a goodly existence, they also aim to lessen the potency of the unbalanced humors trapped within the recently dead.

As a gesture of devotion or protection the Faithful point the middle finger and forefinger at the heart, turning them once in a clockwise circular motion to represent the Torus or Druden Stone. Even residents of Khurland who are not devotees enact this practice to ward off evil.

Humor - Phlegmatic (Phlegm).

Neighbouring Humors - Melancholic (Black Bile) and Sanguine (Blood).

Opposite Humor - Choleric (Yellow Bile).

Primary Skill Package - Erudite.

Bonus Memory - Past.

# Lamplighter

Prior to the Miasma you were a dedicated road warden or pathfinder lighting both the city streets and the old highways and byways throughout the countryside.

Through a combination of elemental compounds infused into perfumed candles and oils your newly established Order now ward off the encroaching mists and attempt to clear the way for forays into the surrounding lands.

You usually carry your Ghost-Eye lantern high on a pole emitting an eerie red glow in a perfumed pool surrounding you. Like a simple pomander your lantern protects against the ill effects of the Miasma and, as witnessed by your fellows travellers, the Druden seem very wary of the light and avoid its illumination.

Travelling within the Miasma is an odd and risky venture and one that you and your fellow Lamplighters are slowly learning.

Distances between places within the mists are distorted, hundreds of miles may be travelled in mere moments, places that were once many days away can be reached in minutes.

The Lamplighters measure distance in Pathways, specific points they may 'safely' travel to between known locations.

Some skilled Lamplighters employ Ghost-Oil within their lanterns. This alchemical compound enables you to see hidden messages, markings, and it is rumored that the influence of the Miasma may be seen under the haunting glow of Ghost-oil.

Humor - Choleric (Yellow Bile).

Neighbouring Humors - Melancholic (Black Bile) and Sanguine (Blood).

Opposite Humor - Phlegmatic (Phlegm).

Primary Skill Package - Lamplighting.

Bonus Memory - Places.

# Ragamuffin

As a bone-grubber or rag-gatherer you are known at once by the overflowing greasy bag or wicker basket which you carry on your back.

Since the Black Plague Ragamuffins have become more prolific, due to the increase in valuable waste and lost riches deep amongst the filth outside the Cloister.

Your job as a Ragamuffin is extremely hazardous and often frowned upon, especially if you are seen to be grubbing through the possessions of the dead and dying.

Digging through piles of corpses has made you more mindful of the risks of infection from foul humors and has increased your awareness of the types of Druden you may encounter outside the Cloister.

Some Ragamuffins are becoming veritable fountains of knowledge when it comes to these despicable creatures, even offering their services to established Druden Hunters for a cut of the spoils.

Usually you carry a stout stick in hand, and this may be armed with a simple spike or hook, for the purpose of more easily turning over the mouldering heaps of bodies, ash and dirt strewn throughout the Miasma ridden countryside of Khurland.

Some Ragamuffins work with a trusted Lamplighter scouring the wastelands in search of hidden wealth while their comrade illuminates their path.

Humor - Choleric (Yellow Bile).

Neighbouring Humors - Melancholic (Black Bile) and Sanguine (Blood).

Opposite Humor - Phlegmatic (Phlegm).

Primary Skill Package - Grubbing.

Bonus Memory - Past.



# SKILLS

Character without weapon skills cannot use any melee weapon, throwing weapon or ranged weapon offensively in Combat, but may defend poorly (remember to roleplay your inability).

As standard weapons are generally available, and to discourage players from taking them from dead monster crew, please feel free to equip yourself sensibly as long as you have the relevant skill.

Reading and writing were not skills widely known within Khurland before the Black Plague.

They were taught by the Sisters and Brothers of the Faithful to the nobility, rich merchants and to the acolytes of the various Cloisters.

If you do not possess the required skill you must ignore text and roleplay your utter lack of knowledge.

## Skill Costs

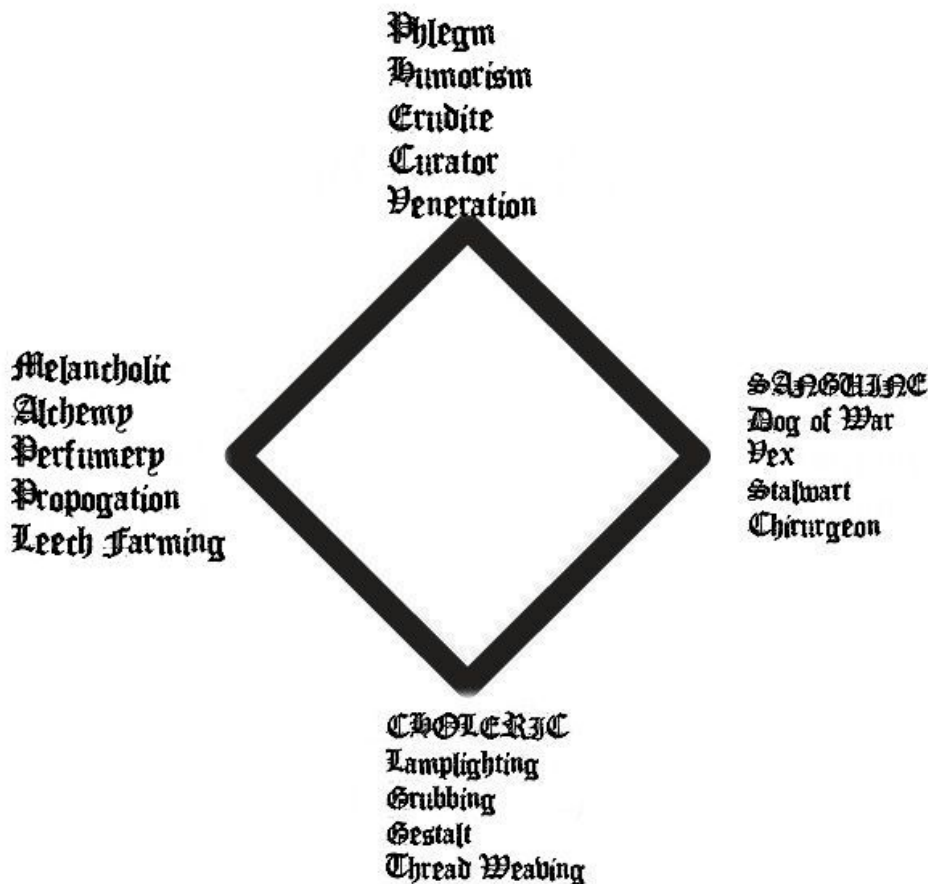
All Skills cost their Level in MF, modified by your Primary Humor.

Skills must be acquired in Level order within each skill package.

Same as Primary Humor – As skill level

Neighbouring Humor – 2x MF per skill level

Opposite Humor – 4x MF per skill level



## *Sanguine (Blood)*

### Dog of War

You remember being a battle hardened soldier who has stood side by side your fellow warriors, laughed at your enemies and survived to tell the tales of your courageous exploits.

#### Level 1 - Tyro - MF Cost 1

You recollect having the ability to use any single handed melee weapon, throwing weapons or ranged weapon in battle.

Free equipment - Light armour, any single handed weapon, a couple of throwing weapons or a ranged weapon.

#### Level 2 - Seasoned - MF Cost 2

You were trained to use an offhand weapon, buckler, cloak or two-handed weapon effectively.

Free equipment - Heavy Armour, an offhand weapon or buckler/cloak or a two handed weapon.

#### **Level 3 & 4 are Landsknechts only.**

#### Level 3 - Staggering Blow - MF Cost 3

You recall being able to channel a blow that is so disorientating, or placed with such accuracy, that you can immobilize your target for a short period of time.

You may use this golden shot once per game day at no cost and must call "STAGGER".

The effects are to disorientate your opponent for a slow ten second count, in which time they may do nothing but stand or lurch about until the symptoms wear off.

If you wish to use the skill more than once per day then you may do so by exchanging 1 White Torus for 1 Black Torus per use.

This skill seems to work on both Druden and Golems.

The effects are not accumulative so several individuals hitting and calling "STAGGER" will not cause a longer count. However, your allies may wait for the effects of your initial blow to wear off and then hit the same opponent again – how mean!

#### Level 4 - Veteran - MF Cost 4

You are as narly as they come and hard to put down in a fight.

To reflect this your blood loss is much slower, at a rate of 1 every 10 minutes, rather than the standard 5 minutes.

Your Grace period is also 10 minutes rather than the standard 5 minutes and you are able to remain active until the last second. You may fight, use skills and be exceptionally mighty...until you eventually drop dead!

# Vex

Your voice resonates within the Miasma, stirring the Druden and causing them to obey your commands.

## Level 1 - Seize Druden - MF Cost 1

With a short, succinct call such as “Vex, I Seize you foul creature of the Miasma” and a definite gesture aimed at your desired target (a raised palm or pointing is good) you may stop a single Druden in its tracks.

You are unable to concentrate on any other action while Seize Druden is in use.

You cannot walk, fight or defend yourself. However, you may still speak.

While under your limited control the Druden is still able to fight, defend itself, utter hate-filled remarks and even direct ranged attacks against you. It is simply tethered to your commanding voice and may not leave your sphere of influence.

The effect lasts until either the Druden is dispatched, you are killed, or you release it from your control. A loud “I release you” is all you are required to say to end the effect, then running is advisable.

If you are hit while Seize Druden is active it does not cancel the effect unless the blow takes you down.

Seize Druden may be used once per game day.

The range of its effect is approximately five meters.

## Level 2 - Repel Druden - MF Cost 2

Calling out a simple command such as “Vex, I Repel all foul creatures of the Miasma” while gesturing towards your intended targets, you may push back all Druden within a five meter radius.

You are unable to concentrate on any other action while Repel Druden is in use.

You cannot walk, fight or defend yourself. However, you may still speak.

While outside of your protective circle the Druden are still able to fight, defend themselves, shout obscenities and even direct ranged attacks against you.

The effect lasts until either the Druden are dispatched, you are killed, or you drop the protection. A loud “I release you” is all you are required to say to end the effect.

If you are hit while Repel Druden is active it does not cancel the effect unless the blow takes you down.

Repel Druden may be used once per game day.

The range of its effect is approximately five meters.

**Level 3 & 4 are Druden Hunter only.**

Note - Druden Hunters may use Level 1 Seize Druden and Level 2 Repel Druden more than once per day.

For every use after the first 1 White Torus must be exchanged for 1 Black Torus.

### Level 3 - Challenge Druden - MF Cost 3

You may call out a single Druden to face you in one to one combat, which it may not refuse.

You must make the Druden aware with a short call such as “Vex, I challenge you foul creature of the Miasma.”

As soon as the Druden accepts it is as if a curtain of Miasma is drawn around the both of you.

This unbreachable invisible barrier remains in place until either the Druden is dispatched, you die, or you turn tail and break the Challenge.

If you decide to leave an unresolved Challenge you automatically exchange the equal amount of White torus as the Black Torus worn by the Druden.

Challenge Druden may be used as many times per day as you are willing to risk it, but only one Druden at a time.

The range of its effect is approximately five meters and creates a fixed five meter radius fighting circle around you and the Druden.

### Level 4 - Castigation - Mf Cost 4

Your words alone can dispatch a Druden utterly destroying it.

This is a very dangerous task to perform and should not be undertaken without some knowledge of the Druden you are facing.

Your first course of action must be to use “Seize Druden”.

After your five minutes of being cursed, spat at and having objects hurled at you, you may then perform Castigation.

You must make a short, yet poignant call such as “Vex, Heed my words foul creature of the Miasma and begone”.

Your Hunter loses a permanent White Torus for each Black Torus the Druden is wearing if dispatched in this fashion.

Castigation may be used as many times as you wish per day, but only one Druden at a time.

We suggest you do not attempt this too often unless you have a death wish.....ah hang on crazy Druden Hunter, that will never happen!



# Stalwart

Level 1 - Comrades in Arms - MF Cost 1

You may nominate up to three other willing player characters that you recall having fought beside on the field of battle as close allies.

The three other players must purchase this skill, ally themselves to you and the same group of Comrades in Arms for this skill to take effect.

When together (all at the same event) you each gain +1 hit point for each other player (maximum +3.)

For this skill to work your Comrades in Arms must be actively working together against a common goal (if any one of you are at odds over a given situation then no extra hit points until you resolve your differences.)

Small mercenary companies with this skill allocated to their Comrades in Arms can be a formidable force to be reckoned with.

While in the close care of any of your Comrades in Arms (5 meters) you cannot bleed to death in the field, they will simply not allow you to die even if your wounds have not been staunched. *(In the case of Golem your Comrade in Arms literally prevents you from falling apart. However, you are still unable to move.)*

If any of your Comrades in Arms should die, mysteriously disappear or become one of the Druden you instantly lose their bonus +1 hit point, 1 White Torus exchanges for 1 Black Torus, and you may never acquire this skill again.

*(If any of the group decides not to continue playing Macabre we will not penalise you, but you will lose the bonus +1 hit point.)*

Any player Archetype may take Comrade in Arms not just fighting types.

Level 2 - Standard-bearer - MF Cost 2

By planting a pennon, banner or standard in the ground, and holding on to it, both you and your Comrades in Arms are unaffected by any call of "FEAR" and simply do not have to react to its effects. Respond with the call "NO EFFECT FEAR".

This will protect any Comrade in Arms within 5 metres of your group standard who has also paid for this skill.

You are unable to move or fight while performing this action, but may defend yourself to the best of your ability. This skill lasts as long as you need it to.

All four members of a group of Comrades in Arms may carry or plant the group standard and call upon its effects.

(Note - You may not pretend that "FEAR" worked and then suddenly attack your opponents, simply bad form.)

Free equipment - Standard (may be used as a two handed weapon if of a safe construction).

### Level 3 - Iron Constitution - MF Cost 3

You are one tough individual, and difficult to put down in a fight.

Through sheer bloodymindedness and a hardy constitution you can push yourself beyond the point that would break weaker individuals.

Poison and disease are always one level weaker, so the lesser varieties will have no effect at all.

You are immune to the effects of the skill Staggering blow and may state "NO EFFECT STAGGER" when it is used against you.

You may use this ability once per game day.

(Note - Again, you may not pretend the blow worked and then suddenly attack your opponent, simply bad form.)

### Level 4 - Rallying Cry - MF Cost 4

You have the leadership qualities that can inspire others to fight on even when all hope is lost.

With a rousing speech, Warcry, blowing a horn or other instrument (lasting approximately 30 seconds) every Comrade in Arms within 5 metres, who is not in their Grace Period, and has also paid for this skill may fully restore their hit points. You may use this once per event and must call "RALLY" at the end of your speech, warcry or horn blowing.

You must exchange 1 White Torus for a Black Torus after using Rallying Cry in the effort to bolster your Comrades in Arms.

# Chirurgion

Most experienced combatants are trained, or simply forced to learn, how to tend wounds on the field of battle.

Many veteran Landsknechts, Soldiers and Druden Hunters know the basic premise that preventing blood-loss also helps to keep the humors in balance until a Jackdaw can be found to practice their arts.

## Level 1 - Examine Wound - MF Cost 1

Through a fairly quick assessment (about 30 seconds of poking and looking for redstuff leaking from areas it should not be leaking from) you can figure out what state you or your patient is in. In game terms the injured patient can inform you of their condition, where they were hit and how many hit points they have lost and have left. They may also tell you if they believe they were poisoned, diseased or are suffering from other weird and wonderful ailments.

Examine wound does not determine if the patient is tainted by Miasma.

## Level 2 - Staunch Wound - MF Cost 2

Staunching a wound may be performed by bandaging or simply applying continuous strong pressure to the affected area (This is a quick, temporary solution and does not repair a wound like stitching.)

With this skill you may also staunch your own wounds, if you are still lucid, and only if the wound is within reach. This must be continuous strong pressure not fight, hold, fight, hold.

Although staunching prevents further blood-loss for a short time it is unlikely that it will stop foul humors from entering through the open wound.

Staunching will stop blood flow for approximately 5 minutes before the bandage needs replacing or your hand is covered in too much gore to effectively maintain a good seal on the wound.

## Level 3 - Stitching - MF Cost 3

Stitching effectively closes all bleeding wounds, stops continued blood loss and allows the patient to regain one single hit point.

It takes approximately five minutes to stitch someone up.

To regain further hit points the patient must rest.

(Whilst being stitched a patient is still considered to be bleeding and could even be on their Grace Period. As a result they could die whilst you're trying to save them.)

## Level 4 - Cobwebs and Honey - MF Cost 4

Stitching a wound prevents blood loss. Covering the wound with a bandage containing cobwebs and honey helps to both seal the injury, prevents infection and encourages the body to heal.

Cobwebs and honey allows the patient to regain two hit points from Stitching rather than the standard one.

Regaining further hit points requires rest.

If Cobwebs and honey are used it automatically stops the patient from bleeding out, taking further damage from bleeding and pauses the Grace period while you are being stitched.

The Faithful of the Cloister have plenty of honey and cobwebs to hand.

## *Phlegmatic (Phlegm)*

### Humorism

#### Level 1 - Assess - MF Cost 1

Through a fairly quick assessment (about 30 seconds) you may determine how far out of balance the Humors of your patient are.

In game terms you can see the Black Torus they are wearing, check if they have permanently lost any White Torus and can therefore work out how to treat them correctly.

A Leper who buys Assess can also see what caused the loss of the Black Torus (Please ask a ref for confirmation).

#### Level 2 - Binding - MF Cost 2

Although covering or stitching an open wound will prevent further blood-loss this does not protect the patient and others from the contagious effects of foul humors brought on by the Miasma.

Applying an alchemical Favour will.

When applied to a wound a Favour will prevent Miasmatic effects from spreading throughout the body and mind of the patient or onto others until the Miasma can be safely released.

Details on Favours may be found in the Choleric (Yellow Bile) skill 'Thread Weaving'.

#### **Level 3 & 4 are Plague Doctor only.**

#### Level 3 - Bloodletting - MF Cost 3

It is known that blood is created, then used up. If it is not used then it can stagnate in the extremities and foul humors, or plethora, may build up causing dyscrasia or imbalance.

Drawing blood can create equilibrium of the humors and prevent illness and disease brought on by the Miasma. Blood can be discharged to release plethora by use of a phleam and phleamstick to puncture an artery or vein.

In doing so the Miasma is taken out of the patient but is still dangerous and may pass to others if not disposed of safely.

The safe way to draw blood is by the use of leeches placed upon the skin.

Leeching has been found to be the most effective form of ridding the body of foul Miasmatic taint, killing the leech in the process. Having access to a good leech farmer is essential.

In a Golem it is the tainted Aqua Vita that is removed in the same way as blood, however leeching is useless as they are not attracted to Aqua Vita.

Withdrawal of 1 Black Torus takes approximately 5 minutes.

There is no recovery time required after Bloodletting.

Any Black Torus removed by Bloodletting are replaced by White Torus.

#### Level 4 -Trepanation - MF Cost 4

You are skilled in the art of drilling or scraping a hole in the skull to release the foul plethora that has been trapped within your patient.

This is a dangerous procedure that will effectively release all Miasmatic taint from the patient.

After 5 minutes your patient automatically loses 1 hit point but may exchange all their Black Torus for White.

Recovery time from Trepanation is 30 minutes.

The tainted blood or Aqua Vita still needs to be disposed of safely.

# Erudite

## Level 1 - Reading & Writing - MF Cost 1

Reading and writing were not skills widely known within Khurland before the Black Plague. They were taught by the Sisters and Brothers of the Faithful to the nobility, rich merchants and to the acolytes of the various Cloisters.

Taking this skill allows you to read and write legibly (we cannot help you if your actual handwriting is like a squid dancing across its own ink!)

If you do not possess this skill you must ignore text and roleplay your utter lack of knowledge.

## Level 2 - Illumination - MF Cost 2

You have a keen understanding of illuminated documents, maps and associated heraldic icons. Cartography has become almost invaluable to the Lamplighters, who without this knowledge are travelling blindly into Khurland.

This skill allows you to rebuild the map of Khurland, recognising significant landmarks, adjusting maps to scale and therefore aiding the Lamplighters to judge distances and time required for their expeditions.

You may also recognise both illuminated icons and heraldic symbols enabling you to interpret their significance.

## **Level 3 & 4 are Faithful only.**

### Level 3 - Evoke - MF Cost 3

You have influence over the failing strength of the Druden Stone.

In game terms any White Torus laying in the centre of the Druden Stone represents the aid of the Ancestors and only the Faithful are aware of them and may interact with them.

White Torus may be bestowed upon individual player characters exchanging their Black Torus on a 1 for 1 basis.

Miasmatic blood may also be cleansed in the same fashion when placed within the bloodletting bowl on the top of the Druden Stone.

(At the start of every weekend game the Druden Stone will hold a number of White Torus based upon previous player achievements and may gain new White Torus during the game.)

Any interaction takes approximately 5 minutes per Torus.

### Level 4 -Devotion- MF Cost 4

Characters who are not Faithful may become followers of the Ancestors with your sanction.

By permanently sacrificing your own White Torus you may invoke the Druden Stone to pass your blessing onto another willing player or npc.

For every White Torus you are prepared to lose, the player or npc gains an additional White Torus.

Any interaction takes approximately 30 minutes regardless of the number of Torus exchanged in this fashion.

# Curator

This skill allows you to recognise ancient relics filled with ancestral power. You may determine the elemental components used in their original construction, preserve them against deterioration and restore them to their former strength.

## Level 1 - Appraisal - MF Cost 1

Through a fairly quick assessment (about 30 seconds) you can figure out the condition of a relic. In game terms you may determine the strength of Torus held within a relic and the elemental components used in its original construction.

Recovered relics will have a number of Black Torus attached to them to show how far the taint of the Miasma has affected them.

## Level 2 - Preservation - MF Cost 2

You know how to pick up and move fragile relics without damaging them.

Ancient relics that are handled without care may simply fall apart in your hands, losing their beneficial effects.

In game terms mishandling will reduce the number of Black Torus on the relic by one every 5 minutes.

For safe transportation storage containers known as reliquaries are often used.

## Level 3 - Restoration - MF Cost 3

Once the history of a relic has been fully researched and revealed you may dedicate it to a particular place or person.

To achieve this the total number of Black Torus on the relic must be replaced with White Torus.

If the relic is dedicated to a person the individual must use their personal White Torus.

If the relic is dedicated to a place then any number of individuals may place their White Torus into it.

Players that have contributed White Torus to a relic placed in a location will sense if it is threatened in any way.

## Level 4 - Imbue/Destroy - MF Cost 4

You may take a relic of power that has already been restored and increase its effectiveness by adding a single White Torus to it.

To increase the power of a relic you, or the owner it is dedicated to, must sacrifice one permanent White Torus for each Torus already contained within the relic. This will raise its White Torus by one.

Equally, you may utterly destroy a relic by sacrificing one White Torus for each level to reduce it to its base elemental components.

Elemental components reclaimed in this way may be reused.

Imbuing or destroying a relic is a task which requires intense concentration. In game terms it takes 5 minutes of uninterrupted work for each level of the item.

# Veneration

Most people in Khurland believe that their ancestors are watching over them, their families and friends.

Even though you may not remember them, they still hold sway over you.

Veneration allows the Ancestors to directly influence the fortunes of the living.

(In game terms this allows you to ask for guidance from the ref team if you need a nudge in the right direction or simply cannot remember something you were told during a past event.)

All acts of Veneration cost White Torus so be careful how often you ask for help.

## Level 1 - Locate - MF Cost 1

You may call upon your Ancestors to guide you towards the direction of a specific person, place or item. You must have a good knowledge of the individual, location or item you are hunting for this to work.

The Ancestors will give you the direction, North, South, East or West if you exchange 1 White Torus for 1 Black Torus.

The Ancestors will also give you the number of Pathways to the source if you exchange 1 White Torus for 1 Black Torus.

## Level 2 - Knowledge - MF Cost 2

You may call upon your Ancestors to impart any Level 1 skill from any skill package.

Regardless of the length of time mentioned in the skill it will only last for for 5 minutes.

The cost is to exchange 1 White Torus for 1 Black Torus.

## Level 3 - Sense Druden - MF Cost 3

This skill allows you to call upon your Ancestors to inform you of the approximate strength and number of Druden in any known location. This is extremely useful knowledge prior to sending your Lamplighters blindly down a new Pathway.

However, this is not a skill without its own risks.

The Druden will always sense your investigation and will always attempt to harm you.

The amount of White Torus you must exchange for Black Torus is equal to the strength of the most powerful Druden at the location.

## Level 4 - Guiding Hand - MF Cost 4

You may call upon your Ancestors to impart any Level 2 skill from any skill package.

Regardless of the length of time mentioned in the skill it will only last for for 5 minutes.

The cost is to exchange 2 White Torus for 1 Black Torus.

## Choleric (Yellow Bile)

### Lamplighting

Level 1 - Aromatise - MF Cost 1

Without some form of perfume stepping into the Miasma is extremely hazardous.

This skill enables you to simply set up an effective lamp containing a perfumed candle or oil.

You may carry your lamp and cast its protective sphere around you and those close to you.

You must have a free hand to carry the lamp for it to have any desirable effect, placing it on the ground beside you cancels any beneficial effects.

This skill simply extends the range of a personal perfume to a 5 meter radius.

Free equipment - Lamp, possibly on a pole (Two handed weapon if construction is clearly safe).

*See Alchemical Formulae - Perfumer for further details.*

Level 2 - Ghost Oil - MF Cost 2

Ghost oil is an alchemical compound that can be used to illuminate secret inscriptions and other mysterious markings hidden throughout Kurland. No one knows the true meaning behind these concealed inscriptions.

In game terms you may carry and use UV light to enable you to see marked items and areas as well as for reading UV text. Please make the UV light as 'in character' as possible.

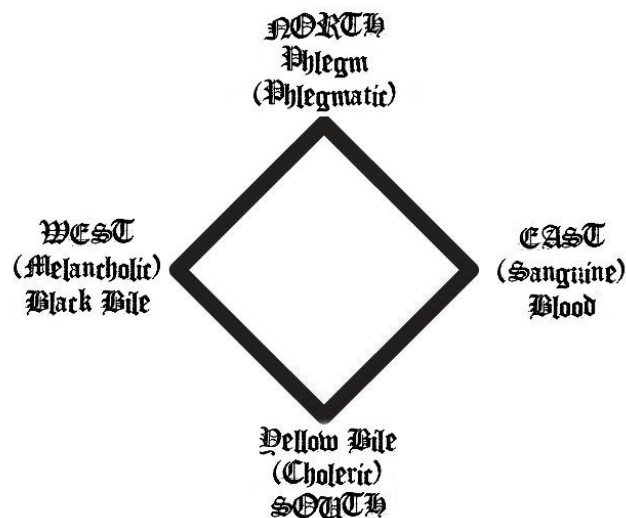
*See See Alchemical Formulae - Perfumer for further details.*

**Level 3 & 4 are Lamplighter only.**

Level 3 - Opening Pathways - MF Cost 3

Travelling within the Miasma is possible through the correct combination of candles, or oils to determine direction and distance, concise information on the desired location, and the latent talent of the Lamplighter.

Travel within the Miasma is instantaneous so carrying players on their Grace Period back through the Miasma will not result in their demise before you return.





Level 4 - Flux - MF Cost 4

Your Lamplighter may meld with the very essence of the Miasma and manipulate it to their own ends.

You can swap White Torus for Black Torus to extend the time a lamp burns for.

For every White Torus you sacrifice you may extend your burn time by 5 minutes.

Finding and saving lost souls trapped within the Miasma is dangerous but not impossible for you. Your Lamplighter may expend permanent White Torus to find and retrieve any individual if you know enough information about them and their potential location.

Distance determines how many permanent White Torus you lose to get them back to the safety of the Cloister.

If the player or npc is not lost within the Miasma they cannot be found or retrieved.

If a Lamplighter has taken the Gestalt skill Bonded with another player character or npc then they will always be able to find them at the cost of only 1 permanent White Torus.

# Grubbing

You have a keen eye for finding and assessing elemental components required in such fields as Alchemy and Perfumery.

Without this skill you must simply wander through life utterly unaware of their importance. (This includes pointing them out to players who have this skill, naughty, naughty).

## Level 1 -Resistance- MF Cost 1

As you are constantly burrowing through rot and filth to acquire an odd rare item, you have built up a hardy resistance to both poison and disease.

At Level 1 GRUBBING you are immune to level 1 Poison and Disease and must call “NO EFFECT POISON 1” or “NO EFFECT DISEASE 1”

Instead of suffering the debilitating effect of the poison or disease you SIMPLY lose a single hit point instead.

As you purchase levels of Grubbing your Resistance also increases.

Therefore by Level 4 you are immune to all Level 1 through 4 Poisons and Diseases, but still take 4 hit points of damage.

## Level 2 -Appraisal- MF Cost 2

This skill allows you to determine the rarity of an elemental component, whether it is free from the taint of the Miasma and therefore if it is safe to handle.

It takes approximately 5 minutes to appraise one elemental component, or 5 minutes per level of rarity to cut it out of a body if it is a Fauna based elemental component.

All 4 elemental components may be harvested from a single body, however that is a total of 50 minutes in the Miasma to consider.

## **Level 3 & 4 are Ragamuffin only.**

### Level 3 - Twofold - MF Cost 3

You are able to divide any elemental component into two equally useful parts.

To achieve this you must swap your White Torus to Black Torus based upon the rarity of the item.

1 White Torus to divide a Commonplace elemental component.

2 White Torus to divide a Scarce elemental component.

3 White Torus to divide a Rare elemental component.

4 White Torus to divide an Extraordinary elemental component.

It takes approximately 5 minutes to divide one elemental component.

### Level 4 - Resistance - MF Cost 4

As a Ragamuffin you have managed, without any actual effort on your part, to build up a low tolerance to the tainted effect of the Miasma.

As a result any Druden that would directly cause you to exchange or lose Black Torus inflicts one less (Refs will let you know the level of effect either at the encounter or when you return to the Cloister).

Equally you may pick up tainted elemental components without any risk of exposure.

However, bringing them straight back to the Cloister may be frowned upon.

# Gestalt

The Gestalt skill allows you to create a lifelong unbreakable bond between your character and one other character, allowing you to aid each other when required.

You may assign your Gestalt skills to another player character if they should die, but once dedicated to someone it is a lifelong bond.

Both players must be within 5 metres of each other for any Gestalt skill to work.

## Level 1 - Bonded - MF Cost 1

Allows you to be Bonded to one other player character who is not already Bonded to anyone else.

This enables either player to request the use of any number of White Torus as if they were their own once per game day. The White Torus may only be used to exchange White for Black.

Bonded may be taken alongside the Comrade in Arms skill.

## Level 2 -Merged- MF Cost 2

As the Bonded skill, but both players may request the use of any number of White Torus against a permanent loss effect.

May be used once per day.

## Level 3 -True Unity- MF Cost 3

Both players may use Bonded and Merged as many times as they wish.

## Level 4 - Recall - MF Cost 4

This skill may only be used once between two bonded characters.

If one character falls and becomes Druden (is reduced to all Black Torus or loses all of their Torus) then their bonded ally may sacrifice themselves to bring them back from the brink.

To do this they must permanently forfeit all but one of their existing White Torus (no running off to use up your White Torus before making this gesture).

This act will allow their ally to turn a single Black Torus back to a White Torus, or recover one White Torus if they lost them all.

# Thread Weaving

Thread Weaving is the art of plaiting, linking or weaving together elemental components to create such items as cloth or even mail that possesses alchemical properties.

This is not a subtle use of elemental components and is often frowned upon by Alchemists and Perfumers.

Components are usually randomly selected, carelessly broken down in a basic pestle and mortar and bound into threads before being woven into a desirable product. So take care what you use as grinding up a rare component may cause others undue stress.

## Level 1 - Favour - MF Cost 1

You may create a single Favour by mashing up one elemental component containing balancing humors and weaving them into a cloth binding. This favour may be used to bind a wounded individual to prevent Miasma from spreading or transferring to others. This does not prevent blood-loss!

Favours may be used by anyone with the Level 2 Humorism Skill. The favour is destroyed after use as the Miasmatic taint renders the threads unrepairable.

## Level 2 -False Leech- MF Cost 2

Weaving a small cloth strip infused with two broken down random elemental compounds will create a False Leech. The False Leech is able to draw 1 Black Torus from any wound but unlike a live leech it may also draw taint from the Aqua Vita of a Golem. In doing so exchange 1 Black Torus for 1 White Torus.

A False Leech may be used in Bloodletting by a skilled Plague Doctor and is destroyed after it has been used. The Leech Farming skills may not be used with a False Leech.

## Level 3 - Armour Threading - MF Cost 3

You are able to weave or link elemental components into the surface of existing armour to reduce the effects of the Miasma on the wearer.

A single point of Miasma protection requires 1 Extraordinary , 2 Rare, 3 Scarce or 4 Commonplace elemental components to be pulverised and threaded into the surface.

This skill takes 30 minutes of roleplay to achieve its desired effect.

Chain and Plate may take 2 points of Miasma protection, all other forms of armour may only take 1.

Armour Threading is a short lived process and will only last for the event it is created for before the components lose their potency.

## Level 4 - Thread Binding - MF Cost 4

As Armour Threading but makes the effect permanent.

Thread Binding requires you to invest some of yourself into the process. For each point of Miasma protection you must also lose 1 permanent White Torus.

## *Melancholic (Black Bile)*

### Alchemy

Alchemy is the art of combining elemental components that contain specific balancing humors to create useful formulae. Elemental humors can be found within metals, minerals, flora and pure internal organs (fauna) and when used or combined in the correct amounts they can cause varied effects.

Elemental components can be found throughout Khurland (they will be clearly marked or very obvious), grown in the Cloister garden or may be taken from the dead.

Details on Alchemical Formulae can be found at the end of the document.

Level 1 - Novice - MF Cost 1

You may combine any Commonplace elemental components.

Your time to create an Alchemical Formulae is 30 minutes.

Level 2 - Practiced - MF Cost 2

You may combine any Scarce elemental components.

Your time to create an Alchemical Formulae is 20 minutes.

**Level 3 & 4 are Alchemist only.**

Level 3 - Learned - MF Cost 3

You may combine any Rare elemental components.

Your time to create an Alchemical Formulae is 10 minutes.

You may transform any Commonplace or Scarce elemental component into any other Commonplace or Scarce elemental component by exchanging 1 White Torus to a Black Torus. This takes 10 minutes.

Level 4 - Master - MF Cost 4

You may combine any Extraordinary elemental components.

Your time to create an Alchemical Formulae is 5 minutes.

You may transform any Rare or Extraordinary elemental component into any other Rare or Extraordinary elemental component by exchanging 1 White Torus to a Black Torus. This takes 5 minutes.

# Perfumery

The art of the Perfumer is a highly skilled one and a specialised form of Alchemy in itself. Through the precise application of scents found in alchemical components obtained from both flora, metals, minerals and fauna (pure body parts), you may create perfumes (and poisons) that can cause many desirable effects.

You may also bind the same elemental components into candles and oils to allow The Order of the Lamplighters to create their Pathways.

Details on Alchemical Formulae can be found at the end of the document.

Level 1 - Novice - MF Cost 1

You may combine any Commonplace elemental components.

Your time to create an Alchemical Formulae is 30 minutes.

Level 2 - Practiced - MF Cost 2

You may combine any Scarce elemental components.

Your time to create an Alchemical Formulae is 20 minutes.

**Level 3 & 4 are Perfumer only.**

Level 3 - Learned - MF Cost 3

You may combine any Rare elemental components.

Your time to create an Alchemical Formulae is 10 minutes.

Level 4 - Master - MF Cost 4

You may combine any Extraordinary elemental components.

Your time to create an Alchemical Formulae is 5 minutes.

# Propagation

With the correct soil, feed, water and regular attention you have the knack for growing all kinds of flora, flowers, herbs, fruit and more.

Access to a plot within the Cloister garden is essential for you to plant, grow and harvest your crops successfully.

If you have access to any of the four elemental components associated with flora, then you may plant them in the Cloister garden and increase the amount of that component between games.

As you increase in skill you are able to care for more or rarer components within your plot.

It is not possible to mix components of different scarcities in a single plot.

## Level 1 - A Single Patch - MF Cost 1

A single patch allows you to plant any one Commonplace component and two will have grown by the following event.

## Level 2 - Small Plot - MF Cost 2

A small plot allows you to plant two Commonplace components or one Scarce component and they will double their number by the following event.

## Level 3 - Medium Plot - MF Cost 3

A medium plot allows you to plant three Commonplace components, two Scarce components or one Rare component and they will double their number by the following event.

## Level 4 - Large Plot - MF Cost 4

A large plot allows you to plant four Commonplace components, three Scarce components, two Rare components or one Extraordinary component and they will double their number by the next event.

# Leech Farming

Leeches are essential for Plague Doctors to extract Miasmatic taint from their patients and does not require the tainted blood to be disposed of after bloodletting.

Without leeches a Plague Doctor must simply bleed their patients, hope that the plethora is removed and then dispose of the Miasmatic blood.

Through the use of a good quality leech you can be sure that the humors will be balanced and the taint will not spread.

A standard leech will extract 1 Black Torus when used and is killed in the process.

Withdrawal of 1 Black Torus takes approximately 5 minutes.

To maintain all of your leeches you must give them fresh blood every day. Either you or a willing donor must lose 2 hit points at the start of each game day (not per leech) or they will die.

Hit point damage caused by feeding your leeches cannot be healed by Chirurgeon only through rest.

Leeches may also be used to extract poison (not diseases) on a 1 for 1 basis.

## Level 1 -Harvesting- MF Cost 1

You know the best breeding grounds for finding leeches and may collect them if you are lucky enough to come across such a place outside of the Cloister.

For every five minutes of enticing leeches to feed from a source of fresh blood you may collect one leech.

The cost incurred is 1 hit point per leech harvested, either your blood or a willing volunteer.

Hit point damage caused by Harvesting cannot be healed by Chirurgeon only through rest.

## Level 2 -Breeding- MF Cost 2

As long as you have more than one leech and a suitable container containing fresh water you may breed leeches for Bloodletting.

Between weekend games you may double the amount of leeches you still possess.

However, they do require fresh blood to survive which must be obtained from yourself or a willing subject.

The cost to breed leeches is to swap 1 White Torus to a Black Torus. You, or your willing victim, must begin the following game with this reduction.

## Level 3 -Bloodbond- MF Cost 3

You are an expert on your little friends, enabling you to dissect and utilise their remains after Bloodletting.

Dissecting a leech and partaking of the tainted humors inflicted by a Druden will invoke some dangerous revelations, allowing you to learn the weakness of the Druden, if it has any.

Unfortunately, you must exchange the equal amount of White Torus as the Druden had Black Torus to gain this knowledge.

## Level 4 -Gorging- MF Cost 4

Your character has acquired the talent to encourage your own leeches to gorge themselves on blood and to extract the plethora trapped within the patient.

In doing so you allow the leech to sup from your own humors before placing it upon the patient.

A gorging leech will continue to feed off a patient until all of the Miasmatic taint is extracted.

Your character loses a permanent White Torus for initiating this Gorging.

The patient loses all but one hit point but is thoroughly cleansed of all Black Torus.

The leech has 5 minutes of extreme pleasure then splat. RIP leech, job well done.



# COMBAT

## Taking Damage

If wounds are not staunched (bandaged or held) outside of the Cloister then you will continue to lose hit points at the rate of 1 every 5 minutes through blood-loss or Aqua Vita-loss in the case of Golem.

If you lose all your hits you are considered to be in your 5 minute Grace Period. When this elapses you have died.

While in your Grace period you are somewhat useless. You may crawl and call for help, but you are unable to use any of your skills until healed.

### Skills that prevent Blood-loss.

Staunching - Lasts 5 minutes

Stitching - Closes wound stopping blood-loss, heals 1 hit point.

Cobwebs & Honey - As Stitching but heals 2 hit points.

Every time you are injured there is a chance that foul humors will have entered your body and as a result some of your White Torus may turn to Black Torus. A Ref will inform you if this happens.

Damage may be so severe that all of your White Torus turn to Black Torus.

If this should happen you are lost to the effect of the Miasma becoming one of the Druden.

If you suspect this is the case please speak to a Ref.

## Taking Damage as a Golem

If you lose all of your hit points and go into your 5 minute grace period you simply revert to an inanimate form.

In this form you cannot do anything apart from stand or fall over. You cannot crawl to find aid or call for help as you cannot speak (even if you have learned how to.)

If you finish your Grace Period after five minutes of inactivity your Golem reverts to its component parts and simply falls apart.

Any Golem that "dies" leaves behind a single random alchemical component which was used in its construction. This may be collected and reused.

Even in death Golem are useful!

## Recovering Hit Points

Recovery from wounds is 30 minutes of rest within the safety of the Cloister to recover all hit points.

Rest can be sitting and having a drink, eating lunch or hyperventilating for a while after a hard fight (my personal choice.)

The only way to revive a Golem is for an Alchemist or Perfumer to revitalise you with Aqua Vita, or to find some and swig it.

Recovery time is the same, 30 minutes for all hit points.

(For game purposes all Alchemists have plenty of Aqua Vita laying around for their work so it is a roleplay tool not an important resource. Although the Alchemists may think otherwise.)

## Armour

Armour still protects the wearer from physical attacks but offers no protection against the Miasma unless it has been modified by Thread Weaving.

Light Armour	+1 hit point while worn.
Heavy Armour (Chain and Plate)	+2 hit points while worn.

## Calls

**MIASMA (followed by a number between 1-4)** - If you hear this call exchange 1 White Torus for 1 Black Torus for each number called.

**NO EFFECT \*\*\*\*\*** - Kinda obvious, but call this and add the effect being resisted at the end.

**FEAR** - Stand frozen on the spot or run away for 10 seconds. You may cry out, whimper in a heap or grit your teeth in anger, but you may not fight or use any skills until the effect wears off.

**STAGGER** - Slow 10 second count.

**VEX** - A Druden Hunters call usually followed by a set of specific commands.

**RALLY** - Must be called after the Level 4 Stalwart skill is used.

**POISON (followed by a number between 1-4)** - If you hear this call take the number in damage automatically and then every 5 minutes or until a cure is used on you.

(Please note damage caused by poison cannot be recovered by stitching only through rest).

Also make this call if using poison.

**DISEASE (followed by a number between 1-4)** - If you hear this call take the number in damage automatically and then once per morning or until a cure is used upon you.

(Please note that while Diseased no hit points may be healed until you are cured.)

## Experience (xp) & Memory Recall

Between each game you automatically gain 3 xp if the game organisers believe you have contributed to the success of the event.

Between games you may regain skills, improve existing skills, gain hit points, gain White Torus or choose one Memory Recall. Or you may simply save them up for later if you wish.

Gaining hit points, White Torus or skill levels is quite simple, tell us what you wish to improve, spend the required xp and that's it.

To use Memory Recall you must first choose one area you wish to remember and inform the game organisers.

People	Knowledge of one individual or Druden.
Places	Knowledge of the Cloister or a specific area within the Miasma.
Personal	Knowledge directly relating to your character.
Past	Knowledge of past events, either recent or of historical significance.

Then let us know how many xp you wish to use and we will let you know what you remember. The more xp you spend the more detailed and important the information will be.

Level 1 – cost 1 xp – Random hazy images and sounds. Very difficult to comprehend.

Level 2 - cost 2 xp – An interesting mishmash of recollections linked to your Macabre Memory.

Level 3 - cost 3 xp – A clear remembrance with one key point specifically linked to your Macabre Memory.

Level 4 – cost 4 xp – A character changing insight. Be careful what you do with this!

## Elemental Components

Elemental components can be found throughout Khurland (they will be clearly marked or very obvious), grown in the Cloister garden or may be taken from the bodies of the Chaste.

Only the Chaste have pure organs, the organs of Gaunts, Lepers and Druden are simply oozing with Miasma and useless as Elemental Components.

Metals, Minerals, Flora and Fauna break down into one Commonplace, one Scarce, one Rare and one Extraordinary Elemental Component (see below).

	<u>Commonplace</u>	<u>Scarce</u>	<u>Rare</u>	<u>Extraordinary</u>
Flora	Foxglove	Poison Ivy	Blood Flower	Mandrake Root
Metals	Copper	Lead	Silver	Gold
Fauna (body parts)	Liver	Heart	Spleen	Brain
Minerals	Jet	Sapphire	Topaz	Ruby

Each Elemental Component is also tied to a specific humor, element and compass point (see below).

	<u>Commonplace</u>	<u>Scarce</u>	<u>Rare</u>	<u>Extraordinary</u>
Phlegmatic (Phlegm) Water/North	Foxglove	Sapphire	Silver	Brain
Choleric (Yellow Bile) Air/South	Copper	Poison Ivy	Topaz	Gold
Sanguine (Blood) Fire/East	Liver	Heart	Blood Flower	Ruby
Melancholic (Black Bile) Earth/West	Jet	Lead	Spleen	Mandrake Root

**(Note - Please be aware we are providing phys-rep versions of foxgloves and poison ivy for the game, do not pick any real plants if you find them on site!)**

# Alchemical Formulae - Alchemist

## Vitality

Vitality potions allow the user to recover hit points faster than the standard 30 minutes rest.

Level 1 -	Commonplace	Jet & Copper	20 minute recovery
Level 2 -	Scarce	Lead & Heart	10 minute recovery
Level 3 -	Rare	Spleen & Blood Flower	5 minute recovery
Level 4 -	Extraordinary	Mandrake Root & Ruby	Instant recovery

## Articulate

This salve is applied to the mouth of a Golem to give it a voice. The more potent the salve the more articulate the Golem becomes.

Level 1 -	Commonplace	Liver & Copper	1 Single Word
Level 2 -	Scarce	Poison Ivy & Heart	1 Sentence (10 words or less)
Level 3 -	Rare	Topaz & Blood Flower	Broken Speech
Level 4 -	Extraordinary	Gold & Ruby	Full Speech

## Strengthen Golem/Make Homunculus

Your Alchemist must actively construct an Homunculus or work on a Golem for the desired results.

Please note - An additional 4 hit points is the maximum amount that may be added to any Golem.

Homunculus Spies may be used between games to collect information on places, people or specific Druden.

Homunculus Retrieval may be used to collect any two specific elemental component between games.

(Please be aware Homunculus that collect elemental components must find them somewhere, so don't be too surprised if the disgruntled owner or their kinfolk eventually show up. Especially if it is a body part eeeeeuuwww.)

Homunculus crumble to useless dust after one downtime.

Level 1 -	Foxglove & Jet	Homunculus Spy Location	or	+1 HP
Level 2 -	Sapphire & Lead	Homunculus Spy Person	or	+2 HP
Level 3 -	Silver & Spleen	Homunculus Retrieval	or	+3 HP
Level 4 -	Brain & Mandrake	Homunculus Spy Druden	or	+4 HP

## Infusion

Infusions allow your Alchemist to impart a specific elemental component into a weapon so that it may cause damage to a type of Druden that is unharmed by normal weapons.

To infuse a weapon you must simply have the correct elemental component the Druden is susceptible to and are willing to lose permanent White Torus to determine how long the Infusion lasts upon the weapon.

Lose 1 permanent White Torus	1 encounter
Lose 2 permanent White Torus	1 Day
Lose 3 permanent White Torus	1 Event
Lose 4 permanent White Torus	Permanent

# Alchemical Formulae - Perfumer

## Perfume

Perfume may be diffused in various forms and enables an individual to both see clearly within the Miasma and have limited protection against its taint. This does not protect the wearer against Miasmatic taint as a result of damage taken in combat.

Equally it does not allow you to travel without the guidance of a Lamplighter, but does allow you to leave their protective circle for a short time. (However, don't get left behind when the Lamplighter moves on.)

Perfume may be added to dried flowers in a nosegay or sachet which can be worn about the neck, held in a pomander or placed within a plague mask.

Places may be protected in a similar fashion with perfume infused wreaths, festoons and garlands.

Level 1 -	Any 1 Commonplace component	1 minute
Level 2 -	Any 1 Scarce component or 2 Commonplace	5 minutes
Level 3 -	Any 1 Rare component, 2 scarce or 3 Commonplace	10 minutes
Level 4 -	Any 1 Extraordinary component, 2 Rare, 3 Scarce or 4 Commonplace	15 minutes

## Purge Poison/Disease

This philtre will instantly purge any poison or disease of the same or lower level.

Level 1 -	Commonplace	Foxglove & Liver	Purges Level 1 Poison or Disease
Level 2 -	Scarce	Sapphire & Poison Ivy	Purges Level 2 Poison or Disease
Level 3 -	Rare	Silver & Topaz	Purges Level 3 Poison or Disease
Level 4 -	Extraordinary	Brain & Gold	Purges Level 4 Poison or Disease

## Poison

Poisons may be delivered either as a liquid which must be drunk, or as a one hit salve applied to a weapon. When you use a poison on a weapon call "POISON" followed by the level number.

If you are being sneaky with a drinkable poison feel free to tell the imbiber quietly or ask a ref to inform them.

Level 1 -	Commonplace	Jet & Copper	Damage is 1 hp every 5 minutes
Level 2 -	Scarce	Lead & Heart	Damage is 2 hp every 5 minutes
Level 3 -	Rare	Spleen & Blood Flower	Damage is 3 hp every 5 minutes
Level 4 -	Extraordinary	Mandrake Root & Ruby	Damage is 4 hp every 5 minutes

## Ghost Oil

Ghost Oil allows you to see hidden information. In game terms you may use a UV light to scan an area you think may hold such information.

Level 1 -	Commonplace	Copper & Foxglove	1 use
Level 2 -	Scarce	Heart & Sapphire	1 encounter
Level 3 -	Rare	Blood Flower & Silver	1 day
Level 4 -	Extraordinary	Ruby & Brain	1 event

## **Lamplighting Candles and Oil**

These candles and oils enable safe travel within the Miasma.

Each candle or oil may be infused with different properties depending upon what is required by the Lamplighter.

The properties are Direction, Refuge, Distance and Accuracy.

Once used the candle and all its properties are destroyed.

A Lamplighter may automatically find their way back to the Cloister without having to create a new candle or oil by retracing its Pathway.

### **Direction**

Direction dictates all other elemental components required in the construction. If North is the desired direction then all other properties must also be designated as North.

North	Commonplace	Foxglove
South	Commonplace	Liver
East	Commonplace	Copper
West	Commonplace	Jet

### **Refuge**

This elemental component gives 30 minutes of clear sight and protection to all player characters and npc within 5 meters of the Lamplighter. Each additional infusion of the component adds an extra 30 minutes.

North	Scarce	Sapphire
South	Scarce	Poison Ivy
East	Scarce	Heart
West	Scarce	Lead

### **Distance**

For each elemental component used the candle or oil allows the Lamplighter to move one Pathway in the desired direction.

North	Rare	Silver
South	Rare	Topaz
East	Rare	Blood Flower
West	Rare	Spleen

### **Accuracy**

If a candle or oil has not been infused with this property all players will suffer the “STAGGER” effect upon arrival. A slow 10 second period of disorientation before you may react.

North	Extraordinary	Brain
South	Extraordinary	Gold
East	Extraordinary	Ruby
West	Extraordinary	Mandrake Root