Catreath

Player's Guide

Version 3

by Ella Watkins and Kev Price

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An Introduction

What is LARP?

The acronym LARP stands for Live Action Roleplay and refers to a roleplay game in which you don't just explain what your character is doing based on character statistics on pieces of paper, you do it. LARP is a full immersion game in which you take on the role of your character; wearing the kit, wielding the props and acting as your character would act. In LARP you interact with the game world and its inhabitants, a mixture of other players and non-player characters (NPCs), as you believe your character would. LARP is in essence an interactive story in which you take part, your actions are influenced by the story and the story is influenced by your actions.

Each player in the LARP creates their own character based upon the rules of the game and continues to play that character, advancing and gaining equipment as time goes on until they either retire or die (it is a perilous world after all). At this point the player creates a new character and re-joins the world with a fresh perspective and a new set of skills.

What is Catreath?

Catreath is a live action roleplaying game set in a fantasy version of the Kingdom of Northumbria in the 7th century. The game incorporates elements of Anglo-Saxon history with Tolkein-esque fantasy to create a rich world where noble warlords rub shoulders with Elves and Wizards. Catreath is a land in which magic is very real, monsters do roam the wilderness waiting to snare the unsuspecting or unprepared and priests of the various faiths work miracles in their god's name.

As a player in the game, you take the role of a person living in this world, usually in or around the city of Novum Castellum (the in-game name for Newcastle). Your character can interact with the world, gain or lose position and reputation, affect battle tactics or the world of politics, become a hero or fall by the wayside. With each adventure your character gains more skills and abilities as well as more wealth to buy equipment. As your character progresses the story also progresses and plotlines may begin to unfold, and the choices of each character may direct the future of a kingdom.

Mission Statement

Catreath is a fantasy larp system set in a dark ages inspired world. It is a small scale game, with a player base of under 30, which aims to provide an ongoing immersive story which is able to be accessed by all players.

Catreath is an inclusive game and welcomes players of any background or disability, and is committed to making adaptations to enable players with disabilities to participate. The sites used by Catreath present some difficulties regarding inclusivity due to incorporating rough terrain with no toilet facilities, however we would encourage all players to discuss any access needs with the game runner in order to explore possible solutions together.

The game world of Catreath is one which is unequal and includes discrimination, and this is a theme that will be explored during the game. Within the game discrimination due to gender and social class may be played upon. Discrimination due to race or religion is limited to fantasy races and religions, discrimination due to out of character race or religion is not part of this game. Discrimination due to any other reason (such as sexuality or gender identity) is not a part of this game. Players are free to play characters of any gender identity or sexuality but are asked to avoid playing racially insensitive stereotypes.

All players share a responsibility for safety within the game and it is recognised that the physical and emotional safety of players is a prime concern above the narrative of the game. Safety calls exist within the game to allow players to easily leave scenes in which they are uncomfortable. Players are encouraged to negotiate actions which could cause distress before these take place within the game and to discuss their personal boundaries. While Catreath is a game that includes physical contact at times it should be noted that all physical contact in the game requires the express consent of the player. If any players have an issue relating to safety then the game runner and referee are available to discuss this.

Physical violence, sexual misconduct, verbal abuse, harassment and deliberate property damage are not acceptable at any time. The game organiser reserves the right to ask people to leave the game in the case of serious safety concerns.

Catreath is designed, written and run by Ella Watkins with help from referee Kev Price.

Events

The game runs through different types of events which can be broadly categorised as follows:-

Daysite
We meet every month on a weekend day and run two adventures. The players in attendance are split into two groups and each group gets to play one adventure and crew one adventure, thus everyone gets to play their character at least once a month. These adventures usually last 3 – 4 hours and generally take the form of the players being hired to perform a specific task on behalf of the realm, the churches or a private individual either important or rich enough to engage their services.

Social Event
These events are purely social, an opportunity for players to get together in-character and discuss what is going on in the game world. By sharing knowledge that they have gathered separately, either out on adventures or during downtime, characters may

Weekend Event
Once a year (generally in the summer months) we run a full-time in character event at a recreation dark-ages village. For the duration of the weekend you remain fully in-character, cooking over open fires, sleeping in the village huts and coping with whatever the adventure runners throw at you at any hour of the day or night. These events are fully immersive and offer the perfect opportunity to really experience what life would truly be like for your character.

Online Scene
While the main focus of Catreath remains around the live action game, there may be occasional scenes suited to taking place online. These remain optional for players and are undertaken as part of the downtime system.

Insurance and Costs

It is free to try Catreath and there is no cost for the first time you join us for a daysite or social event. Catreath is not a profit making organisation, but there are some costs to help us keep the game running.

There is a yearly insurance fee for each player in order to participate, this is set via our insurer and no profit is made by the game.

There is a suggested voluntary contribution of £15 per year. This contribution goes towards supplying props and other necessary items for the game. Where players are not financially able to contribute this does not prevent them from playing the game.

There is a higher cost for weekend events to cover food and accommodation, again no profit is made on these events.

There may be additional costs towards other events which involve hiring sites or providing food, these will always be clearly advertised and decided with a view towards running at cost (i.e. not to make a profit).

Contact Details

For further information please contact game runner Ella at ella.watkins@gmail.com or referee Kev at kev.price@gmail.com.

Up to date information on events can be found on our Facebook group Catreath Larp.

Further information can be found on our website www.catreath.com.

Part 2

The Game World

The History of Catreath

In the beginning, the land that is now called Catreath was populated by tribes of men. They had names such as the Brigantes, the Votadini and the Parisi. These tribes dwelt in hill forts in well-defined regions, often competing with each other for territory. In the year 43 the Men of the Empire came to the lands and though the tribesmen fought, they were conquered one by one by the Empire's superior tactics and training. For many centuries the Empire ruled as overlords, bringing with them their language, education and engineering skills. Around the year 400 the Empire left these lands to defend their Holy City from invasion far over the sea. They left behind them many great cities, roads and bridges, but took the knowledge of how to create or mend such constructions.

It was then, after the Men of the Empire left, that the native tribesmen formed the first kingdoms in the North. Rheged stretched across the land from Gallowgreen to Kelda, then Elmet stretched from there to the rivers Mere and Holyn. Within these kingdoms the tribes retained their identities, but paid tax and fealty to the dominant tribe.

It was soon after the year 500 that the People of the East first came to the shores of Rheged. The chieftain Ossa the Knifeman brought a small group to settle, but he was met by the warlords of Rheged. Ossa was killed, and his people driven back. However, the People of the East came again in 547, led by Ossa's grandson, Ida. The Men of the West were poor and ill-armed, but they were numerous and they were desperate, and they washed over Rheged like a flood. Ida established the Kingdom of Bernicia where he ruled for some 12 years from his castle in Dinguardi. When he died in battle with King Urien of Rheged, his brother Glappa took the throne. It was at this point, in 559, that Aelle, a rival chieftain from the West, arrived to the South of Bernicia and took land from Rheged and Elmet, forming the Kingdom of Deira. The Kingdoms of Deira and Bernicia formed an uneasy alliance allowing them both to continue their wars against the natives in the West, but neither King dared leave his land for long, and thus the invasion was seriously hindered.

After King Glappa's death in 560 another five sons and grandsons of Ida the Flamebearer ruled in Bernicia, until in the year 593 Aethelfrith came to the throne. Aethelfrith was a great warrior and ruthless leader; he became known as Aethelfrith the Destroyer. One of King Aethelfrith's early acts was to have King Urien of Rheged assassinated and Urien's son, Owen, took Rhged's throne. Owen, still a young man, became known by his people as 'the chief of the Glittering West'.

In 592 King Ella of Deira died, and Ethelfrith took this opportunity to marry Ella's daughter Acca, to exile Ella's son Edwin and to unite Bernicia and Deira, thus becoming the first King of Catreath. He named the Kingdom after the wildcat motif that his Grandfather bore when he first set foot on the land.

Aethelfrith continued to plunder the lands around him. In 603 he fought King Aedan of Dariada, a small Eiran state on the mainland in the North. Despite King Aedan's superior numbers, Ethelfrith won the battle. In 613, he led a war party that reached Deva, an ancient city left by the Men of the Empire, where they fought King Brocmail of Gwynedd. Brocmail had gathered some 500 monks to pray for his success.

Aethelfrith the Destroyer slaughtered the monks, won the battle and looted the city before returning home.

In 616 Aethelfrith's attention turned on the only man who could challenge his claim to the Kingdom of Catreath, the exiled Prince Edwin of Deira. At this time Prince Edwin was 32. He had taken refuge in the Kingdom of Mercia in the court of King Redwald. He had a wife, Quenberg, a Mercian princess, and a son, Osfrith. When Ethelfrith discovered Edwin's location he tried to bribe King Redwald to assassinate him. King Redwald declined, and he assisted Edwin in raising an army to fight Aethelfrith. In 617 Aethelfrith the Destroyer fell in battle, his army collapsed around him and Edwin became King of Catreath. Ethelfrith's sons, Eanfrid, Oswald and Oswy, fled into exile, and Edwin took up the court in Dinguardi.

King Edwin is well-liked by his people, who remember the viciousness of their previous monarch. He continues to rule from Dinguardi, though the people of Deira feel he should move his seat of power to Eoforwic, the previous seat of Deira. Queen Quenberg died a year after coming to Catreath, and she was soon replaced by Queen Ethelburga from the Kingdom of Gwent in the Southlands, a religious woman who is the mother of the king's only living son, Prince Uscfrea since his eldest son Prince Osfrid was tragically killed in a hunting accident. Mercia is Catreath's ally but King Edwin remains in debt to King Redwald for Mercia's assistance in gaining the throne. There is an uneasy peace between Catreath and Rheged, although there is no goodwill between the two nations and they plunder across each other's borders regularly. The Clans to the North are little understood, but greatly feared.

Genealogy of the Royal Families of Catreath

Ida the Flamebearer (547-559) — Glappa (559-560)

Adda (560-568) — Aethelric (568-572) — Theodric (572-579) — Theodhere — Ocga — Ecca — Sogor

Eadric — Osmere — Alric — Oswald — Sogothere

Frithuwald (571-585) — Hussa (585-593)

Aelle (560-588) — Aethelric (588-604)

Aethelthryth — Aeforhild — Aelflaed — Aethelfrith (593-616) — Acha — Edwin (616-present) — Ethelburga

Eanfrith — Oswald — Oswiu — Oswudu — Oslac — Oslaf — Offa — Aebba

Osfrith — Uscfrea
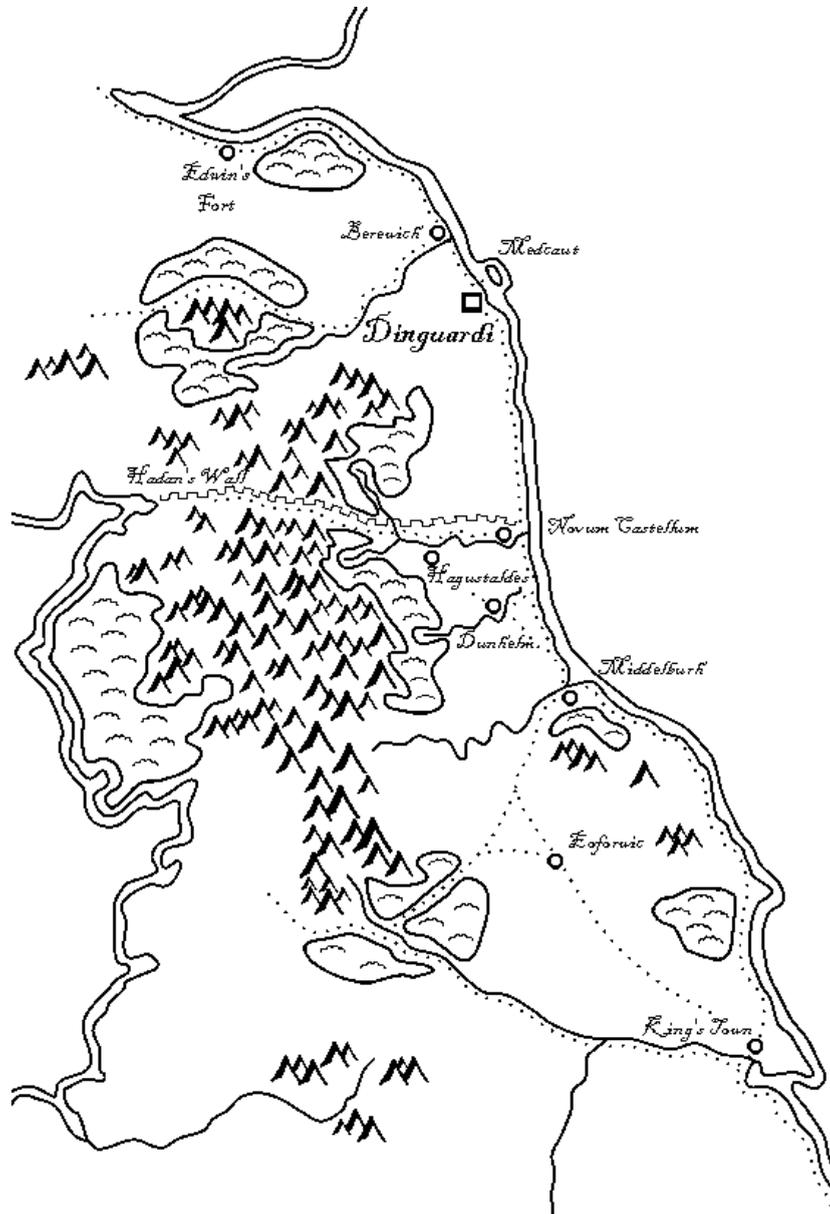
A Map of Catreath

A Guide to Bernicia

Bernicia was the first Kingdom established by the Men of the East. It now forms the northern, and larger, province of Catreath. Bernicia is not an easy place to live; ever since it was first established there has been conflict with the people of Rheged, who resisted the taking of their land, and with the clans of the north who sought to take the wealth of the nation. Accordingly, the men of Bernicia are hardy sorts. The isolated position of Bernicia means that the area has less trade and contact with the more sophisticated southern kingdoms and their southern neighbours view them as uncouth.

The people of Bernicia are a mixture of the descendants of the Men of the East, the native people of the area, and the descendants of men who stayed when the Empire departed, as well as various others who have migrated to the region.

Edwin's Fort (Edinburgh)
The northernmost settlement in Bernicia was established in recent years following King Edwin's coronation. The King gave orders that a fort be established at the northern border to guard against the raids of the clans, and the town of Edwin's Fort sprung up around this. Although Edwin's Fort is not a large place, it is the only town of size within the dangerous borderlands, and it is from King Edwin's wooden fort that the sizable military forces of the area are coordinated. The community around the fort is dominated by the need to provide for the troops who ensure the safety of Catreath. The main industry is farming, though smiths and armourers fare well here also. Edwin's Fort is ruled over by the Captain of the Northern Guard, currently Lord Kenelm of the House of Calum, the nephew of the Earl of Berewich and a Knight of the Lion. There is a strong presence of the Knights of the Lion in Edwin's Fort, as there is throughout the borderlands, and the worship of Hadan is prevalent.

Berewich (Berwick)
A sizable trading port and seat of one of Catreath's two Earls, Berewich is the second city of Bernicia. Situated at the mouth of the River Tweed, Berewich supplies goods to the whole northern portion of Bernicia. It is a prosperous city sporting a large market with exotic goods and a famous tournament held every summer. Berewich was the first location in Bernicia in which the Men of the East settled, and the House of Calum claims to have held the city since then. The current Earl of Berewich is Lord Lachlan of the House of Calum, a Knight of the Lion, as are most of his line.
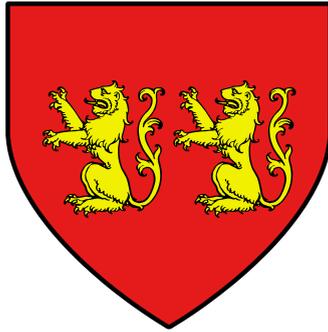
Dinguardi (Bamburgh)

The ancient seat of the King of Bernicia, Dinguardi is the most important city in all of Catreath. The city of Dinguardi is dominated by Dinguardi Castle which sits high on the cliffs above the town. It is said that Dinguardi Castle has never been taken by an enemy, nor will it ever be. The castle is large, and within its walls dwell King Edwin and his court, with all manner of servants, advisers and ladies-in-waiting to attend them. The city of Dinguardi is large and bustling; its port is smaller than that of Berewich, but the fame of the city attracts visitors and tradesmen from far away, and pilgrims also, for the holy island of Medcaut lies within sight over the causeway.
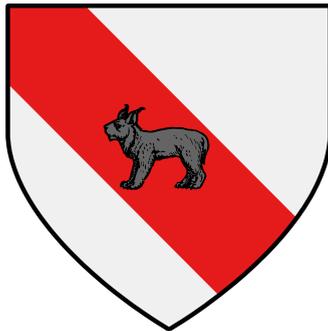
Medcaut (Lindisfarne)

The island of Medcaut is divided from the mainland of Catreath by a causeway that is passable only at the low tide. The island is both windblown and desolate, but it is thought to be holy and there is an abbey to Vistan presided over by the elderly Abbot Wilfred. There is a small village, Medcaut Village, which houses the few men who provide the little that the monks need. Fishing is a prevalent industry here.

Hagustaldes (Hexham)

Hagustaldes is called the Town of the Pilgrims and for good reason, for in this town you may find shrines to every god of the Pantheon of Nine, and many of them bear some relic or other. The town was kept by the pious Baron Cuthbert of the House of Farnley until given by King Edwin to Baron Sommersby 4 years ago. Baron Sommersby's lack of care of the churches and relics has diminished the flow of pilgrims to Hagustaldes and the wealth they bring to the town. Baron Cuthbert has been left without a seat of power, Baron of little but farmland. Close by Hagustaldes lies the Order of Watchers, the legendary Knights of Eon and seekers of truth.
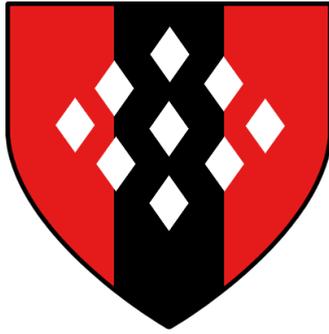
Novum Castellum (Newcastle)

Called the City of Merchants, Novum Castellum is a town unlike any other. Though in name Lord Alric of the House of Enfrid is Earl of Novum Castellum, the Merchants Guild holds more power here than many will admit. The city is a busy one, with traders passing through by road, by river and by sea. The main market square is dominated by the impressive Merchant's Guild building, opposite the large church to Hadan and the smaller church to Dia; between these stands the well-used town notice board. Within the city walls all fighting is expressly forbidden, and even bearing a draw weapon is a punishable offence. Such rules are enforced by the Novum Castellum Watch, from their Watchhouse besides the main gates; the militia are housed in barracks opposite should any assistance be necessary. Novum Castellum is also home to the White Friars, a closed Order of the brothers of Telialan who succour and heal all who need it within their hospice, and the Black Friars, a secretive and feared Order of brothers of Hadan.
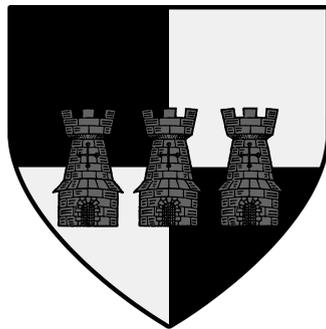
Dunhelm (Durham)

The great and beautiful city of Dunhelm is a jewel of the Kingdom of Catreath. This city on a hill is crowned by the magnificent cathedral to Vistan. In days gone by, the first Prince Bishop Randal the Elder ruled like a Lord, but since his death the church and noble title have once again been split apart so the Hywel of the House of Dwyfor rules as Baron and His Grace Randal the younger of Vistan, the current Prince Bishop, rule together. This city of priests and monks is famed for the Great Library which is housed there, where even the lowliest may go to learn. There is a notable church to Liadrin here also, and several orders of holy sisters giving her worship; Dunhelm is a centre also for Templar Knights. The position of Prince Bishop is an unusual one, for it is not a hereditary title, nor is the Prince Bishop a noble in the truest sense of the word; nonetheless the Prince Bishop is one of the most important men in the kingdom, comparable with a Baron. The current Prince Bishop is known to mint his own coins and to be attempting to unite all places of the worship of Vistan within the country under his unyielding rule.

Baron of Dunhelm   Prince Bishop of Dunhelm

Middelburh (Middlesbrough)

The town of Middelburh is a small settlement, however it is well placed on the main road south and has its own small port. Middelburh has a flourishing livestock market where the farmers from many miles around gather to sell their wares. There is a large church to Cor in Middelburh, and a smaller chapel to Amadar. Once a year, on the autumn equinox, Middelburh is the sight of a large gathering of priests of both these faiths, and there are celebrations which disrupt all other business in the town. Lord Andrew of the house of Godfrith is the Baron of Middelburh, he is a portly fellow well known and liked by his people.
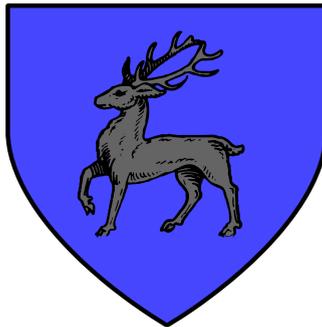
A Guide to Deira

Deira was settled by the House of Aelle some twelve years later than Bernicia. Deira now forms the southern, smaller part of the Kingdom of Catreath. Closer to the sophisticated Kingdom of Mercia and further from the northern border raids, Deira is a quieter place than Bernicia, its Lords are as likely to be traders and diplomats as great warriors, and the gentle pleasures of music and art are better received. The border with Rheged and Elmet still requires some observance, but Deira is not as truly dangerous as Bernicia is. The decision of King Edwin, a descendant of the House of Aelle, to rule from Bernicia is greatly resented by the people of Deira. Deira is ruled over by the Duke of Eoforwic in his stead.

Eoforwic (York)
Eoforwic is a very large city, larger than Dinguardi or any other within Catreath. It is a place of merchants, traders and travellers. There are many small shrines but no great churches and some hold Eoforwic to be a godless place. For many years Eoforwic was ruled by His Grace Alfred of the House of Wolverton, the Duke of Eoforwic, who was the childhood friend and confidante of King Edwin. Duke Alfred's fall from the King's favour has been sudden and final, and Eoforwic has been given, to the concern for the people of Eoforwic, to Duke Brymore of the House of Cadogan, who also rules as King of Lindsey.
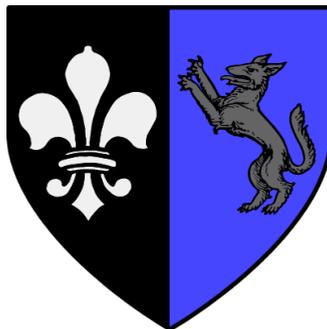
King's Town (Hull)
King's Town is a place few decent men visit if they have the choice. A town of sailors, the ebb and flow of the tide controls all things here. The harbour is the heart of the town and King's Town is where the best sailors in Catreath may be found. It is also reputed to be where the best rogues, whores and thieves may be found. Lady Glydwen of the House of Merran is the Lady of King's Town, but she rarely goes there, preferring her manor to the south of the town. There is a church to Telialan, the patron of sailors, in the centre of King's Town.
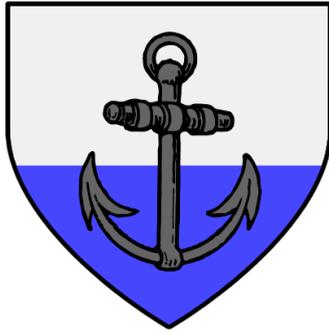
Novum Castellum

The game of Catreath centres around the city of Novum Castellum, a fantasy version of Newcastle during the dark ages. All characters should live in or close to Novum Castellum in order to access the main storylines of the game.

Novum Castellum is a large and important walled city that is considered the main centre for trade in Catreath. The city is ruled over by Earl Alric of the House of Enfrid, but many believe that it is truly the Merchant's Guild who hold the power in the city.

Novum Castellum is a city of divisions. The wealthy area near Market Square is home to the expansive Merchant's Guildhall, the townhouses of the wealthiest cityfolk and the Churches of Hadan and Dia, the only large sites of worship in the city. In contrast the slums that have built up outside the city walls are the domain of the city's poorest and most desperate. The river docks draw a balance of the merchants who house their goods in the warehouses of this area and the sailors, thieves and drunkards who flock to the cheap taverns. People rich and poor are united by their love of the White Friars of Telialan, who are sworn to treat all ill who are brought to their hospice, and their fear of the Black Friars of Hadan who only rarely emerge from their closed monastery to bring judgement to the sinful.

Novum Castellum has gained its import in Catreath, in part due to its fortuitous location with the Thane river giving direct access to the sea, and its placement between North Road, which leads to the capital city Dinguardi, West Road, which leads to Hagustaldes, the centre of pilgrimage, and the South Road, which leads to the mighty city of Eoforwic in Deira and to the Kingdom of Mercia beyond.

In recent years the city has seen its share of tragedy. Only a few years have passed since the Battle of Novum Castellum, when strange and dark creatures appeared to rise up outside the city walls. They were beaten back by the brave folk of the militia under the leadership of the then Earl of the city, Earl Cadogan, but not before the grievous loss of a third of the city's fighting men. Only two years later Earl Cadogan was rewarded for his bravery when he was awarded charge of the tenant Kingdom of Lindsey.

Though a number of by-laws are in place within Novum Castellum, as set by the Earl, two of these are particularly well-known, and are commonly thought to reflect the Earl's desire for peace in his city. No individual who is not a noble, a Watchman, a senior member of the militia or a bodyguard working for a legitimate body such as a Guild of noble household may openly bear arms, and where weapons are carried these must be restrained using a peace knot to prevent them being freely drawn. There is also a prohibition on brawling or duelling within city walls. Both of these bylaws are considered minor and may be punished on the spot by the Watch via a penny fine.

Map of Novum Castellum
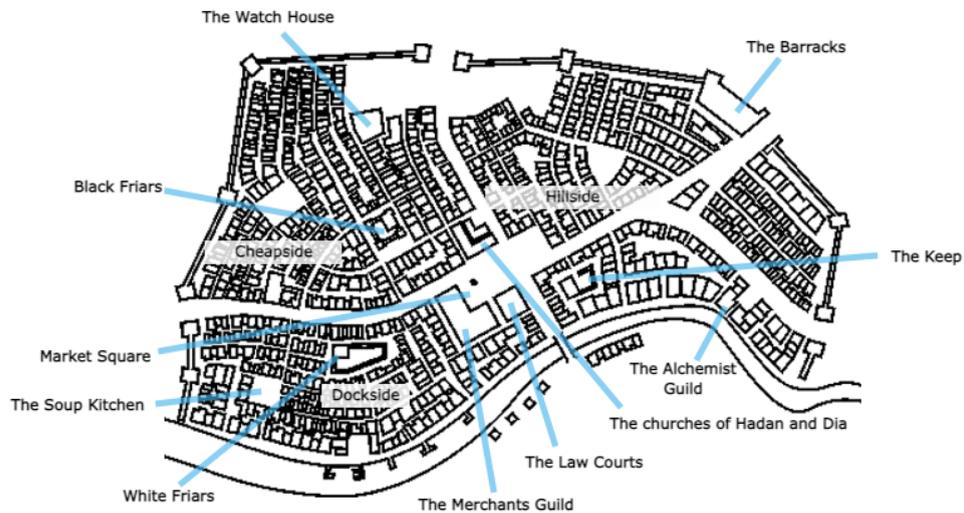
Important People in Novum Castellum

<u>Earl Alric of the House of Enfrid</u>
Earl Alric is a man with a reputation, who is loved by some and hated by many. Previously the Warlord of the city and Baron of Guyruum, Earl Alric is known for his close political alliance with the previous Earl Cadogan. There are those who say Earl Alric rules in name only, and that he still only acts as directed by the now King Cadogan. Earl Alric is a man who is well supported by his militiamen, but rumours abound about strange magics and evil rituals within Novum Castellum Keep.

<u>Lord Ven of Guyruum, Warlord of Novum Castellum</u>
It is said that Lord Ven grew up by the docks in Novum Castellum and was awarded his title for services in battle to the city. Lord Ven's bravery is well known, as is his love for gambling and ale. Rumours throughout the militia barracks speak of Lord Ven being the chosen warrior of Hadan, the God of Battles.

<u>Guildsmaster Oliver Bearson</u>
Many people believe that the true power in Novum Castellum rests with the Merchant's Guild who bring much of the wealth to the city, and that the Guildsmaster controls more than just the routes of trade. Oliver Bearson is a well-dressed man considered by all who know him to be shrewd and calculating. He is said to be able to obtain any item, given sufficient time and gold. It is commonly known that the Guildsmaster has the ear of Earl Alric, though some whisper that it is Oliver who summons the Earl and not vice versa.

Judge Arthur Luthern

The Luthern Family are the largest of the merchant families of Novum Castellum, and for ten years Arthur Luthern presided as Guildsmaster. But time moves on, and now Arthur is a man who is past his prime and resentful of the fortunes of his competitor Oliver Bearson. Arthur Luthern still holds the title of Judge and presides over trials in the city's small courthouse. He is not a man likely to show mercy to the poor, and is known for his harsh sentences for thievery.

Watch Captain Aellin Wolfheart

The Watch of Novum Castellum are the defenders of the city walls and keepers of the peace within the city. Loved by common folk and feared by criminals, Aellin Wolfheart is remembered in a dozen stories of heroic daring do.

Father Afnod of Hadan

The loss of the much loved Father Samson, previous head of the Church of Hadan in Novum Castellum, during the Battle of Novum Castellum caused great sadness throughout the city. In the aftermath Father Afnod, who was Samson's right hand man, stepped up to lead the followers of Hadan in his place. There are those who say that Father Afnod lacks his predecessor's passion, and it is certain that the sermons of the Hadanite Church are less well attended than in Father Samson's time, but unless the Church of Hadan wishes to accept the agitator Elspeth as its leader, Father Afnod remains its best hope.

Father Athelstane of Dia

The Church of Dia is considered by many to be a church for women, so Father Athelstane's presence as head of the Church was a cause of surprise and derision when he arrived in the city twenty years ago. In the years between then and now Father Athelstane has won the hearts and minds of many as an example of the gentleness and kindness of the faith. Father Athelstane is a Judge within Novum Castellum, and hears trials within the city's small courthouse, where he has a reputation for fairness and forgiveness.

Octavius the Wizard

Octavius the Wizard is a respected scholar and a follower of Vistan, the God of Knowledge. A well-known figure around the wealthier parts of the city, Octavius is an approachable man despite his eccentricities. Octavius is rumoured to be a man well trusted at the Libraries of Dunhelm who can grant access to restricted areas of the library to those who earn his trust.

Battlemage Lysan

The jewel in the crown of Earl Alric's militia, Lysan is a woman of rare status in an unequal world. Her abilities to bolster and protect the Earl's militia is often said to be the secret of its success. Lysan is known in the city as a brisk and direct woman who does not suffer fools gladly, and will not tolerate disrespect of her role on the basis of her gender.

Guildsmaster Harlowe

Though recognisable to many in Novum Castellum, little is known of the secretive head of the Guild of Alchemists. One of the wealthiest men in Novum Castellum, Guildsmaster Harlowe rules his small guild with strict authority. As the Guildsmaster Alchemist he sits also on the Guilds Council of the Merchant's Guild

though he is known for his wish to stay impartial in the matter of appointing the Guildsmaster of the Merchants Guild.

Elspeth

Elspeth the outlaw is an agitator known for causing trouble in the streets of Novum Castellum. A priestess of Hadan, Elspeth speaks openly against Earl Alric, the King of Catreath and the Hadanite Church in Novum Castellum. Known to be a clanswoman from the fierce tribes of the far north, Elspeth is rumoured to have bested half a dozen Watchmen while fighting alone. A reward of 5 gold pieces is offered for information leading to her arrest.

Tacita

While the identity of the famous thief Tacita is not widely known, their name and deeds are renowned in the city. A burglar, pickpocket and trickster, Tacita is known for leaving the mark of a bird's foot at the scenes of their crimes. The Watch will offer a bonus of 10 gold pieces for information leading to Tacita's arrest, but the poor of the city know Tacita as the provider of necessities to those who are most in need.

The Merchants Guild

While many guilds of craftspeople exist in the city of Novum Castellum, none benefit from the wealth and status of the Merchants Guild, and it is the Merchants Guild that is credited with turning Novum Castellum from an insignificant town to the thriving city it is today. The Merchants Guild keeps a large and ornate Guildshall along one side of Market Square, much the largest and most impressive building in the city. Inside the folk of the city can visit the open hall to speak with the army of clerks who represent the merchant families, or to visit the small shop dealing in healing potions. Only those esteemed highly in the Guild can venture further inside to the offices and meeting rooms, and even the nobles of the city are prevented from going freely there. The Merchants Guild employs skilled and well-equipped guards to keep their secrets safe, and to keep those who seem disreputable away from their door.

The Merchants Guild is run by the Guilds Council, which is made up of the head of the ten merchant households who gain the most votes at the annual election in the autumn along with the five heads of the guilds subordinate to the Merchant Guild: the Alchemists Guild, the Blacksmiths Guild, the Goldsmiths Guild, the Locksmiths Guild and the Weavers Guild. Of the ten heads of household, the person who gains the highest number of votes will lead as the Guildsmaster. The Guild elections are a source of much negotiating and politicking, and votes are allocated to families depending on how much money they bring to the Guild. Despite this, the seats of the Guilds Council rarely change hands.

Members of the Merchants Guild are expected to pay 10% of their profits on trade to the Guild.

The Families of the Guilds Council

The Arkwright Family
The Arkwright Family are traders in wooden goods, including chests, barrels and furniture. Their trade is mainly within the city of Novum Castellum, though they are known to own businesses in Hagustaldes and Middelburh. The Arkwrights trade further afield at times with their rare and carefully crafted locks and lockboxes.

The Bearson Family
The Bearsons are a small family by the standards of the Merchant's Guild, but an important one as the head of the family, Oliver Bearson, is the current Guildsmaster. The Bearson family are traders in books, ingredients and magical items, and it is rumoured that there is no item they cannot get for a customer willing to pay the right price.

The Boatman Family
The least well known family of the Guild, the Boatman Family carry out most of their trade across the ocean, bringing furs and metalwork from the north and salt and fine linen from the south, and trading these with other merchant families in Novum Castellum for distribution.

<u>The Brewer Family</u>
Members of both the Merchants Guild and the subordinate Alchemists Guild, the Brewer Family guards its secrets in the brewing of beer and of magical potions. The Brewer Family trade only within Novum Castellum, expecting their customers to travel to them or other families to carry their goods abroad.

<u>The Carter Family</u>
A large family who trade across Catreath and Mercia negotiating stone, wood and other materials for construction as well as trading in tools for a wide variety of craftspeople, by land and by sea.

<u>The Coppersmith Family</u>
A small family, the most recent to join the Guilds Council, who have gained wealth in the last five years by trading with the Dwarvish Kingdoms of the Pennine Mountains and the Northern Mountains. The Coppersmiths are traders in precious metals, base metals, gems, coal and crafted metalwork including jewellery and weapons.

<u>The Luthern Family</u>
The largest and most well known family of the Guild, the Luthern Family led the Guilds Council for a decade before Oliver Bearson's ascension to power five years ago. The size of the Luthern Family lets different family members trade in and out of the city, by land and by sea. Traders in everyday necessities such as grain and cloth the Luthern Family makes its money by trading in quantity.

<u>The Mercer Family</u>
A middle sized family known for taking caravans across the border into Rheged, the Mercer Family trade in wool, cloth and slaves. The Mercer Family manages the slave pits of Novum Castellum.

<u>The Milestone Family</u>
The second largest family of the Guild, the Milestone Family are known for their numerous trade caravans which travel across the Kingdom of Catreath and beyond, bearing the goods their few ships bring up the coast. Traders in wine, spices, salt and crafted goods.

<u>The Stoddard Family</u>
Renowned traders of horses and other livestock, the Stoddard family are known for dressing in clothing that is more practical than gaudy. Trading along the South Road to Eoforwic and into Elmet, the Stoddard Family are often seen as the most down to earth of the merchant families.

Map of Prydain

The Kingdoms of the Heptarchy

- Catreath
- Cent
- East Angleland
- East Saxony
- Mercia
- South Saxony
- Wessex

- Elmet
- Lindsey

- Rheged
- Gwynedd
- Brycheiniog
- Ceredigion
- Dyfed
- Gwent
- Glywysing
- Powys

- Dumnonia
- Kernow
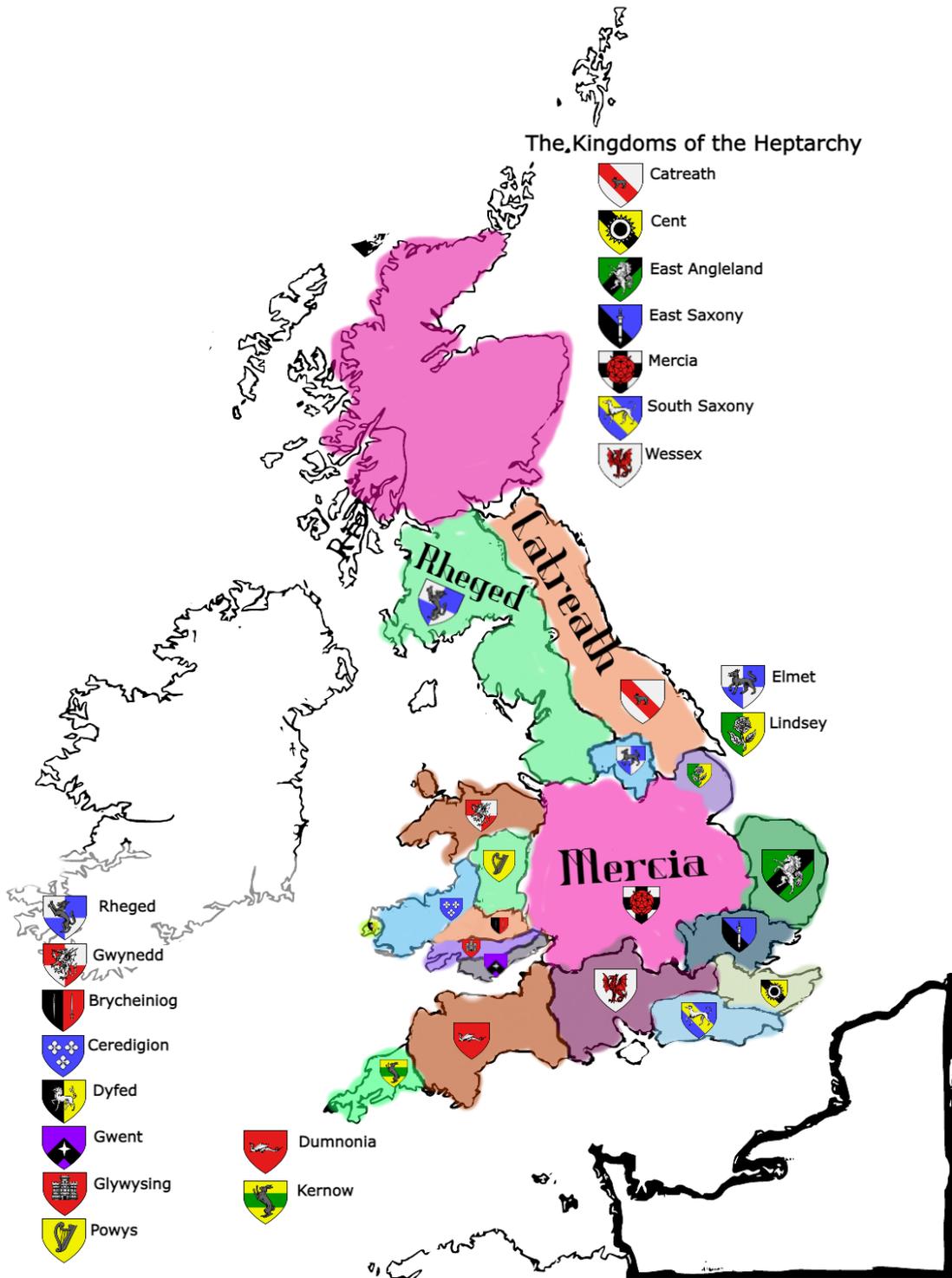
The Client Kingdom of Lindsey

The small Kingdom of Lindsey was named for the Lindisfarus tribe who dwelling in that hilly land before the coming of the Empire. Lindsey is a Kingdom bordered by river and bogland, centred around its capital city and only city Lindum (Lincoln). Lindsey was taken as a client kingdom to Mercia a little over a hundred years ago, choosing to be subsumed rather than destroyed. Originally Lindsey retained its own king and laws, but years of resistance by the proud folk of Lindsey against the ruling Kingdom of Mercia led to these being removed and the kingdom being more fully subjugated.

In the recent past the Kingdom of Lindsey was passed to the Kingdom of Catreath as part of the peace talks to end conflicts between Mercia and Catreath. King Brynmor of the House of Cadogan was rewarded with Lindsey for his service to Catreath while he was Earl of Novum Castellum. Cadogan is a man who divides opinion. Despite Cadogan's recent accolade and esteem from King Edwin, he is rumoured to be disliked by both the Duke of Eoforwic and the Earl of Berewich, though both men are also known as his political rivals. As a client kingdom, Lindsey is allowed to retain only limited military force and must pay a yearly tribute to its ruling kingdom of Catreath.
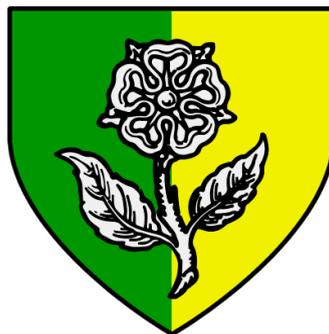
The Kingdoms of the Heptarchy

The Heptarchy is the collective name given to the seven kingdoms formed by the Men of the East when they crossed the sea to take land from the native kingdoms. Catreath is the most northerly kingdom of the Heptarchy.

While the kingdoms of the Heptarchy may come into conflict with each other, the people of the seven kingdoms hold similar values and understand one another better than they do the uncivilised native kingdoms. The worship of the Pantheon of Nine is the leading faith of all the kingdoms of the Heptarchy.

Cent

The most distant kingdom of the Heptarchy, Cent is reputed to be a strong ally of the Kings of Frankia. King Ealbald, son of Aethelberht rules Cent, and this wealthy country is rumoured to be home to the ancient priest Mellitius and the powerful wizard known as the Golden Lady.
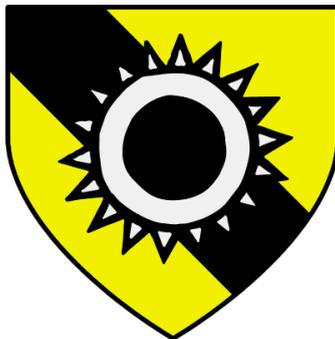
East Angleland

Relations between King Eorpwald of East Angleland and King Edwin of Catreath have been poor since East Angleland declined to support Edwin in his fight to regain his kingdom from Ethelfrith the Destroyer. East Angleland is reported to be a place of bogland and fishing, and though few people of Catreath have been there the people of East Angleland are often portrayed as stupid in their stories.

East Saxony

Stories from this distant kingdom tell of three kings who rule as one, the Kings Sexred, Saebert and Sexbald. The triple kings are close allies of their cousin King Eadbald of Cent.
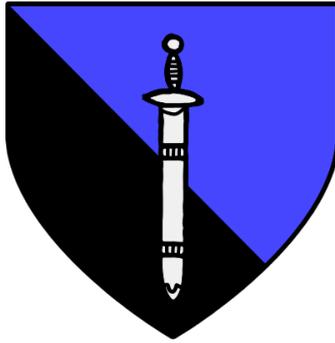
Mercia

To the south of Catreath, the Kingdom of Mercia is known to be a large and wealthy land. Having many years ago subsumed the native kingdoms of their land, Mercia knows little of the constant wars that afflict Catreath. Mercia is a kingdom that has increased its size by the conquest of numerous smaller kingdoms which now stand as client kingdoms, including Pecsaete, Wreocansaete, Magonsaete, Hwicce, and Middle Saxony. Mercia is ruled by King Redwald, in whose court the young King Edwin took shelter when exiled from his home. It was King Redwald who gave troops to King Edwin to help retake his lands and Catreath, an unpaid debt which in part prompted recent battles between the kingdoms of Mercia and Catreath. These hostilities were resolved in part through the gifting of the client kingdom of Lindsey to Catreath, though the politically astute wonder how long the peace will hold.
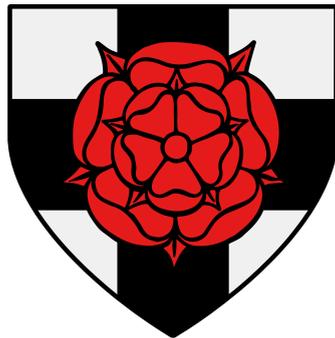
South Saxony

Little is known of this distant kingdom but the account of Abbot Wilfred of Medcaut who claims to have travelled to the court of King Aethelwealh to share the teachings of the Pantheon of Nine. King Aethelwealh, son of Cissa, is the grandson of Aelle who first took the kingdom of South Saxony.

<u>Wessex</u>

This large and wealthy kingdom has been heard of by many despite its great distance from Catreath. Legends tell of Wessex being founded by the ancient Lords Cerdic and Cynric, and it is from these famous men that King Cyneglis claims to trace his line. Cyneglis is known as a warrior king who has expanded the boundaries of Wessex during his reign. The mighty Roman city of Venta Belgarum is the capital city.
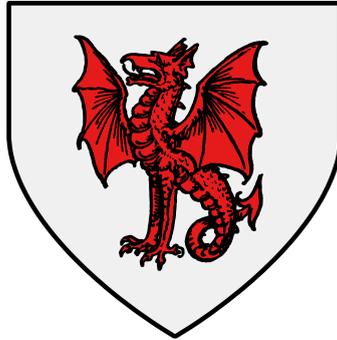
The Other Kingdoms

The Kingdoms outside the Heptarchy are the remains of the native kingdoms which predate the coming of the Men of the East. See as uncivilised by the folk of Catreath, it is rumoured that the people of the native kingdoms worship strange heathen gods.

<u>Brycheiniog</u>
This small kingdom runs along the border of Mercia, and is named for its original King Brychan Mac Anlach of Éire who was granted the land by King Tewdrig of Gwent when he wed with his daughter Marchell, who was sister to the famous warrior king Athwys ap Tewdrig of Gwent. Brycheiniog is now ruled by King Rhain Dremrudd, or Rhain the Red-Faced, son of Brycan and Marchell, from his seat in Talgarth.
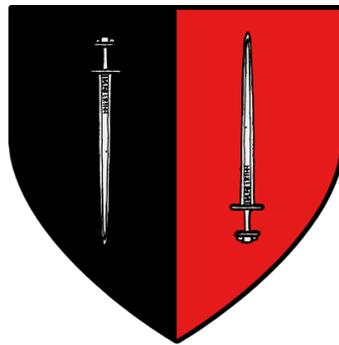
<u>Ceredigion</u>
The Kingdom of Ceredigion is named for its first King Ceredig ap Cunedda, who draws his lineage from the ancient Lord Lord Padern Beisrudd, who some claim to have been an officer in the army of the Empire named Tacitus. The kingdom is ruled by King Hwyel Dda, also called Hywel the Good. King Hywel is known for his efforts to unite the native kingdoms against the Heptarchy and to establish the rule of law across his wild kingdom.
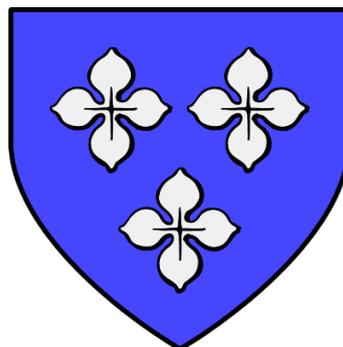
<u>Dumnonia</u>
Named for the ancient tribe, the Dumonii, who once occupied the land, Dumnonia is a distant land of hill forts and tin mines. King Clemen ap Bledric succeeded his father Bledric ap Custennin as ruler due to the death of his elder brother Dywel ap Bledric. Every year, as Wessex's borders advance, Dumonia becomes smaller. Dumonia is ruled from the Roman city of Caer Isca on the southern coast.
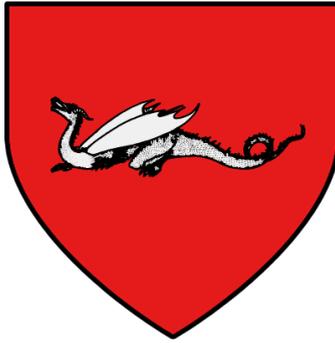
Dyfed

This small and distant kingdom is reported to have fallen in recent years to King Hywel Dda of Ceredigion after suffering years of raids from the sea. The Kingdom of Dyfed is reported to bear several magical sites on it's land.
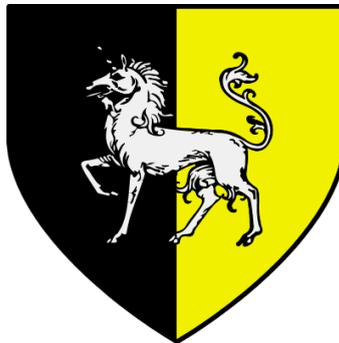
Dwarvish Kingdoms

In the Pennine Mountains that divide Catreath and Rheged are the entrances to the underground kingdoms of the Dwarf Lords. Each Kingdom has a King, and the High King Valen rules over them. Relations have ever been good between the Dwarvish Kingdoms and Catreath, and vigorous trade takes place for base metals, precious metals and coal, as well as the exceptional metalwork of the dwarf craftsmen and on occasion the strangely wrought magical items of the dwarf runemasters.

Less is known of the Dwarvish Kingdoms of the Northern Mountains beyond Catreath's northern border and into the lawless lands of the clans. Some have been able to trade with them, but their connection to the terrifying wode-painted dwarvish who surge south across the border every few years is not fully understood.
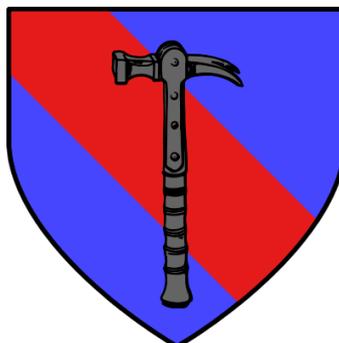
Elmet

The Kingdom of Elmet is a small land centred around the capital city of Loidis (Leeds), Elmet is a native Kingdom formed before the coming of the Men of the East who formed the Kingdom of Catreath. When the Kingdom of Deira was formed, the borders of Elmet were pushed back from the eastern coast, then the neighbouring native Kingdom of Rheged, displaced itself by the Kingdom of Bernicia, attacked from the north and took further land, leaving Elmet a small portion of land with no access to the sea. More than a decade ago, after the death of the old king Gebhard, Elmet was overrun by the forces to Catreath and chose to become a client kingdom to ensure its survival. Under Catreath's rule life was hard for Elmet and after only six years Elmet appealed to the Kingdom of Rheged, who invaded, taking Elmet as their own client kingdom.
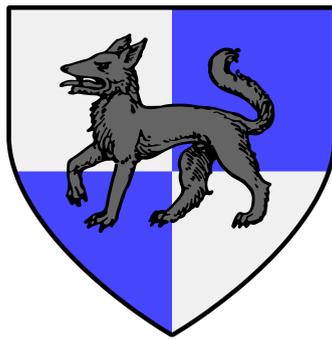
Elvish Cities
Though little is known of the cities of the High Elves in the far north, the stories of two astonishing cities of shining white spires that can only be reached by those guided by Elves are familiar childhood stories to the people of Catreath.
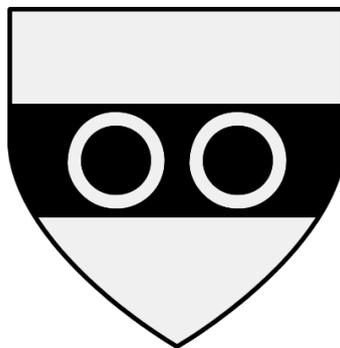
Gwent and Glywysing
The twin kingdoms of Gwent and Glywysing are reputed to share a single ruler. The King Morgan ap Athwys is son of the warlord Athwys ap Tewdrig and reports to be of the line of the famous king Morgan Mwynfawr. Gwent centres around the Empire built capital of Venta Silurum, while Glywysing centres around the town of Llandaff and the castle and abbey which are there. While King Morgan does not have his father's reputation as a great warrior, the Dwarvish wizard Grimnir who serves him is feared by many. Queen Ethelburga of Catreath is said to have dwelt in the lands of Gwent during her childhood, and her sister Bebba lives there still.
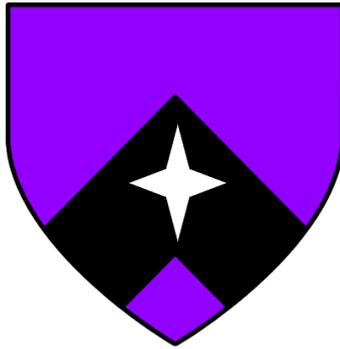
Gwent
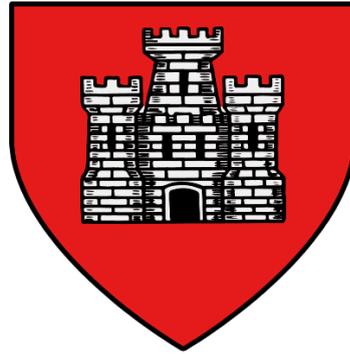
Glywysing

Gwynedd

The Kingdom was once the centre of the worship of the Old Faith, and the isle of Ynys Mons in Gwynedd was known as the Isle of Druids. Stories are told of the slaughter of the druids of Ynys Mons by the Men of the Empire, and there are those who say this bloody act has cursed the lands of Gwynedd. The current King Cadwallon ap Cadfan is said to be able to trace his family line back nine generations to the ancient Lord Padern Beisrudd, who some claim to have been an officer in the army of the Empire named Tacitus.
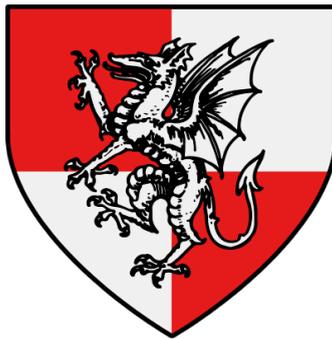
Kernow

The most distant kingdom of Prydain, little is known about this mysterious kingdom that lies beyond the Kingdom of Dumnonia. It is said that King Saloman allows the worship of the Old Faith throughout his small kingdom, and even has a druid within his court.

Powys

The kings of the native kingdom of Powys are said to descend directly from the ancient warlord Vortigern. The previous king of Catreath, Ethelfrith the Destroyer,

clashed with the forces of Powys and Gwynedd at the battle of Deva, where he is reputed to have slaughtered 600 monks for the crime of praying against him. The current king of Powys is King Eiludd ap Selfy is the son of the King Selfy ap Cynon who was slain by King Ethelfrith at Deva.

Rheged

There was once a time when the kingdom of Rheged stretched across from the east to west coasts, but when the Men of the East arrived and formed the Kingdom of Bernicia, the borders of the heathen native peoples were pushed back. Seeing the overpowering force of the Bernician warriors, the warriors of Rheged attacked to the south instead, taking large tracks of lands from their native neighbouring kingdom, Elmet. There is still war between Catreath and Rheged today, with both sides seeing a day that they control all the land in the region, though some trade still occurs across the border. Rheged is thought to be a barbaric place and those who have travelled in Rheged describe the worship of strange native gods, and stranger practices. The Kingdom is ruled by King Owain, called by his men 'The Chief of the Glittering West'. Owain came to the throne very young after King Ossa the Flamebearer of Catreath had his father King Urien assassinated, and it is said that King Owain has sworn revenge upon Catreath for the act.
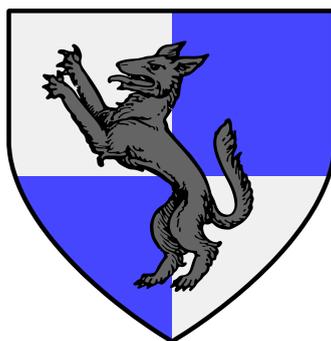
The Clan Lands

The Clans that live to the north of Catreath are fierce warriors and are feared greatly by the peoples of Catreath. Little is known about them, but every autumn, after the harvests are gathered, Clansmen flood over the border to raid; pillaging and burning all that is in their path. Most tribes are human, but feared above all these are the grim Dwarvish tribes, known to paint their faces blue and do terrible things to their captured enemies. None but a fool travels into the clan lands.

Social Status

The society of Catreath is a feudal one. There is a strict social hierarchy which is rigidly observed. The nobility own the land, the peasantry work the land and, sandwiched in between the two, are the merchant classes, the feudal middle-class. The nobility are organised into houses of varying rank. Though noble houses may feud between themselves, few others would dare challenge them. The nobility control the knights and militia, the taxes, the trade routes, and most other amenities; their power is near absolute.

Order	Title	Term of Address
1	King	"Your Majesty"
2	Prince	"Your Highness"
3	Duke	"Your Grace"
4	Earl	"My Lord"
5	Baron	"My Lord"
6	Baronet	"My Lord"
7	Knight	"Sir"

The merchant classes often also form into houses, emulating the nobility. Money is the lifeblood of these houses, many of which wish to earn enough to buy a noble title. There is a great deal of competition between houses for the most valuable and prestigious positions and trade routes.

The peasantry make up the majority of Catreath's populace. These are the workers, farmers, craftsmen and their families. They range from the most humble and impoverished serf to a comfortable yeoman.

Slaves are people owned by others. They have no rights in a society, and are just the assets of their owners. Many slaves are people taken captive from other kingdoms on raids, others are people found guilty of serious crimes who are sold into slavery as a punishment. If you are born to a slave then you are a slave by birth. All slaves, by law, must be branded on their forearms with the mark of an S. It is possible for slaves to be granted their freedom by their masters for excellent service.

Map of the Baronies

Lord of the Norther Border

Earl of Berewich

King of Catreath

Baron of Wyrford and Crowsreach

Baron of Morthpath

Baron of the Western Marches

Earl of Novum Castellum

Lord of Hagustaldes

Baron of Dunhelm

Baron of Middelburgh

Lord of the North Riding

Lord of the West Riding

Duke of Eoforwic

Lord of the South Riding

Lord of the East Riding
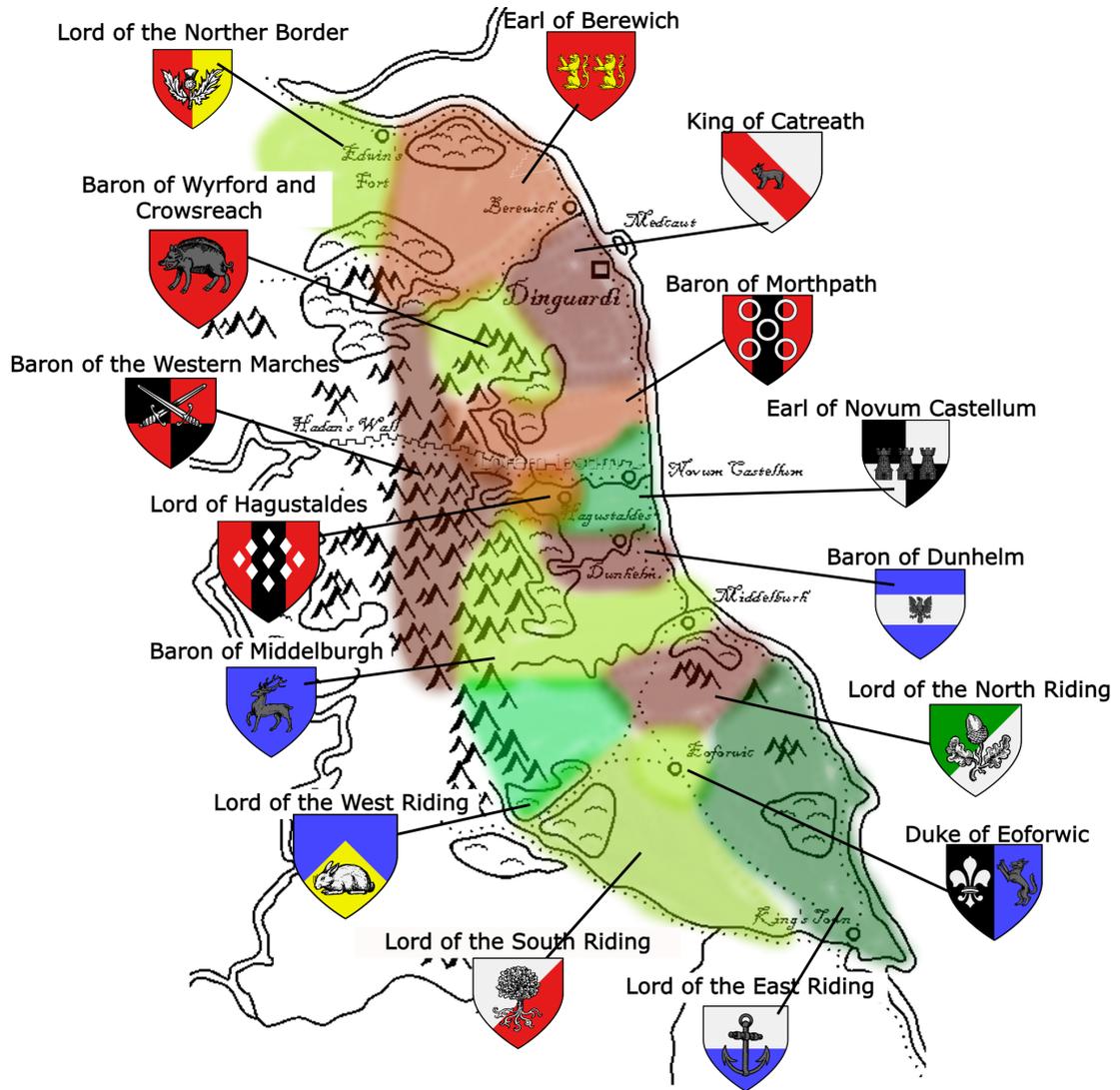
The Knightly Orders

It is often thought that the Knights of Catreath are its bravest, most honest and upright citizens. These nobles command power and respect, as do all the nobility, but they are known also to be more trustworthy than many of their rank. For this reason, a knight may enforce the law wherever they travel, and the word of a knight is trusted above any other. There are knights of different orders, and of none.

While most people within Catreath believe only human men can become knights, the decision of who to knight rests with every knight as an individual, though a knight's reputation is irrevocably linked to the reputation of those they knight.

<u>Knights of the Realm</u>
This is not an Order of knights. The Knights of the Realm are all knights who are not part of the religious orders detailed below. Knights of the Realm gain their position by birth, or may have a knighthood award to them for brave deeds.

<u>Knights of the Lion</u>
The Knights of the Lion are a religious order dedicated to the defence of their king and country. Knights of the Lion follow Hadan, the God of Battle, and Liadrin, the Goddess of Justice. They are famed warriors, known to be stout of heart and strong of arm. The elite warriors of the King's Guard are drawn from the ranks of the Knights of the Lion.

<u>Templar Knights</u>
Templar Knights are those who give themselves in service to a specific church or religious group, as protector of the church. Every Templar will follow Liadrin, the Goddess of Justice, as well as the God or Goddess who they live to serve. Templars are known to be pious individuals, often given to vows of poverty or obedience to their masters.

Law and Order

Within the Kingdom of Catreath all people must abide by the law. Legal process lies in the hands of the nobility. The King's Law is set by King Edwin and is common to all of Catreath. These laws are detailed below, and the King expects they are enforced by all of the Kingdom's nobility. In addition to these, the lord of the land may set additional laws to be followed on his lands, as long as these laws do not contradict the King's Law. These by-laws must be documented and efforts made to inform the people of the land of any changes made.

The Watch are primarily responsible for finding and arresting criminals, and for holding them securely whilst awaiting trial. Knights may also arrest criminals, though they would usually take them to the Watch to be held. A criminal who evades capture may be outlawed by a judge.

Trials may be judged by the lord of the land, another noble with the permission of the lord of the land, an individual appointed as a judge by the lord of the land, or any knight. No one may judge an equal or superior noble, though a group of nobles may judge a noble of equal standing. During a trial the judge will determine whether the accused is guilty of any crime.

As Catreath is an unequal society, the law also unfairly discriminates due to race, social standing and gender. In most cases more credence is given to the word of human men than others, and the word of a noble is always superior to the word of a commoner. A crime against a noble is considered more serious than a crime against a peasant, and is likely to be punished more seriously.

The following have the right to speak at a trial:
- A nobleman
- A watchman
- A father speaking of his children
- A lady speaking of her honour
- A farmer or shepherd speaking of their animals
- A captain speaking of their men
- A priest speaking of their religious practice

All other people may only give evidence only if permitted by the judge. If a common man accuses a member of the nobility of lying, they may be accused of the crime of Insulting a Noble.

If a judge rules someone to be guilty of a crime, they must then decide on a punishment for them. The judge has complete control over this, though usual penalties are given after listed crimes. Player characters may act as judges, but trials should always have a referee present. Serious penalties (execution, slavery, removal of hands or fingers) should be discussed with a referee before being dealt out, and players are encouraged to remember the collaborative nature of the game prior to making such judgements. Any judges ruled by their superiors to be acting inappropriately will be stripped of their rank and harshly punished. It should be remembered by players that the Goddess of Justice is said to watch over all trials.

The King's Law

Assault
The injuring of a common person when the victim does not die, or of any member of the nobility by another noble. Injury may be inflicted by physical or magical means. 'Person' is usually taken to mean any human, elf, dwarf or halfling. Some judges may consider animalkin or other sentient creatures to be people. Magical effects that do not injure but negatively affect someone may be considered to be assault, though this rests with the perception of the judge.
Penalties: Flogging, branding, slavery

Assault of a Noble
The injuring of a member of the nobility by any common person when the victim does not die. Injury may be inflicted by physical or magical means. Magical effects that do not injure but negatively affect someone are usually considered to be assault.
Penalties: Flogging and branding, slavery, execution

Conspiracy to Assault of a Noble
Planning, aiding or colluding to the injuring of a member of the nobility by any common person when the victim does not die. Injury may be inflicted by physical or magical means. Magical effects that do not injure but negatively affect someone are usually considered to be assault.
Penalties: Flogging, branding, slavery

Conspiracy to Murder
Planning, aiding or colluding to the taking of the life of any common person outside circumstances of war or fair duel, or of any member of the nobility by any other noble. 'Person' is usually taken to mean any human, elf, dwarf or halfling. Some judges may consider animalkin or other sentient creatures to be people.
Penalties: Flogging, branding, fine

Conspiracy to Murder of a Noble
Planning, aiding or colluding to the taking of the life of any person of the nobility of Catreath outside circumstances of war or fair duel by any common person. Some judges will consider the nobility of other nations, particularly those friendly to Catreath, to be protected by this law.
Penalties: Slavery, execution

Conspiracy to Theft
Planning, aiding or colluding to the taking or destruction of any item that does not lawfully belong to you without permission, where the item is worth more than 5 gold pieces, or is judged to be of particular significance. Theft encompasses the poaching of game.
Penalties: Flogging, fine

Heresy
Giving insult to the Gods, undermining the worship of the Gods, or hindering the rites of worship due to the Gods. 'Gods' is generally accepted to mean the 9 Gods of the Human Pantheon, though this to some extent depends on the interpretation of the judge.
Penalties: Slavery, execution

Insulting a Noble

The giving of an insult to a member of the nobility by any common man, or to a notably superior noble by a member of the nobility. Insult may be given verbally, by gesture, or by action, such as refusing to kneel when instructed, or not allowing a noble to pass you on the road. For a man to be found guilty of this crime the individual insulted must register a complaint, a third party may not accuse someone.
Penalties: Flogging, fine

Interfering with the Dead

The theft of a dead body from its place of rest, the disturbing of any grave, tomb, crypt or similar place of the dead without the permission of the lord of the land, the mutilation of any dead body not executed justly under the law. This law covers the bodies of any human, elf, dwarf or halfling. Some judges may include the bodies of animalkin or other sentient creatures.
Penalties: Fine, branding, execution

Interfering with the Law

The disturbing of due legal process, the harbouring of a known criminal or outlaw, lying in a court of law, not showing due respect to a judge or legal officer within a court of law, speaking out of turn in a court of law, resisting arrest by a knight, watchman or other legal representative.
Penalties: Flogging, fine

Murder

The taking of the life of any common person outside circumstances of war or fair duel, or of any member of the nobility by any other noble. 'Person' is usually taken to mean any human, elf, dwarf or halfling. Some judges may consider animalkin or other sentient creatures to be people.
Penalties: Branding, slavery, execution

Murder of a Noble

The taking of the life of any person of the nobility of Catreath outside circumstances of war or fair duel by any common person. Some judges will consider the nobility of other nations, particularly those friendly to Catreath, to be protected by this law.
Penalties: Execution

Petty Theft

The taking or destruction of any item that does not lawfully belong to you without permission, where the item is worth less than 5 gold pieces. Theft encompasses the poaching of game. The theft of religious items is never considered petty.
Penalties: Flogging, removal of fingers or hand

Theft

The taking or destruction of any item that does not lawfully belong to you without permission, where the item is worth more than 5 gold pieces, or is judged to be of particular significance. Theft encompasses the poaching of game. The theft of religious items is never considered petty.
Penalties: Removal of fingers or hand, branding, execution

Treason

Acting to harm or overthrow the King, acting to overthrow the nobility appointed by the King, or planning, aiding or colluding to the above.
Penalties: Execution (no other penalty permitted)

Smuggling
The importing or selling of taxable items without paying due import tax. Taxable items include tobacco, spices, alcohols, scents, some fabrics and other items at the discretion of the lord of the land.
Penalties: Branding, removal of hands, slavery, execution

Penalties

Branding
The criminal shall be caused permanent scarring, usually by use of branding irons on his face. These scars act as a permanent marker of previous wrongdoing, and anyone found guilty of a crime that already bears a brand will be dealt with more seriously. Bearing a brand is likely to reduce the status of a criminal, and may lead to a loss of position.

Execution
The death of the criminal at the hands of a court appointed executioner. The manner of execution may be determined by the judge. Commoners are usually publicly hanged or burnt to death, whilst the nobility are usually publicly beheaded or privately smothered (so as not to damage the body). All criminals found guilty of treason must be publicly executed.

Fine
The criminal shall pay the court a sum of money determined by the judge. The criminal may be given time in which to pay the fine at the discretion of the judge. During this time they may be free or imprisoned at the discretion of the judge. If a criminal cannot pay his fine he will be sold into slavery. The fine, or profit from sale into slavery, may be given to the victim or court at the discretion of the judge.

Flogging
The criminal shall receive a number of lashes decided by the judge. The flogging shall usually be delivered publicly. This punishment is usually reserved for commoners. In most cases floggings given range from 6 to 12 lashes, though judges are at liberty to decree any number. 20 lashes may result in a permanent injury, 30 lashes may result in death.

Outlawing
When a criminal evades arrest they may be ruled by a judge to be an outlaw. This means that they are not protected by the law, and any man may wrong them without fear of reprisal. Sheltering an outlaw is a crime as it is considered to be Interfering with the Law. It is usual to detail the identities of outlaws to the populace, and sometimes a reward for their head will be offered.

Removal of fingers or hands
The criminal shall have one or more fingers, or one or both hands removed by an appointed legal officer. The criminal may be attended by a healer if they can afford to

employ one. It is usual to remove the bow fingers of a poacher or the hand of a repeated thief.

Slavery
The criminal shall either be sold into slavery to the highest bidder at a slave auction, or shall be given as a slave to an individual or organisation, at the judge's discretion. Examples of the latter include being given to a religious or knightly order, or to serve a noble in road building or similar manual labour. A judge should not usually give a criminal into slavery to himself. The profits from the sale of a slave may be given to the wronged party or to the court at the judge's discretion.

By-Laws

Every lord of the land has the right to impose by-laws upon the lands they rule so far as these do not contradict the King's Law or the by-laws imposed by their liege. While the by-laws of Catreath are too numerous to list, it is likely that those who live in Novum Castellum will know those of the lands they are close to.

Novum Castellum.
It is forbidden to brawl, duel or otherwise initiate combat within city walls in any area not laid aside for the purpose of combat training.

It is forbidden to carry arms within city walls for any individual who is not a noble, Watchman, a member of the militia of Captain rank or higher, or a bodyguard employed by a legitimate body such as a Guild or noble household. When a weapon is worn by anyone not exempt from this by-law it must be tied into the scabbard with a peace knot in order to reduce easy access.

All individuals trading or moving goods through Novum Castellum must be members of the Merchants Guild.

All individuals who accept employment within the militia may only end their service with the express consent of their Captain, General or Warlord.

Alchemy may only be practiced within the city walls with the consent of the Head of the Alchemists Guild.

Dunhelm
It is forbidden to engage in acts of necromancy or demonology within the limits of the land owned by the Baron of Dunhelm.

It is forbidden to engage in acts of worship of any god other than the Pantheon of Nine within the walls of the city of Dunhelm.

It is forbidden to damage or intend to damage the writings of the Great Library. Any theft from the Great Library will always be considered a religious crime and therefore theft rather than petty theft.

Relics sold within the walls of the city of Dunhelm must be licensed by the Prince Bishop of Dunhelm and any licensing fee paid prior to them being sold.

Hagustaldes
No necromancer or demonologist is permitted to set foot on the lands of Hagustaldes.

All priests within the city of Hagustaldes must be licensed by the Lord of Hagustaldes.

The Calendar

Within Catreath the names of the months are as follows:

January	-	Freezing
February	-	Thawing
March	-	Springsturning
April	-	Sowing
May	-	Lowcrops
June	-	Midsummer
July	-	Highcrops
August	-	Harvesting
September	-	Autumnsturning
October	-	Yearsend
November	-	Yearsbeginning
December	-	Midwinter

The start of the new year follows the Night of the Dead (at Halloween).

The current year is 639 (following the night of the dead in 2021).

Festivals

The people of Catreath celebrate five main festivals in the year.

The Night of the Dead
The festival of Eon, the father of the gods, happens between the old year and the new from sundown on 31st Yearsend until sun up on 1st Yearsbeginning. In these hours between the years the boundaries between the worlds grown thin and the dead are said to walk the earth once more. On the Night of the Dead all sensible people stay indoors, fill their homes with light and laughter to ward away evil and leave offerings for their departed loved ones.

Midwinter
The festival of Fire, midwinter is a celebration of the winter beginning to depart and summer coming once again. Followers of Hadan and Dia light fires and hold feasts to celebrate the light conquering darkness once again.

Spring Equinox
The festival of Air, the spring equinox is a time of quiet contemplation. The followers of Vistan and Liadrin encourage consideration of the summer to come and the winter departed, and many celebrate this festival in silent meditation.

Midsummer
The festival of Water is a time of celebration of the joys of summer. The followers of Telialan and Sul lead festivals in games, music, feasting and all pleasurable things.

<u>Autumn Equinox</u>
The festival of Earth is a celebration of the harvest recently gathered and a time of giving thanks to the gods for their bounty. The followers of Cor and Amadar will bless the fields and livestock of those who request it, and it is a time when food is given to those less fortunate than yourself.

Religion

The Kingdom of Catreath is a mesh of different cultures, and many of these cultures have brought their gods to the kingdom. The concept of atheism is not one that exists; whether or not an individual chooses to worship a specific god or pantheon, there is little doubt that the gods are real. There are different pantheons of gods, for different races and different places, and though worshippers may fight for dominance and oppress each other, no church teaches that its pantheon is the only one to exist.

Most religions are led by their priests, the wise and learned folk who communicate to their flock the wishes of their god and who lead their flock in living as their god dictates. The majority of the worshippers are lay followers, people who pay respect and a tithe to the church, who are led by the priests in their worship of their deity. Beside these, there are monks and holy sisters, who dedicate their lives to the worship of their god within closed orders, abbeys and monasteries. Templar knights often serve churches and other religious institutions as their strongest protectors.

Due to the hetronormative society of Catreath many deities are commonly perceived as mixed gender married pairs. Players should note that all deities can be perceived as of any gender or none, and the relationships between deities may be perceived in different ways. The bias of the in game society is not intended to be reflective of the true reality of the game's deities.

Holy Symbols
Followers of most of the different religions of Catreath indicate their faiths by the wearing of a symbol that has been blessed by a priest, most often a necklace, to show their affliation. While there are few hard and fast rules about what an individual can use to indicate their faith, it should be remembered that a priest will only bless an item they feel shows appropriate respect. In most faiths it is expected that the holy symbol will be worn openly and that a follower of a faith will not deny their faith to others. Where a holy symbol is lost or broken it should be replaced at the earliest opportunity. People with religious abilities or the ability to perform miracles in their god's name will not be able to complete these without a holy symbol.

Sins and Strictures
Sins are the rules set by a god that they expect their followers to follow at all times. Sins do not encompass the entirety of the teachings of a faith, but they represent the most important and immutable boundaries which must never be broken. Every faith has a "first sin" which all followers, including lay followers, must abide by. Priests must abide by multiple further sins.

Strictures are the rules of a religious order or group of knights to which a character has chosen to belong. While strictures are not set directly by a god, relevant characters are expected to have taken an oath to their god to abide by these, and as such they will become "in sin" if they break them.

Some characters may choose to take additional oaths to their god. Any player who feels this is relevant to their character is encouraged to discuss the situation with a referee.

Once a character has joined a faith or sworn to obey an additional stricture or other rule, it is not possible to rescind this without being excommunicated from the faith.

Being "In Sin" and Excommunication
When any follower of a faith has broken the sins set by the god or any strictures they have sworn to follow, they will lose all religious abilities and will experience a sense of their god's displeasure, this is known as being "in sin".

When a character is "in sin" they may only be absolved of this by a priest of the relevant faith. In most cases a priest will choose to set a task to a character who has sinned, in order to test their commitment to their faith and to teach them the importance of following their sins. Such a task is known as "penance". When a character successfully completes a penance the priest will absolve them of their sin, and they will regain their god's favour and use of their religious abilities.

Characters who commit a very serious or deliberate act against the wishes of their god, who become "in sin" regularly, or who deliberately choose to stop following a god, will be excommunicated. This means they are permanently cast out of their church. A character who is excommunicated permanently loses all religious abilities, will find it uncomfortable to wear a holy symbol, and will find that religious characters can sense their excommunication. Characters who are known to be excommunicated are viewed badly in society and are likely to lose positions of power. It should be noted that the decision to excommunicate a character is made by the god, rather than by a priest, and will be communicated by a referee.

The Pantheon of Nine

The Pantheon of Nine (or Human Pantheon) is made up of pairs of deities who are commonly perceived as married pairs of gods and goddesses, with each pair representing the elements of Air, Water, Earth and Fire. There is also a single genderless god of quinessence. Within each pair of deities there is a major and minor deity, with the worship of the major deity being significantly more common.

Vistan, God of Learning
(Pronounced 'vist-ann')
Vistan is the major deity of air. He is the god of learning, teaching, and the preservation of knowledge. He is patron of teachers, students, librarians and scribes. He promotes the sharing of information and education for all.
Symbol: a book, quill and ink or scroll
Colour association: light blue and grey
Festival: spring equinox

Liadrin, Goddess of Justice
(Pronounced 'lee-a-drin)
Liadrin is the minor deity of air. She is the goddess of justice, rightful authority and duty. She is patron of the nobility, law-keepers and the Watch. She promotes fair judgement, obedience to the law and ordered structure of society.
Symbol: scales
Colour association: light blue and grey
Festival: spring equinox

Telialan, Goddess of Joy
(Pronounced 'te-lay-a-lan')
Telialan is the major deity of water. She is the goddess of joy, love, fellowship and mercy. She is patron of bards, barkeepers, merchants and sailors. She promotes playfulness, kindness, prosperity and collaboration.
Symbol: dice, card, game, musical instrument, goblet or a teardrop
Colour association: Mid to dark blue and purple
Festival: midsummer

Sul, God of Hidden Things
(Pronounced 'Sool')
Sul is the minor deity of water. He is god of hidden things, secrets, mysteries, night time, dark places and non-harmful illicit activity. Sul is often portrayed as having three forms: Sul the Thief, Sul the Trickster and Sul the Champion of the Poor. He is patron of thieves, forgers, smugglers and other non-violent criminals. He promotes both the keeping and revealing of mysteries, the undermining of established social structures and the protection of the poor.
Symbol: mask or star
Colour associations: midnight blue or black
Festival: midsummer

Cor, Goddess of Plants and Farming
(Pronounced 'core')
Cor is the major deity of earth. She is the goddess of plants, crops, trees, farming and balance through the cycle of the year. She is patron of farmers, woodcutters and

herbalists. She promotes farming, respect for land, and the fair allocation of the bounty of labour.
Symbol: plant, tree, leaf, flower, acorn or pinecone
Colour association: green and brown
Festival: autumn equinox.

Amadar, God of Animals and the Hunt
(Pronounced 'Am-ad-arr')
Amadar is the minor deity of earth. He is god of animals, hunting, and balance in the cycle of nature. He is patron of hunters, fishers, gamekeepers and rangers. He promotes hunting, self-sufficiency, adherence of the unnatural and the freedom of all living things.
Symbol: any animal, bird, fish or insect
Colour associations: green and brown
Festival: autumn equinox

Hadan, God of Battle
(Pronounced 'hay-dan')
Hadan is the major deity of fire. He is the god of battle, courage and comradeship. He is patron of soldiers, blacksmiths and bodyguards. He promotes heroism, skill in battle and defence of your home and family.
Symbol: any sort of weapon
Colour association: red, orange, yellow
Festival: midwinter

Dia, Goddess of Hearth and Home
(Pronounced 'Dee-a')
Dia is the minor deity of fire. She is the goddess of hearth and home. She is patron of parents, children and home keepers. She promotes kindness, the value of the home, family life and hospitality to guests.
Symbol: flame, fire, broom, cooking pot or other homely symbol
Colour association: red, orange, yellow
Festival: midwinter

Eon, God of Truth
(Pronounced 'eay-on')
Eon is the genderless deity of quinessence. Eon is the god of truth, clarity, clairvoyance and intellect. Eon is the patron of seers and wizards. He promotes honesty, self-discovery and observation. Eon worshippers are rare, and have a reputation for unusual speech and strange interactions.
Symbol: crystal
Colour association: white, silver or gold
Festivals: night of the dead

The Origin of the World

At the start of everything was Eon, and Eon was called 'The One'. He was spirit, he encompassed every mind and every thought. And Eon looked out upon our world, and he saw it stretched beneath him. Our world was, at that time, made of but four elements, and these were separate. Eon carried with him the element of Spirit, and he saw that there was no place left for it upon the world, so he gave a little spirit into the

elements already present, and thus the elements became aware and other Gods were created. Two Gods stepped forth from each of the elements, and they looked upon the world and the heavens, and they saw each other. And with their mind but recently acquired they were curious, and so they each crossed to the other quarters of the world to meet, and so the elements became mixed and our world was formed.

When Eon shared his spirit with the other Gods, he both cursed and blessed them, for though they now could think and perceive, they also were lonely. And so the Gods searched across the world for a mate. Hadan was ever direct in his thoughts, and so he quickly considered each Goddess in turn, and quickly set upon Dia, thinking her most lovely and accomplished. He made gifts to her of the sun and the moon, so that their firelight might illuminate her always, and he vowed his service to protect her forever. She looked upon him, and was pleased, thinking him strong, vigorous and worthy.

A little after, Cor and Amadar happened to meet as they walked upon the earth that was kin to them both, and as they met, they looked inside each other and saw that they were but two parts of one whole, and vowed they would never again be separate. Cor gifted her lover with all manner of plants and trees, and received in return all birds, animals and fish.

All this while, Telialan played freely upon the world, for she alone had no sadness and was not lonely. She was bright and full of cheer, and Sul watched her from afar and he loved her. He did not approach her thinking 'how could one so bright love a creature of shadows?' but she spied him watching and came to him, speaking of love and partnership, and so they became as one. He gifted her with the daytime to enjoy, and she gifted him with the night time to hide away in.

Vistan and Liadrin alone were left unpaired, and so they looked upon each other and saw the sense in their match. There was no great love, for emotion is no part of either of them, but there was satisfaction and balance in their meeting. Together they made the race of men, so that they might together share time concerning themselves with them.

Time passed, and the world was good. And the Godly consorts each began to long for a child. And each of the Goddesses became pregnant, and gave birth. To Haden and Dia was born a daughter and they named her Naraleth. She was a wilful child who defied her mother's care and desired only for her father's weapons which she was not permitted. In rage, she attacked her mother, and her father was only stopped from killing her by Dia's pleas for her daughter's life. Hadan banished her, and so she wandered alone, gaining weapons for herself and naming herself Blood Goddess.

To Cor and Amadar was born a son, and they named him Golkor. He desired only for his parent's love, but seeing that they were so close as to be one, he became angry and fled from them, vowing that he would ruin the happiness they found in each other. He named himself Destruction.

To Telialan and Sul was born a daughter, who was named Crein. She despised her mother for her gentleness, wanting only her father's company in the dark places. But Sul wished only to stay near Telialan and had no desire to join her in the shadows. She left, taking with her some of her father's darkness and naming herself Cruelty.

To Vistan and Liadrin was born a son, and they named him Lorcan. To him his parents were cold and unfeeling, knowing no other way to be, and so he pleased himself, following every whim and placing his trust in change. He soon could not bear to be near his parents, so he departed, and though he did not name himself anything, he was soon known as Chaos.

The Elven Pantheon

The Elven Pantheon consists not of deities but of the ancient ancestors of their race, though these ancestors are still possessed of godlike power. The elves have no story of creation, as they believe that they have always existed. A focus of the pantheon is the preservation of elvish culture and elvish communities.

The Elven Pantheon is most often worshipped by High Elves, though Wood Elves may worship it also.

Firaminetherenald, King of Balance, Property and Benevolent Command
Firaminetherenald was the first King of the Elves, an elf renowned for his great leadership that established their race as supreme long before the other races walked upon the world. He is worshipped by royalty, scholars, commanders and those seeking wisdom.
Symbol: a crown
Colour association: purple, blue and grey
Festival: spring equinox

Benastylhiralorna, Queen of Beauty, Music and Night-Time
Benastylhiralorna was the first Queen of the Elves, who was renowned for her beauty and craftiness. The night is her sacred time, and she loved all art and joy. She is worshipped by artists, bards, lovers and women seeking power in male dominated environments.
Symbol: a moon
Colour association: black, white or dark blue.
Festival: autumn equinox

The Dwarven Pantheon

The Dwarven Pantheon consists of two deities and a variety of associated characters. All followers of the Dwarvish Pantheon worship all of the Pantheon rather than one specific deity.

The Dwarven Pantheon supports the strong cultural focus of Dwarves on keeping oaths, obeying your elders and promoting the Dwarven kingdoms.

Symbol: A piece of gold or silver, or a precious gem.
Colour association: Red, brown or grey
Festivals: Midsummer and Midwinter

The Origin of the World

In the beginning there was Father Rock and Mother Flame. They lived under the mountains and possessed all that is good in the world. They had two daughters, the Princesses Gold and Silver, and they were as beautiful as anyone has ever been. They were so beautiful that the Underdweller came out of the depths and asked Father Rock for their hands in marriage. Father Rock grew angry at his insolence and threw him out of his hall, vowing that no such lowly creature would wed his daughters. The Underdweller in turn grew angry, and vowed that if he could not have the Princesses then no other would. He met with the Overdweller and with that deceptive creature he formed a plan. The Overdweller attended Father Rock to ask for the Princesses hands in marriage, and whilst he busied himself throwing the Overdweller out of his hall, the Underdweller stole the Princesses away into the deep and he hid them there. As the Princesses were pulled away, they dropped their jewels into the earth, all manner of rubies, emeralds, diamonds and other gems. Father Rock and Mother Flame were distraught, so they created the race of Dwarves to tunnel into the ground searching for the Princesses. They produced two more children, the Prince of Mining to guide the dwarves to his sisters and the Prince of Smithing to help comfort the Princesses when they were found. Father Rock also gave the Dwarvish Race the gift of Beer to fortify them during their task.

The Halfling Pantheon

Although halflings to some extent share a pantheon with the humans, the worship of any god bar Dia is almost unheard of, and most halflings only gave a vague grasp of the other gods of the pantheon. Halflings know themselves to have a special relationship with Dia.

The Origin of the World

In the beginning, all the Gods came together and made the world. And when the world was made, the Gods saw it and were happy. And so, as is natural in such times, the Gods sought out their own happiness through marriage and child-rearing. And so the Gods were married, all except Eon who is older and not of this world, and of whom such things are no part. And each Goddess bore a child, and was happy. But as these children grew, they were no credit to their parents, they eschewed their duty to those who made them and turned to their own path. This brought pain to their mothers, and to none more than Dia, the eternal mother. Her child, Naraleth, was wilful and disobedient. She wished only to play with her father's swords, and would take no heed of her parent's bidding, that such was no path for a Goddess. In anger, Naraleth attacked her mother, and Hadan, who had vowed to protect his wife, would have killed her were it not for his wife's pleading to save her life. So instead Naraleth was sent away from her parents. And Dia mourned for her daughter, and wished for another child. And so she made herself a race to tend and care for as children, whom would live to her principles of peace and love and caring for those around, and of whom her daughter's violence would be no part.

The Old Faith

The Old Faith is the faith of the tribes who originally inhabited the lands which became Catreath, and focuses around the worship of the sun and the moon. The worship of the Old Faith was all but obliterated by the Men of the Empire who brought the worship of the Pantheon of Nine to Catreath. Their systematic slaughter of druids and placement of churches atop the druidic sites of power, including the famous slaughter of the druids on the holy island of Ynys Mons in the Kingdom of Gwynedd, led to the worship of the Old Faith being all but forgotten.

The Old Faith continues to be worshipped in isolated rural communities and within communities of wood elves and animalkin. Knowledge of the Old Faith is not common in most communities of Catreath, where the worship of the Pantheon of the Nine is almost universal.

While worship of the Old Faith is not illegal, it is widely looked down upon and Druids who are open about their faith are treated with derision and excluded from positions of power. It is illegal for druids to seek to convert people to the worship of the Old Faith in Catreath (under the law of Heresy).

Druids lead the followers of the Old Faith in their worship and claim to complete the rituals of their faith that keep the seasons turning and the world in balance.

Worship of the Old Faith is often undertaken in Druidic Groves, which are kept secret from those who do not follow the Old Faith.

Magic

Magic is a rare phenomenon in Catreath, but is commonly accepted to be real. Wizards exist in most cities and are respected members of the community, viewed as scholars first and foremost and magic users only when needed.

Wizards are identified by the types of magic they deal in. Enchanters are greatly sought after for the valuable items they produce and sell. Seers are rumoured to see the future and to be able to discover the truth in any matter. Battlemages serve alongside the militia and bolster the strength of the troops.

Some wizards are less well thought of. Necromancers deal in the powers relating to undead, and Demonologists deal in powers relating to demons. Necromancers or Demonologists are viewed poorly, and while the practice of these arts are, in most places, not illegal, neither type of wizard is welcomed in society.

While some wizards work alone, others choose to join together as a Circle to share their knowledge, skills and powers. Some circles can be powerful and there are rumours of powerful wizards interfering in the politics of the Kingdoms of Prydain.

Hearth Magic
Hearth Magic is the subconscious type of magic practiced by wise women, witches and common folk. Most users of hearth magic may not consider that this is what they do, but rather they continue in the traditions of their elders which have always proved effective. Hearth magic is a poor shadow of a wizard's skills, though some users of hearth magic band together in covens to increase their powers.

Thaumaturgy
Thaumaturgy is a little known form of magic which any character may attempt. Thaumaturgy is the practice of using complex rituals alone or with others to bring about magical effects without use of spells. Little is known of the art, even by those who have heard of it.

Bestiary

The lands of Catreath are populated by many creatures. While humans are the most populace in the lowlands and the farming communities that make up most of the country, many other beasts lurk in the high mountains and deep forests.

Bandit
While not technically another race, bandits are one of the constant dangers while travelling in the less populous areas of Catreath. Driven away from the cities by the Watch, the desperate and the poor may accost the rich with little warning in the hope of making a little money. Most are poorly equipped and poorly organised, but a few more organised bandit groups may be happened upon if you are unlucky.

Barrow-Wight
Barrow-wights are the bodies of kings of long ago who cannot settle in their barrows and come forth to feast upon the living. They appear as silvery skeletons, often wearing the armour and bearing the weapons they had in life.

Deathmask
Deathmasks are rare undead who are rarely seen in their true form. Deathmasks take the form of those they kill, impersonating them well enough to fool their friends and family while they choose their new victim.

Demon
Creatures of the underworld, demons are the evil creatures of children's nightmares. Thankfully rare, demons are the enemies of the Gods and of all peoples. Demons are described in different ways – some say they are red and horned, others that they bear the twisted faces of animals. Others speak of demons that can possess your soul or even take the shape of your loved ones. Only the foolhardy would wish to bargain with a demon.

Dragonkin
Humanoids with the faces of dragons, the dragonkin were said to serve the dragons of old. Dragonkin are tribal, and come in different colours: Red, Blue, Green, Purple and White. They are sentient, often polite, but they are also secretive and their intentions not clearly known.

Drow
Drow are malevolent creatures of caves and deep forests. Known for their skill with poison and their worship of the Goddess of Cruelty, Drow are tribal and bear no small amount of similarity to true elves, something most elves are reluctant to discuss. Drow can be differentiated from true elves by their tribal markings they wear on their faces.

Dryad
Friendly, if somewhat shy, these tree spirits often appear as a young and beautiful man or woman. Unable to move far from their tree, dryads may help you if you ask for it, but they are also said to cast enchantments over those they meet.

Ghost

The echoes of the past, ghosts are the spirits of the dead who cannot rest, for a task is left undone or a wrong unrighted. They are ethereal and cannot be harmed with weapons.

Ghoul
Ghouls are the stronger and tougher cousins of zombies. Quick moving and unable to be harmed with normal weapons, ghouls are able to retain more complex directions from their masters. Their thirst for human flesh matches their other undead brothers and sisters.

Goblin
While they are the smallest and weakest of the greenskins, goblins should still not be underestimated, for they are often also the most intelligent. Goblins are known to live together in family groups, favouring either deep woodland or underground caves. Like other greenskins, their taste for human flesh makes them an adversary not to trifle with.

Liche
The lords of the undead, liches are made when powerful necromancers sacrifice their own life to gain extraordinary powers.

Orc
Larger than goblins, orcs are the heavy fighters of the greenskin world. While not known for their intellect, orcs can manage to make and wield basic weapons and are tribe-dwellers, often working together to catch their prey. Orcs are most often found in the deep forests or high mountains of Catreath.

Ogre
These large creatures are the rarest of the greenskins. Only slightly smaller than a troll, their size makes them a formidable enemy. Their horn is said to offer them protection from magic.

Pixie
Creatures of the woodland, pixies come in different colours. They are playful in their nature and also prone to theft, they have possession of minor magics which they use to help them in their cause. Pixies are said to steal babies if their window is left open at night.

Ratkin
These rat-like creatures are known to dwell beneath the city of Novum Castellum and in other dark places also. A single ratkin is little match for a trained warrior, but it is rare to find a single ratkin, for they are numerous and attack only when they know they have the advantage.

Revenant
Powerful undead warriors, revenants have no faces, only darkness where their face should be. They are often found guarding places of necromantic power.

Shade
Shades appear human, but for the dark stain on their forehead from the touch of a spectre. Shades may not truly be dead yet, but nor are they truly human. They move

slowly and are without purpose unless compelled by more powerful undead. They kill indiscriminately where they are able.

Skeleton
Skeletons are the bones of the dead, animated with necromantic power. They are quicker and tougher than zombies, and cannot be destroyed with normal weapons.

Spectre
Ethereal creatures, shades appear as veiled forms which cannot be struck with weapons. They float across the lands, attracted to the living who they feed from by touching their foreheads. Those the spectres have fed from become Shades.

Sprite
Small spirits of the trees and woodland, these leafy creatures often use their minor powers to protect their forest home. Sprites can often speak, although they have little understanding of humans. In times of trouble the forest will often help these small spirits.

Tree Spirit
Creatures of the forest, these large spirits are feared as they are rumoured to carry off the unwary who are never seen again. Found near the oldest parts of the forest these spirits are often found in groups, but never speak.

Troll
The largest and most feared of the greenskins, trolls are large, strong, able to wield great weapons easily and their troll skin is tough to penetrate. Few warriors would attempt to face a troll alone.

Vampire
Vampires survive by drinking the blood of the living. They survive the generations by disguising themselves as humans and passing unseen, their victims becoming vampires like them. Vampires cannot be harmed with normal weapons, and can only be truly destroyed by piercing their heart with a hawthorn stake. It is said that vampires can transform into some animals and into mist, but that silver causes them pain.

Werewolf
Part man and part wolf, werewolves are shapechangers and are most dangerous at the full moon. Beware their bite, lest they pass on their curse. It is said that silver will cause them pain.

Wraith
Wraiths are more powerful undead creatures. Easily recognised as dark shapes with glowing red eyes, wraiths are sentient and able to speak, but ethereal and unable to be touched, they also possess considerable necromantic powers.

Zombie
Zombies are the corpses of the dead which have been animated with necromantic power. Zombies are mindless but will do the bidding of their master, if they happen across the living they will feed on them and pass on their curse. While easy to fight, zombies always rise again unless their head is removed.

Part 3

Character Creation

Creating a Character

The first step in playing Catreath is to create a character to play within the world of Catreath. When designing a character players are advised to consider both what they are interested in playing and what they are able to represent in terms of prosthetics and equipment.

In order to create a character, many players follow these steps:

1. Think of a concept
2. Choose a race
3. Choose a class
4. Choose a religion (or choose to have none)
5. Choose an affiliation (or choose to have none)
6. Write a background
7. Choose your starting equipment

Concept

The initial, and most important, step in creating a character is to think of a concept. What sort of person do you want your character to be, and what aspects of the game are you interested in exploring?

Catreath is a game in which the players are intended to be good. While there is room for exploring some more morally dubious aspects, we ask that no one deliberately play a character which will behave in an evil manner or negatively impact the other players' enjoyment of the game.

When considering your character concept, it may be worth considering that you would like to get out of the game. Do you enjoy fighting, politics or solving puzzles? Are you happier as a noble or a serf? Do you want to be a character people like or would you rather stand alone?

It can be helpful to discuss your character concept with a referee.

Race

Race represents the species and culture your character was born into. Catreath is a society heavily dominated by humans, and all other races are regularly subjected to discrimination.

Common Races

Players can choose from the following player races.

Humans
Humans are the ruling race of the Kingdom of Catreath, and the majority of those who live in the kingdom are human. As such, human's benefit from being better received in most settings than any other race. Human society is feudal in style, and is both sexist and racist. Humans hold all important positions within society, and only humans can be noble. Anyone may play a human.

Wood Elves
Wood elves are a nomadic people, moving through the forests of Catreath and beyond. They are more numerous in Catreath than their High Elven cousins, though they are far from common. They are very long-lived, commonly living several hundred years. Players may play Wood Elves up to the age of 500. Wood Elves are naturally magical creatures and gain one natural Beguile spell per day. Wood Elves must have pointed ears and do not commonly have much facial hair.

Half Elves
Half Elves are the children of an elf and a human. They are shunned by both societies, and if discovered for what they are can be social pariahs. Anyone may play a half elf. They may have pointed ears, but do not have to. Half elf characters may attempt to pass as human if they wish.

Dwarves
Dwarves usually dwell beneath the mountains of Catreath and the surrounding kingdoms. They are short and stocky, and always bearded. They are renowned miners and smiths. Dwarves are long lived, commonly living 200-300 years. Dwarves are resistant to poison and disease due to their robust nature. Dwarves are represented by wearing a fake beard.

Halflings
Halflings are a short, homely race that dwell in small villages in Catreath. Halfling society places emphasis on the home and family. Halflings tend to be farmers, cooks or craftspeople and to be involved with similar homely tasks.
Halflings should be short and dress in simple, cheerful clothing. Halflings are resistant to magic and gain one Resist per day.

Rare Races

The following races are only found on rare occasions within Catreath. They are only available to play where they are not too numerous within the current group of players, and upon agreeing the concept with a referee. It should be noted that rare races often have restricted access to the main plots and themes in Catreath, and require a high level of costuming. Rare races will experience more in character prejudice.

Animal Kin

Animal Kin are a humanoid race that exhibits the traits of an animal. They tend to be uncivilised and uneducated, and they are widely distrusted. There are different types of animal kin, the most common of which are listed below:
Catkin
Bearkin
Hawkkin
Ratkin
Snakekin
Wolfkin
Any animalkin must bear significant traits of the animal they are related to e.g. slit eyes, fur, snout, claws.

High Elves

High Elves are the most rare of the elvish races. They are the guardians of elvish language and culture, and consider themselves a superior race. They are known to dwell in the north in the Elvish Cities, into which no race but elves are permitted. They are very long-lived, and some believe them to be undying. High Elves have pointed ears and do not commonly have facial hair, and they are known to wear elaborate flowing garments. They are subject to very strict cultural rules.

Drow

Drow are the most distrusted of the elvish races. Scorned by their High and Wood Elf cousins, Drow are a tribal people who most commonly live in the deep forests of Catreath. Drow are known for their love of poison and it is common for Drow to worship Crein the Goddess of Cruelty, (although this should not be the case for player Drow) and Sul, the God of Mysteries. Drow are not commonly accepted within human society, are not protected by the King's Law and are likely to be subject to persecution. Players wishing to play Drow must incorporate in their character background a rationale for their character being included in adventures. Drow must have pointed ears and facial tattoos. Players should note that, unlike some fantasy settings, drow have natural skin colours.

Character Classes

Character classes represent the training, education and skills your character will pursue and gain. All players must choose a character class to follow which most closely matches their concept. A character does not need to identify themself as the named class, for example a spy character may follow the thief character class, or a watchman may follow the fighter character class.

All character classes have 5 ranks. It is possible to join more than one character class, but you may only ever have a total of 5 ranks between your classes (so a player who was a rank 2 fighter and a rank 3 priest could not advance further). It should be remembered that advancement is exponential, so if a player wishes to excel in an area it is advised that they do not join other classes.

Alchemist
Alchemists brew magical potions, including, but not limited to, those used for healing. They are usually wealthy and well-educated. Alchemy must be taught from an experienced teacher (this can be a non-player character).

Bard
Bards are the entertainers of Catreath. They are singers, dancers, acrobats, storytellers, or the players of instruments. Some bards choose a nomadic lifestyle, moving from place to place, while others live within the households of their sponsors. Bards play an important role in education and politics.

Druid
Druids are a remnant from a bygone age. The ancient tribes that once populated the lands that are now called Catreath gave worship to the Sun and the Moon, and their religion is still kept alive through the few druids that still remain. Druidic worship is extremely rare within Catreath, though it is more common within Wood Elf and Animalkin communities. Druids promote living in tune with nature and the seasons. Druidic worship is not illegal within Catreath, but when discovered it is rarely accepted and druids who are open about their beliefs can expect to be persecuted for them. Druids must dedicate at least 50% of their income to their worship and follow the ancient commandments of their deities.

Fighter
Fighters have dedicated themselves to honing their military skills, and they excel in all forms of martial combat. Fighters may choose to join the highly trained and organised fighting men of the militia, to act as bodyguards, caravan guards or to fight independently. Fighters may favour a wide range of weapons, including bows, and may participate in a range of fighting styles.

Herbalist
Herbalists work with herbs to affect their patients. They are the healers of the kingdom, although their skills are not limited just to this. They are not known to be rich, but are usually respected by their communities. Herbalism must be taught from an experienced teacher (this can be a non-player character).

Knight

Knights are nobles who have pledged themselves to the King and to uphold the law of Catreath. They are commonly thought to be the bravest and most trustworthy of men. Knights may choose to join an order of religious knights, or to serve as a Knight of the Realm. Only human characters may start the game as knights.

Noble

The nobility are the ruling class of the kingdom. They are born to a life of wealth and luxury, but are expected to dedicate their time to governing their people and fulfilling family expectations. Only human characters may start the game as nobles.

Priest

Priests are the religious leaders of Catreath. Players must choose one god from one Pantheon (except in the case of the Dwarvish Pantheon) to worship. Priests gain powers from their god, but must obey rules that their god gives them to live by. Priests are respected members of the community whose duties include preaching sermons and giving guidance to their flock. They are expected to set an example to the populace of how to live in the way their god would desire, and to promote the interests of their deity at all times. Some characters following this class may wish to join a religious order as monk or holy sister. Priests must pay a tithe of 50% of their income to their church and follow the rules their church sets.

Ranger

Rangers are specialists in stealth, tracking and woodland skills. Rangers are known for their skill at hunting, living in the wilderness and passing unseen through woodland. Rangers may use their skills in a number of ways, including acting as hunters, guides or as part of a military body.

Scribe

Scribes are literate men and women who work with written documents, often in a variety of languages. They are usually well-educated, and well-respected in their communities. Scribes must be taught from an experienced teacher (this can be a non-player character).

Thief

This class includes pickpockets, burglars, spies and any number of other, usually illicit, professions that favour secretive night time activities. Such choices of career are obviously dangerous, and most thieves will keep their profession secret while they try to stay one step ahead of the Watch. Characters involved in thievery in Novum Castellum will have to choose between joining the Guild of Thieves or avoiding them. The most highly skilled may be invited to join the Guild of Assassins. High Elves may not play thieves.

Wizard

Wizards are the magic users of the world, dedicating their lives to their study of the arcane. Wizards learn and use magic spells. Opinions of Wizards vary widely in Catreath, from respect to fear and distrust. Wizards may not use most weapons or armour. Animalkin and halflings may not play wizards.

Religion

The gods are an important part of life for the people of Catreath. While the concept of atheism is not one that exists it is usually considered a personal matter as to whether someone chooses to dedicate themselves to one faith above the others.

The many races which live in Catreath have brought their different pantheons to the kingdom, however a character's race does not dictate his faith or pantheon, and players are free to choose as they see fit, although consideration should be given within the character's background as to how they came to follow their faith.

Lay Followers
Lay followers make up the main body of a church. They are the common folk whose worship is fitted in besides their day to day work. Anyone may play a lay follower, regardless of class or rank. Lay followers follow the main tenant of their church, pay a tithe of 10% of their income to the church and are expected to wear a holy symbol (which they must pay for). In exchange an ability is granted by their God, in most cases the ability to ward away undead creatures.

Priests
Priests dedicate their lives to serving their God, either by preaching to the masses or by serving privately, often within closed communities, as a monk or holy sister. Priests must follow a number of sins set out by their god, and in some cases additional strictures dictated by their religious order. They must wear a holy symbol (which they must pay for) and pay a tithe of 50% of their income to the church. In exchange many priests can perform the miracles of their gods in their name, and also ward away undead creatures.

The Old Faith
The Old Faith is the faith followed by the ancient clans before the Empire populated the lands that are now called Catreath. It is unlike other religions in that there are no lay followers. Druids are the clerics of this faith, but as there is no church to pay a tithe to they are expected to use 50% of their income within their worship.

Affiliations

While character class dictates a character's skills and abilities, all characters have the opportunity to join the many groups, houses and other organisations. An affiliation can give social status, pay, protection, contacts and friends.

The Alchemists Guild

This small and secretive guild closely guards its knowledge of alchemist recipes and techniques. The Guild is subordinate to the Merchant's Guild, though it manages its own affairs separately. The Alchemists Guild maintains a separate Guildhouse to the MErchant's Guild, though it also runs the small potion shop within Merchants Guild, and those who offend this guild may find themselves denied the ability to buy potions. Only Alchemists may join the Alchemists Guild, and all Alchemists must join this Guild unless agreed with a referee.

A member of the Alchemists Guild gains:
- The ability to learn basic and advanced alchemical recipes from the Guild so long as they remain in the good grace of the Guildsmaster.
- The ability to sell many potions to the Guild for a set price.
- The ability to meet with the Guildsmaster when they request this.

The Army

Novum Castellum army is a large and skilled military unit in the service of Earl Alric and under the control of Warlord Ven. Though they are based in the barracks within the city walls, every soldier knows that they will be called to serve in small skirmishes and large battles across the country. The army consists of a range of light and heavy units, each commanded by a Captain who nominated Sergeants to support them. The army is one of the few in Catreath to employ the services of a battlemage to support the soldiers. Only Fighters, Rangers and second level Scribes may join the army, unless agreed with a referee.

A member of the army gains:
- An income of -/6 per downtime period.
- Access to the blacksmiths attached to the army who will repair any armour for free.
- The ability to live within the barracks if they wish.
- The ability to insist on admission through the city gates to enter or leave the city after dark.
- Access to gossip and news shared within the barracks.
- Access to meet with Warlord Ven and General Cormac if they request this.

The Assassins Guild

The Assassins Guild is a much feared secret organisation of which little is known by most of the populace of Catreath. Rumours circulate that contracts may be arranged via senior members of the Sulian Church, and that those on who contracts are accepted will receive a black mark in advance of their assassination. Only the most

senior and skilled individuals may be considered for membership of the Assassins Guild. Players may not start as a member of the Assassins Guild.

A member of the Assassins Guild gains:
- Access to the records and resources of the Guild.
- The ability accept assassination contracts in line with Guild rules.

Conclave

Little is known about this powerful council of Prydain's most powerful wizards and its aims are unknown. In order to join the Conclave an individual must be nominated by two established members and receive no vetoes from amongst the other members.

A member of the Conclave gains:
- The ability to attend Conclave meetings.

Coven

A coven is a group of users of hearth magic who can work together to gain access to additional magical abilities and to share power. Covens are traditionally led by a druid, though they do not have to be. A coven can share channelling points at the full moon to complete one coven magic ritual per month. Players cannot start the game as a member of a coven. Only users of hearth magic may join a coven.

A member of a coven gains:
- The ability to use coven abilities and cast coven rituals as agreed with their coven in line with the coven magic rules (Part 5, Playing a Coven p103).

Knightly Orders

A knight, squire or priest (acting as a chaplain) may become affiliated with a knightly order. Fighter and Rangers may choose to serve as a man-at-arms to the order also. Many churches and religious orders have one or more Templar knights sworn to defend them. The Chapterhouse of the Knights of the Lion at Thanemouth acts as a base for many knights in Novum Castellum.

A member of a knightly order gains:
- An income of -/6 per downtime period if employed as a man-at-arms.
- Access to the blacksmiths attached to the order who will repair any armour for free.
- The ability to live within buildings belonging to the order if they wish.
- The ability to insist on admission through the city gates to enter or leave the city after dark.
- Access to gossip and news shared within the order.
- Access to meet with the head of their order if they request this.

Noble Houses

Members of the nobility may join a noble house by birthright or marriage. Fighters, Rangers and second level Scribes may join a noble house as a guard, messenger or

clerk. An affiliation with a noble household gives both direct protection, social power and access to other noble houses.

A member of a noble house gains:
- An income of -/6 per downtime period if employed as a guard, messenger or clerk.
- Access to a blacksmiths who will repair any armour for free, where the house employs a blacksmith.
- A degree of protection in situations such as legal matters or social conflict in line with the reputation of the head of the house.
- The ability to live within the noble estate if they wish.
- The ability to access hospitality within noble houses allied with their noble house.
- Access to gossip and news shared within the noble house.
- Access to meet with the head of the house if they request this.

Merchant Households

While the households that form the Merchant's Guild may not have the history of noble houses, they are wealthy and powerful enough to give the members of the house and employees significant security and wealth. The Merchant's Guild is a powerful organisation with Novum Castellum and is the foundation of the city's wealth and success; there are those who say that the Merchant's Guild has more power in the city than the Earl himself. Despite an outward façade of unity, the Merchant households can be fiercely competitive, and the yearly election of the Guilds Council and Guildsmaster is hotly contested. Fighters, Rangers and second level Scribes may join a merchant household as a guard, messenger or clerk

A member of a merchant household gains:
- An income of -/6 per downtime period if employed as a guard, messenger or clerk.
- Access to a scribe who will provide translations where this is within their ability and give limited assistance in research, where the house employs a scribe.
- A degree of protection in situations such as legal matters or social conflict in line with the reputation of the head of the household.
- The ability to access hospitality within merchant households allied with their merchant households.
- Access to gossip and news shared within the merchant household.
- Access to meet with the head of the house if they request this.

Religious Orders

The monks and holy sisters of Catreath are the priests who have chosen a life of service to their god within a closed Order. Religious Orders can be single gender or mixed gender. Only priests can be members of religious orders. Some well known local Orders are given below, Players may also create their own religious orders by discussion with a referee.

Blackfriars - this much feared cloistered order of Hadan stays within their walled monastery in Novum Castellum.

Whitefriars - loved by the poor, the whitefriars manage a hospice in Novum Castellum where anyone can seek healing regardless of their ability to pay.

Sisters of the Chains of Duty - this order of holy sisters in Dunhelm has a reputation for strictness and follow vows of chastity and obedience.
Brothers of the Library - These monks of Dunhelm have charge of the care and management of the Great Library of Dunhelm.
The Abbey of St Frieda - This order of monks and holy sisters of Dia focuses on the care of orphans in it's isolated abbey on the lands of Hagustaldes.
The Hunters of Amadar - these rarely seen monks and holy sisters are nomadic and are charged by Amadar to hunt down that which is unnatural.
Order of the Field - these monks and holy sisters of Cor dwell in a partially cloistered order in Middlesbrough, and are charged with the blessing of farmland.

A member of a religious order gains:
- Access to a priest within the Order who can give advice and perform blessings and absolutions.
- The ability to live within a building owned by the Order if they wish (some Orders require members to live in a monastery or other religious building).
- An assumption of their good character, which may link to an assumption of being truthful.
- An ability to claim hospitality from most religious orders and noble houses.
- Access to meet with the head of the order if they request this.

Spy Networks
Many nobles of higher rank maintain groups of discrete and skilful individuals to act as informants, message carriers and disguised operatives. Spies are often initially asked to undertake individual jobs for payment and only offered more long term employment and patronage once their worth has been demonstrated. The most successful may one day rise to the rank of Spymaster. Characters cannot begin as a member of a spy network. Nobles and Knights cannot play spies.

A member of a spy network gains:
- The ability to gain help and advice from other spies within the network.
- Access to the written records of the network, so far as they stay in the good graces of the Spymaster.
- Access to the costumes and other physical resources maintained by the network.
- The ability to seek advice from Tacita, the Chosen of Sul.
- Access to meet with the Spymaster if they request this.

Thieves Guild
The Thieves Guild is a secret organisation unknown to all but the lowest echelon of society. This ragtag guild of burglars, thugs and pickpockets discourages thievery from the poorest in society and celebrates cleverness, trickery and stealing from the rich and powerful. Members of the Thieves Guild are organised into bands, with the leader of each reporting to the much feared Guildsmaster. Individuals undertaking thefts in Novum Castellum are likely to find themselves approached and offered a single opportunity to join (and pay the Guild their required 10% of all thefts within the city) before the guild enacts its own justice. Only thieves and bards can join the Thieves Guild.

A member of the Thieves Guild gains:

- Access to buy blade poison and oral poison from guild members at a price of 4/- for a dose of either poison.
- The ability to seek advice from Tacita, the Chosen of Sul.
- Access to gossip and news shared within the Thieves Guild.
- Access to meet with the Guildsmaster if they request this.

The Watch

The Watch of Novum Castellum are the men and women who keep the peace on the city streets, guard the city gates and support judges in having potential criminals brought to trial. Watchmen are people of import within Novum Castellum and are granted a variety of rights, including the right to arrest, the right to bear arms within city walls and the right to speak at a trial. The Watch of Novum Castellum are identified by a sash showing three towers, and they are led by the Watch Captain Aellin Wolfheart. Only Fighters, Rangers and second level Scribes may join the Watch.

A member of the Watch gains:
- An income of -/6 per downtime period.
- Access to the blacksmiths attached to the Watch who will repair any armour for free.
- The ability to speak at any trial.
- An assumption of their good character, which may link to an assumption of being truthful.
- The ability to insist on admission through the city gates to enter or leave the city after dark.
- Access to gossip and news shared within the Watch.
- Access to meet with the Watch Captain Aellin Wolfheart if they request this.

Wizard Circle

Groups of wizards who have shared aims can form a Circle in order to share power and knowledge. Wizards form a circle by performing a bonding ritual, which cannot easily be undone. Binded wizards gain the ability to communicate and gain an advantage when performing magic together. Only Wizards can join a wizard circle. Players cannot start the game as a member of the Wizard Circle.

A member of a wizard circle gains:
- The ability to seek aid and advice from the other members of their circle.
- An assumption that the wizards in their circle will teach spells which are within their repertoire.
- An improved ability to complete thaumaturgy rituals alongside their circle.

Background

Writing a character's background allows you to flesh your character out into a living, breathing person. Having a considered background will allow you to speak with other characters about your experiences, dictate your character's motivations and choices and give a greater sense of realism to your roleplay experience.

Some players choose to write down their background and submit this to the game runner; this is not obligatory but it makes it easier for the referees to provide adventures that involve your character and plotlines which incorporate your interests.

Some aspects of your background you may need to pass by a referee to be agreed – generally these are things that will affect the ongoing game world. Examples might be writing a new member of an established noble household, defining a new foreign country or using an already established non-player character within your background.

For reasons of practicality, it is helpful if all players live in or around Novum Castellum from where the majority of the games will be hired. It should also be considered what your character's motivation for engaging in being hired for adventures is.

In writing a background, it may be helpful to consider the following questions:

- What is your character's name?
- Who were their parents?
- What was their childhood like?
- How did your character learn to do what they do?
- What important things have happened in your character's life?
- Who else is important in your character's life?
- What are your character's desires?
- What are your character's fears?

Equipment and Money

The currency of Catreath is gold pieces, silver pieces and copper pieces. The common folk will deal in copper pieces, merchants, nobles and adventurers may deal in silver and gold. For the purposes of the game we deal in gold and silver pieces (expressed as <gold>/<silver>), players are generally accepted to have adequate copper to see to their basic needs.

There are 12 silver pieces to a gold piece, so -/12 is equal to 1/-. There are 20 copper pieces to a silver piece.

All characters start with an amount of money to spend on their starting equipment. Some items may be available for free due to a character's allocated lifestyle level (please see Part 4 - Lifestyle, page 92).

Many rarer items exist within the game world and may be bought, these include a wider variety of potions, magic items, unusual arms and armour and various crafting ingredients. Players wishing to purchase such items will have to gain access to them via in game actions.

Players may wish to equip their character with items which add to the aesthetic of the game without interacting with the rules, such as games, costume items or x, these do not need to be bought using IC money.

Starting Equipment

Each character class starts with the following amounts with which to buy their starting equipment. Equipment may be chosen from the Equipment List, appendix 1, page 247.

Alchemist	16/-
Bard	10/-
Druid	10/-
Fighter	16/-
Herbalist	10/-
Knight	20/-
Noble	20/-
Priest	16/-
Ranger	16/-
Scribe	16/-
Thief	10/-
Wizard	16/-

Part 4

Playing Catreath

How to Play

Catreath is a game that is intended to be easy to access for new players, and there is no expectation for new players to have an in-depth knowledge of the rules or setting prior to beginning to play the game. Referees will be available to support new players in creating a character or in briefing them on the most essential rules, and in many cases it is possible to lend kit or costume to players first starting out.

The following hints and tips may help players to support the game community and to get the best out of their roleplay experience.

Play a character you will enjoy

Many different types of character exist within Catreath, and it may be helpful to consider what type of experiences you would like to have when choosing a character to play. For example, a character without military skills will not be able to participate in a fight, and a character of low status may often find themself given direction by their superiors. Characters who are unlikable may find they have fewer friends.

Write a background

Having a written background that you share with the game runner is the easiest way for the game runner to incorporate that character within the setting and the plotlines.

Improve your costume

Catreath is a historically inspired game set in dark age Northumberland. While the culture of the game opposes high costume standards due to the barrier to players this represents, where players are able to use costume or props which are historically accurate or otherwise suitable to the game setting this improves the immersion for the whole group of players.

Engage in the plot

Every adventure in Catrreath will be based around the ongoing plotlines within the game. The easiest way for a player to become involved in Catreath is to engage with the written plotlines, seeking to overcome enemies, solve problems and to help the people of the kingdom.

Play collaboratively

Catreath is a game designed to be played collaboratively, and in most cases plotlines will require engagement from a range of characters working together in order to succeed. It is helpful to the whole community of the game when players endeavour to include each other and make choices which support the enjoyment and engagement of the player group.

Consider playing an "ordinary" character

The plotlines of Catreath are primarily written for characters based in the society of Novum Castellum and for followers of the Pantheon of Nine. The characters who will find they have the easiest access to the adventures and plotlines are characters who are focused in these areas.

Be aware of your character's status

Different characters will have easier access to different parts of society as befits their status in society. Only a noble may access the King's Court, while only those of low status are likely to gain access to the servants who attend them. All characters may be considered as low, mid or high status and will find it easier to access plotlines within their status level.

Engage with other players

The essence of roleplay is in a character's interactions with the other characters around them. All players should be encouraged to feel welcome to interact with the other players at events. All players should endeavour to initiate interactions with newer or less confident players.

Set a goal

Setting a character goal can be helpful in providing a motivation for a character adventuring. A goal might be around obtaining a certain rank or item, destroying an enemy or learning a certain skill or spell. If a player chooses a goal then it may be helpful to tell a referee about this, so it can be incorporated within the adventures.

Remember roleplay is not about winning or losing

Roleplay is a hobby to be experienced, and it may include experiences of both success and failure. No good story is without difficulty. It can be as interesting to play an underling as it is to play a commander.

Remember the game is a puzzle

When engaging with Catreath it can be helpful to remember that the game is a single complex puzzle for which there is a solution. Different groups of players have access to different parts of the solution and the game requires collaborative play to solve. Observant players may be able to build an understanding of the structure of the universe, the nature of magic and the will of the gods by using information that they find out while playing the game.

Remember there is never only one choice

It can be helpful for players to remember that there is never only "one action a character would do" and rather there is always a range of things a character might do. This creates the space for all players to work together towards a game that can be enjoyed by all.

Talk to a referee

The game runner and referee are here to support the players in having a positive experience at Catreath. If anyone is struggling to engage in the game in the way they would like then please seek support.

Combat

Though combat is an important element of Live Action Roleplay, safety is always the foremost consideration. Only larp-safe weapons that have been safety checked by a referee may be used in combat, and then only in the way they are intended. All blows must be pulled, so they only tap your opponent. You should never aim for the head. Physical contact, grappling or use of unsafe weapons are all expressly forbidden.

When using a larp-safe weapon, players should try to be as realistic as possible. Remember that if weapons were real they would be heavy and the larger they are, the more slowly they would need to be wielded. A good rule of thumb is to only take deliberate swings, and always to swing at least the length of the weapon.

People have 6 body locations: the head, the torso, 2 arms and 2 legs. The arms and legs are 'limb' locations, and the torso and head are 'body' locations. When a hit is taken on a location, that location becomes injured. Once a location is injured it will bleed for 3 minutes (a count of 180). If a limb wound is not healed within this time then it becomes permanently useless, and a body count (180 seconds) begins. If a body count is not healed within its count then the player dies. If the body count originates from an injured limb that was not reached in time, then it is still the limb which must be healed.

If a location is hit with a subdual weapon then it takes hits as normal, but the location does not start to bleed and the player does not need to count. Limbs are numbed, and must be roused by rubbing it for 10 seconds. Subdued body locations mean that the player loses consciousness and must be woken by rousing for 10 seconds.

When a player is unconscious (for any reason) they may not move or respond to anything. However, another player may ask "Where are you injured?" to represent looking for injuries and the player may answer. Players should not normally be informed of poison or disease.

When bows and crossbows are used, particular care must be taken not to hit the head or face. Arrows and bolts must be checked for damage before use, and not used if the shaft is split or the head is loose. Bows and crossbows should not be used to fire in close quarters within 15 feet. All bows and crossbows must have a maximum poundage of 30lbs.

'Weapon calls' are calls used when attacking an opponent to indicate different things about the attack. If there is no call, then the weapon can be considered 'lethal'. The following are calls you may hear:

Deathbane - the weapon has been invested with the power to affect undead.
Demonbane - the weapon has been invested with the power to affect demons.
Spiritbane - the weapon has been invested with the power to affect spirits.
Subdual - the weapon is wooden, and will knock people out without killing them.
Poison - the weapon has been poisoned. The wound must both be healed and the players must have the poison purged. A referee may give further instructions in the case of some poisons.

Armour helps to protect players from weapon blows. Each piece of armour has a defensive value, and the armour will take this many hits before the person wearing it takes the blow. If a piece of armour receives a number of hits equal to or above it's defensive value during a combat encounter the armour becomes damaged. The armour will offer no further protection for the remainder of the encounter, and will reduce its defensive value by one for future encounters. Metal armour always has a minimum defensive value of 1. Armour only protects areas it actually covers.

	Armour type	Defensive Value
Fur or light leather	Leather	1
Heavy leather	Leather	2
Chainmail or scalemail	Metal	3
Platemail	Metal	4
Chainmail and heavy leather	Stacked	4
Chainmail and platemail	Stacked	5

When armour is damaged it must be repaired by a blacksmith. The cost for armour repairs are given within the equipment list (section 6, appendix 1, 250). Players who have access to a blacksmith via their affiliation or lifestyle may have their armour repaired for free.

Arrows and crossbow bolts pass straight through leather armour, injuring the player but not damaging the armour. They are stopped by metal or stacked armour, but the armour takes a hit from them. Thrown weapons count as normal hits.

All characters, except awakened wizards, may fight with any weapon up to 24″ and wear leather armour without requiring a skill.

Healing

Whenever a character becomes injured during the game they will need to be healed. Although there are specialist healer character classes, any player can participate in basic healing.

Staunching is the act of preventing a wound from getting worse by holding cloth against it. Any player can staunch by pressing a reasonable wedge of fabric (this may be a cloth kept for the purpose or an improvised use of an item of clothing) against the wound and holding it in place with both hands. A wound cannot be staunched through metal armour, the armour must be removed.

Herbs can be used to heal, but only in the hands of experienced herbalist. This is the most available form of healing for most people.

Healing potions are brewed by alchemists, and can be bought by anyone. There are different potions to heal limb and body wounds. Potions are used by feeding them to the player, but potions should never actually be ingested, they should be emptied on the ground after miming drinking them. If you give a player a potion you must tell them what potion it is.

Some character classes may have the ability to heal via prayers, magic or other means.

After healing a player's body wound they remain unconscious until roused. A player who is unconscious for any reason can be roused by shaking them for 10 seconds.

Game Calls

At times during Catreath it is necessary to use phrases, called game calls, to indicate to the players out of character what they need to do. These phrases should never be ignored, and should be avoided while playing for anything other than their intended use.

Time In – indicates the stay of the game. All players are encouraged to stay in character beyond this time. Time In can also be used to end periods when "Time Freeze" or "Time Faff" have been used.

Time Out – indicates the end of a game.

Time Freeze – indicates that time is frozen, this may be to allow referees to set something up or to allow another character to use an ability such as teleporting. All players should stand still and close their eyes until they hear the call "Time In". If counting a death count or the duration of a spell these should be frozen as well.

Time Faff – indicates the players should stay in character, but not come any further towards the game runner as they are setting something up. Take a rest or have a discussion until you hear the call "Time In".

Man Down – indicates that someone has been hurt out of character. The game will immediately stop so a first aider can attend to the injury.

Holding a closed fist above your head indicates that the person is invisible.

Safety calls

In addition to the main game calls the following safety calls are in place.

Yellow card - indicates a player is feeling uncomfortable within a scene and would like the level of conflict or uncomfortable subject matter to be reduced.

Red card - indicates a player wishes to end a scene immediately.

In addition the "look down" technique may be used where a player does not wish to engage in active play during a weekend event. This technique involves the player shading their eyes to avoid eye contact with other players.

Players will not be penalised in any way for using safety calls.

Spells and Miracles

Many different types of characters in Catreath have the ability to cast magic spells or miracles, from wizards, to priests, to naturally magical creatures.

Spells and Miracles in Catreath are cast via using the mechanic of a spell call, these may sound like:

"In the name of Liadrin I cause you to answer with truth."
"With my necromantic powers I cause you to flee."
"With my natural powers I cause you to sleep."

While characters may not understand what is happening when a spell or miracle is cast on them, players must know how to respond to the most common spells, and for how long. All spells work for a set duration, although in most cases 10 seconds.

Most spells in Catreath affect the mind only, rather than making physical changes to the world. Therefore, if injured while under the effect of a spell, you would lose consciousness rather than continue to follow the spell.

Some characters have the ability to resist spells. To resist a spell the player must stand still while holding one hand with palm forwards and say "I resist that spell". If your character is immune to a spell you must make the call "No effect" but do not need to stop your actions while doing this.

When a spell or miracle is cast most individuals will not be able to recognise the arcane words spoken. An awakened wizard may recognise any spell cast with the phrase "With my magical powers…" or "By my will…" A priest may recognise any spell cast in the name of a god of their own pantheon (in the case of the Pantheon of Nine, they may also recognise the spells of the younger gods). As an exception to this rule, priests of Eon may recognise spells cast using the phrase "By my powers…" Users of hearth magic cannot recognise spell calls including hearth magic calls.

All-heal

Range: Touch

Duration: Instant

Spell call: "…I heal all your wounds."

Effect: Heals character back to full hits.

Armour

Range: Touch

Duration: Until dawn

Spell call: "… I grant you armour."

Effect: Causes the subject to gain an additional floating hit above armour. If this floating hit is not used by the following dawn then it fades away.

Beguile

Range: Line of sight

Duration: 10 seconds

Spell call: "...I beguile thee".

Effect: Causes the subject to feel friendly and helpful towards the caster. If used subtly the subject may not realise they have been under the effect of a spell, and a sense of positive esteem may remain after the event. As a minimum, the subject will not attack the caster and will try to protect them for the duration of the spell.

Compel

Range: Line of sight

Duration: 10 seconds

Spell call: "...I compel thee to (max 10 words)".

Effect: Causes the subject to attempt to carry out the direction of the caster.

Cure disease

Range: Touch

Duration: Instantaneous

Spell call: "... I cure your disease."

Effect: Cures all natural disease from a single living creature. In the case of serious or near fatal illness the subject may remain weakened or require ongoing care.

Flee

Range: Line of sight

Duration: 10 seconds

Spell call: "...I cause you to flee."

Effect: Causes the subject to flee in terror from the caster for ten seconds. If prevented from fleeing the subject will cower in fear for ten seconds.

Freeze

Range: Line of sight

Duration: 10 seconds

Spell call: "...I cause you to freeze."

Effect: Causes the subject to freeze in place for ten seconds. This is a mind-affecting spell, so the subject retains use of their senses, and if they lose consciousness the freeze spell will end.

Heal

Range: Touch

Duration: Instant

Spell call: "...I heal your (name body location)"

Effect: Heals one body location back to full hits.

Purge Poison

Duration: Instantaneous

Spell call: "...I purge thee of poison."

Effect: Removes the effect of a natural poison from a single living creature. In the case of serious or near fatal illness the subject may remain weakened or require ongoing care.

Silence

Range: Line of sight

Duration: 10 minutes or one encounter

Spell call: "...I make thee silent."

Effect: Causes the subject to lose the ability to speak or make any deliberate noise. As a consequence the subject is not able to cast spells for the duration of this spell.

Sleep

Range: Touch

Duration: Instantaneous

Spell call: "...I compel thee to sleep"

Effect: Causes the subject to fall asleep. They will remain asleep for at least ten seconds. After ten seconds the subject can be woken by shaking. If they are not woken the subject will wake naturally after a few hours.

Summon

Range: Line of sight

Duration: 10 seconds

Spell call: "...I summon thee"

Effect: Causes the subject to walk towards the caster, or to wait within arms reach of the caster when they reach them. For the duration of this spell the subject may not take any actions beyond talking or moving towards the caster.

Truthtell

Range: Touch

Duration: Instantaneous

Spell call: "...answer me with truth (question of up to ten words)"

Effect: Causes the subject of the spell to answer a question of maximum ten words truthfully (as they believe the truth to be) with the answers "yes", "no" or "I don't know".

Wound Body

Range: Line of sight

Duration: Instantaneous

Spell call: "...I wound your body".

Effect: Causes the subject to lose a hit point on their body underneath any armour they are wearing.

Wound Limb

Range: Line of sight

Duration: Instantaneous

Spell call: "...I wound your (name limb)".

Effect: Causes the subject to lose a hit point on the named limb under any armour they are wearing.

Thaumaturgy

Thaumaturgy is a rare form of magic where any character may attempt to bring about a magical effect seperate to any specified magical ability of their character utilising their knowledge of the game setting. Thaumaturgy can be attempted by any class of character, though magic using characters have an advantage above others. Thaumaturgy most often takes the form of a ritual involving one or more people.

A referee must be informed prior to any attempt at Thaumaturgy, and the intention of the ritual must be specified. The referee will set a difficulty score between 1 and 40 for the achievement of the goal. The ritual performed is scored out of 4 in ten categories, the details of which are held privately. The players can attempt to learn the details of the categories during the game, via research, discussion with more experienced characters or non-player characters, or via a process of trial and error.

Players should note two nuances of thaumaturgy - that identical rituals work less well repeated and that magical effects which feature in a form of magic outside thaumaturgy are harder to achieve.

Ribbons, Sigils and Signs

At times within Catreath it is necessary to pass information to the players about items, people or environments using items. Players should ignore the presence of ribbons, sigils and signs as they are not intended to accurately represent an item present, but to convey certain valuable information to the players with relevant skills.

<u>Ribbons</u>
Coloured ribbons are used to denote auras within Catreath, these may appear on items (generally weapons) and on people.

Ribbons on weapons denote the weapon has an aura of the colour of the ribbon. Everyone can see these, but must learn in character what the colours symbolise.

Ribbons on people denote the person has an aura the same colour as the ribbon. These can only be seen by characters with the skill Aura Reading. The character must learn during the game what the colours symbolise.

<u>Sigils</u>
Items of note within Catreath, particularly magical items, are often marked with a small complicated shape called a sigil. This sigil contains information for those with the correct skills to decode. The sigil is not intended to be present in the game world, but rather represents the appropriately skilled players knowledge and analysis. Therefore, if a sigil is unfamiliar to you, you should ignore its presence.

<u>Signs</u>
Yellow card signs may be used to give instructions to players when referees are not present (most commonly to indicate a door or box is locked). These should be read and followed by all players.

Small signs of coloured cardboard in any colour other than yellow are used to represent tracking signs. These can be found by characters with the skill Tracking, those without this skill should not read these signs.

Lifestyle

Lifestyle represents the assets and style of living a character's position in society affords him or her. It encompasses their accommodation, means of transport, the staff in their employ and what items they can freely access in their home. Lifestyle will affect how characters are seen by others and which parts of society the character has free access to. Lifestyle also affects what areas of Catreath the character can easily access during downtime. All characters are assumed to undertake employment relating to their character class between events which funds their lifestyle.

Lifestyle A - Vagabond
You are sleeping rough with poor quality clothing. You scrape through enough food to get by through odd jobs or by illicit means.
Effects: Likely to have a very poor reputation. You are unable to enter Merchant's Guild Hall (including shop) or Dunhelm libraries. You can travel in the area local to Novum Castellum

Lifestyle B - Poor
You are living in a hovel or other poor quality accommodation, you have enough to eat most days and have a low wage job.
Effects: You can travel in the area local to Novum Castellum.

Lifestyle C - Comfortable
You live in a cottage with a garden, you have enough to eat and a comfortable lifestyle. You can keep a low quality horse if you wish.
Effects: You can access common items from the equipment list for free from your household. You can travel easily throughout Bernicia. Your garden can produce 4 doses of common herbs per downtime period.

Lifestyle D - Wealthy
You live in a townhouse with a few servants and a carriage.
Or
You live on a farm with a team of labourers, a good quality horse and a store of produce.
Effects: Likely to be seen as a reputable member of society, you can travel easily throughout Catreath. You can access a wider range of items from the equipment list for free from your household. You can employ 1 professional.

Lifestyle E - Very Wealthy
You live in an expansive townhouse in a good location, with a team of servants and guards. You can run a caravan or a ship if you wish.
Effects: Likely to be seen as an important member of society. You can travel and trade extensively throughout Catreath and beyond. You can access the majority of items from the equipment list for free from your household. You can employ up to 3 professionals.

Lifestyle F - Minor Noble
You live in a small manor house with a staff of servants and a carriage.
Or
You live in a pele tower with a small war band and a good quality horse.

Effects: Likely to be well-known in the local area, you can travel easily across Catreath. You can access a wider range of items from the equipment list for free from your household. You can employ 1 professional.

Lifestyle G - Established Noble
You live in a large manor house and estate with a staff of servants, guards and a carriage.
Or
You live in a fort with servants, a large war band and a good quality horse.
Effect: Likely to be well-known over a wide area. You can travel with ease across Catreath. You can access the majority of items from the equipment list for free from your household. You can employ 3 professionals.

Lifestyle H - Major Noble
You have control over a section of land including either a manor or fort, and multiple settlements. You have numerous servants, household guards, a carriage and a stable of horses. You can set by-laws on your land.
Effect: Likely to be well-known across the kingdom. You can travel with ease across Catreath and beyond. You can access most items from the equipment list for free from your household.. You can employ up to 5 professionals.

Lifestyle I - Barony
You have control over a large area such as a barony, or multiple estates, which may include multiple manor houses or a small castle, with access to a stable of horses, multiple carriages or a ship.
Effect: You are one of the most important and recognisable individuals in Catreath. You can travel with ease across Catreath and beyond. You can access red items from your household. You can employ up to 8 professionals.

Lifestyle J - Earldom
You have a castle or lavish manor and control over a sizable area of land, and a large staff of servants, some of whom will possess specialist skills. All the merchants, craftsmen and other professionals who dwell on your land are beholden to you. You have access to a treasury containing a large amount of gold. You have the right to keep a sizable army.
Effect: You are famous across Catreath and neighbouring kingdoms. You travel with ease across Catreath and beyond, with as many others as you choose, in a lavish style. You can access any item from your household and can supply others as you see fit. You can employ any number of professionals you wish.

Lifestyle K - Duchy
You have a significant castle and control over a defining area of land, and a large staff of servants, many of whom will possess specialist skills.. All the merchants, craftsmen and other professionals who dwell on your land are beholden to you. You have access to a treasury containing an unimaginably large amount of gold. You have the right to command the King's army.
Effect: Your reputation is second only to the king. You travel with ease across Catreath and beyond, with as many others as you choose, in a lavish style. You can access any item from your household and can supply others as you see fit. You can employ any number of professionals you wish, and you may employ professions for others as you see fit. You have access to any number of horses, carriages or boats you see fit.

Professionals

Characters with a higher lifestyle may employ non-player characters from named trades or professions to assist them. Professionals normally expect to be well treated, and they may leave if they are not. Characters may change the professionals they employ, but if they gain a reputation for "hiring and firing" on a regular basis then they may struggle to find employees in the future.

Characters may employ another character using their professional slots if they wish. The employed character may either join the household and gain the reputation and access to items (but not access to transport or ability to employ) of their employer, or they may take a 2/- per month stipend (paid by the finances of the household rather than the character). Characters linked in this way may affect each other's standing and reputation by their actions.

Some examples of professionals are:
Bard - used to improve a reputation or gather stories on a particular topic.
Scribe - used to carry out research or assist in trade.
Priest - used to increase reputation or educate children.
Blacksmith - used to repair armour or reduce the cost of weaponry.
Bodyguard - used to protect the player or their assets.
Alchemist - used to produce one potion of healing each month
Wizard - used to cast spells or assist in enchantments

Characters may choose to support a single apprentice, novice or squire within their household for free. They may take additional apprentices with two to every professional slot.

Changing your Lifestyle

Levels of lifestyle will be initially allocated via advance scheme. A player can choose to change their lifestyle in the following ways.

<u>Charity</u>
A player may choose to reduce their lifestyle and instead support a charity effort with their earnings.

<u>Roleplay</u>
A player's actions within the game may either increase or decrease their lifestyle. For example, a heroic knight may be awarded lands, and a merchant with a bad reputation may lose their wealth. Some lifestyles may only be gained via roleplay.

Character Sheets and Advances

Character sheets are a shared record of your characters skills, abilities, items and income. It is a place where you can store relevant character information and keep track of what a character owns. For both the player and the referees it is a useful, permanent record of the character's agreed advances. Character sheets are maintained as a shared online document, and the player holds the responsibility for keeping this up to date.

Character advances are the stepped increases in a character's abilities which are gained by playing the game in uptime. Advances are linked to a character's class and are awarded monthly where a player has engaged during uptime as either their character or as a crew member.

Each character class is linked to an advance scheme with thirteen steps spread across five ranks as shown below.

Rank 1:   1a
Rank 2   2a, 2b
Rank 3:   3a, 3b, 3c
Rank 4:   4a, 4b, 4c, 4d
Rank 5:   5a, 5b, 5c

Every new character starts the game at Rank 1a in their chosen starting class. Every month they play and submit and update a character return they earn an advance, allowing them to advance to the next level (1a -> 2a, 2a -> 2b etc.). With each advance the character will improve one or more elements of their abilities and thus as the game progresses the character will become more powerful. Lower level advances offer more limited choices but, as characters advance they gain wider choice and have more opportunity to customise and build the character as the player sees fit.

While most characters will have only a single character class, in some cases a player may choose to hold multiple classes. A character may only hold a maximum of five ranks across all classes. As higher ranks hold more levels, a character who is dual class will gain access to fewer advances than a character with a single class.

Once a character reaches the top of their advance scheme they will not automatically advance each month, but they may seek to further their social position via roleplay actions or to gain access to magic items, relics or other tangible items.

Downtime

Downtime refers to the actions of a character that take place between each event. Catreath is a larp game and as such the main focus of the game is on the live events, with engagement in downtime between events remaining an entirely optional addition to this. A player will have access to a single downtime period following each time they play an event.

All characters are assumed to spend a proportion of their time between adventures engaged in a profession relating to their advance scheme which provides an income that justifies their lifestyle level.

Many downtime activities remain within the scope of a player to decide without any involvement from a referee. Players engaging in their daily work related to their character class, attending religious services, spending time with friends and family, providing tuition to their apprentice or squire are examples of this. A guide can be whether the actions are likely to impact the game world or any of the plotlines.

Examples:
- Oliver the merchant wishes to try to sell his newly acquired magic items for the best price he can manage.

- Sister Verin of Vistan makes careful copies of all the letters found on the last adventure and gives these to the library.

- Harriet Brewer continues to teach her apprentice the basic potions.

- Jonathan the soldier practices his use of a great sword

Downtime which involves the game runner or referee will be provided as far as practicable. Clear and simple requests are appreciated due to the time consuming nature of downtime requests.

Downtime most often takes a more narrative form than live events, and in most cases characters will not die during periods of downtime. A number of actions can be included within downtime.

Speaking to Other Player Characters

Players are welcome to speak as much as they wish with other players of the game as long as all parties are happy to engage in this. Two players can always assume that they are able to find each other, and do not need to consult a referee about this. Requests for this form of downtime can be made directly to other players, and the

Catreath Facebook group can be a helpful resource in contacting players you do not know. All conversations must remain peaceful, and where anything more active than conversation takes place (for example, wishing to use magic abilities on each other or stealing from each other) a referee needs to be involved.

Examples:
- Lord Cadogan wishes to speak with his Warlord Sir Alric to reprimand him for disobeying his orders. The player of Lord Cadogan approaches the player of Sir Alric on Facebook to check if he would like to play this scene. They agree together to have a conversation in a text medium.

- Jonathan the soldier wishes to speak with Harriet Brewer the alchemist about what magical potions he could buy. Unfortunately, the player of Harriet Brewer is busy this month. They agree to speak in person at the next event instead.

Speaking to Non-Player Characters

When a player wishes their character to speak to a non-player character, they need to contact this with the game runner. In most cases it is not practical to play through a full conversation, so a summary of the topics the character wishes to discuss should be made.

Example request:
- Marcus the scribe wishes to speak with Octavius the wizard. He will approach him politely at his townhouse, where he has visited him before. Marcus will ask if Octavius can share any knowledge about the ancient gem he found on the last adventure. He is willing to show this to Octavius.

- Sir Berigar wants to approach King Edwin to request an audience to bring his attention to the recent outbreak of banditry on the North Road. If the King sees him, Sir Berigar will check to see if the King's advisor is with him, and will try to see if the king seems different in his behaviour. If possible, he will try to see if he has any marks that could be a vampire bite on his neck.

Doing Research

At times players may wish to carry out research into things they discover of events. Some character classes have abilities which make this easier. Requests around research should clearly state the topic being researched, the method of research and any relevant skills, abilities or contacts being used.

Example request:

- Gretel the bard wishes to use her Ask Around ability around the dockside taverns to see if anyone has heard about sailors disappearing from the docked boats. If possible, she will try to track down someone who witnessed a sailor being taken and to get their account.

- Marcus the scribe wishes to use his Research ability to search the Dunhelm library for references to the ancient gem he found on the last adventure. He has access to the restricted library also. Marcus will ask his friend Brother Domenuc of Vistan to help in his search.

- Lord Cadogan wishes to attend the yearly tournament at Berewich and drop into conversation that he is looking to employ a wizard. He will try to find out which other nobles present employ a wizard, but will attempt to be discreet about this. If he can get anyone very drunk, he will see if they will tell him how much they pay their wizard.

- Sister Linna of Dia wishes to use her Seek Insight ability to ask Dia to help her find the missing parents of the farm girl found on the last adventure.

Learning or Teaching

Many characters will seek to learn spells, potions or recipes to improve the range of things their character can do. These things can be learnt from a teacher (who can be a player or a non-player character) teacher or a book. In most cases a character may teach one new spell/potion/tutored skill a month and learn one new spell/potion/tutored skill a month. Whatever is learnt should be recorded on the character sheet.

Examples:
- Harriet Brewer wishes to learn to make a Potion of Truth. She has a copy of this potion recipe in a book she bought last month. The player of Harriet does not need to contact a referee, she records on her character sheet that she has learnt this and looks up the details of the potion in the section Playing an Alchemist in the Player's Guide.

- Octavius the Wizard wishes to learn the spell Banish Minor Demon from Haegalmann the Wizard, who is also a player character. The two players agree that they are happy to do this. The player of Octavius records on his character sheet that he has learnt this spell, and looks up the details in the section Playing a Wizard in the Player's Guide.

- Old Edward the Scribe wishes to teach Gretal the Bard, who is also a player, the additional language skill Dwarvish using his Tutor ability. Gretal records this skill on her character sheet making a note of how it was learnt.

Crafting

Some characters have access to skills and abilities which allow them to make items such as potions, weapons or magic items. A player may utilise these in line with their rules and record these on their character sheet. A player only needs to contact a referee where they wish to create an item not covered by the standard rules.

Example:
- Harriet Brewer the Alchemist wishes to brew 5 Heal potions and 2 Purge Poison potions. She checks that she has the correct ingredients and is able to brew these within her current concentration level, then records these on her character sheet. She does not need to contact a referee.

- Haegelmann the Wizard wishes to create a powerful magic item. He contacts a referee to check if he can use the heart of a demon as an ingredient to decrease the number of weeks it will take to make his item.

Other Actions

There may be other actions that players wish to undertake between adventures. Any plans should be summarised as succinctly as possible with clearly specified goals.

Example requests:
- Tacita the thief wishes to steal the key to Lord Cuthbert's lockbox by pickpocketing him in the market. She will pay one of the street kids she knows a few copper to pretend to Rob him and then run away. Her plan is to cut his purse while his guards are chasing the youngster. She will disguise her face by wearing a hood.
  1. Is she able to get the key?
  2. Is there anything else of note in Lord Cuthbert's pouch?
  3. Does the street kid escape the guards?

- Jonathon the soldier wants to discover what is being kept inside a certain warehouse belonging to the Merchant's Guild. He will attempt to get hired as a Guild guard by asking Oliver the Merchant to recommend him. He will act as a diligent guard for a couple of weeks before slipping a non-lethal poison (bought from Harriet Brewer) into the drink of one of the regular warehouse guards and then offer to take their place. While on guard he will remain on guard until after midnight when he will slip inside with a lantern and see what is there.
  1. What is in the warehouse?
  2. Does anyone come or go from the warehouse while he is there?

Part 5

Playing Your Character

Playing a Lay Follower

Lay followers make up the main body of every church, and the majority of lay followers are common folk who fit in worship besides their everyday jobs and lives. In most cases, a lay follower will be dedicated to a single god, although rare examples exist of those who follow two faiths within a single pantheon.

Lay followers are expected to pay 10% of their income to their church and are required to pay for a holy symbol and to wear this always. Holy symbols are bought unblessed, and someone who wishes to become a lay follower must seek a priest who is willing to bless this and thus accept them into their church. Lay followers must follow the first sin of their faith. New characters are able to start as lay followers.

Lay followers are granted the following religious abilities:

Pray – all characters who follow a faith may pray to their deity for guidance. It is rare to receive a direct reply, but the faithful will be able to feel the presence of their deity when in prayer. When a character wishes to pray, they should inform a referee, but in most cases they will not receive a direct answer.

Ward – the ability to hold back a single undead creature with strength of faith. To use this ability the character must hold their holy symbol in an outstretched and otherwise empty hand and repetitively chant a phrase which includes the name of their deity and makes it clear they are warding. Some examples are "The fire of Hadan holds you back," "In the name of Amadar I drive you back," "The darkness of Sul abhors you."

Sins

Sins represent the rules laid out by the gods to guide their followers in the behaviours which please them. All lay followers are expected to live by the prime sin set by their deity, and they will become "in sin" if they are broken. When a lay follower is "in sin" they cannot use any of the abilities of their faith until they are absolved. Lay followers who regularly or deliberately commit sins may be excommunicated from the church.

Amadar
- Always to seek to the fullness of your ability the destruction of demons and undead creatures.

Benastylhiralorna
- Always to protect the innocent.

Cor
- To oppose the hoarding of money and endeavour to ensure individuals are paid fairly for their work.

Dia
- Never to abandon or betray your comrades. A Dian may not betray those

they work alongside or leave them behind while they still live.

Dwarven Pantheon
- Never to let an injustice pass unchallenged.

Eon
- Never to make a statement which is untrue.

Firaminetherenald
- Never to deliberately mislead others.

Hadan
- Never to flee battle or to retreat whilst comrades are still engaged.

Liadrin
- Never to knowingly tell a lie.

Sul
- Never to be caught breaking the law or to reveal illegal activity to the authorities. A Sulian may be convicted of an offence they did not do.

Telialan
- Always to show mercy to those who ask for it. This may include offering healing where this is within your ability, accepting surrender, advocating for another or otherwise offering comfort.

Vistan
- Always to ensure the preservation of written information. Written information is not considered to be destroyed where an identical copy exists elsewhere.

Playing a Coven

Hearth magic is the magic held within everyday items and actions in the world, which can be channelled by druids, herbalists, bards, rangers and fighters who wish to bring about magical effects. Users of hearth magic may not recognise what they are doing as magic, but may instead see their abilities as the continuation of a tradition which has always proved effective.

In addition to their personal hearth magic, those who wish may choose to join a group of hearth magic users may join together by undertaking a bonding ritual to form a coven in order to work larger magics together once a month at the full moon.

A coven most commonly consists of at least three hearth magic users who have been bound together using the Bind ritual. In rare occasions two individuals may form a coven but they will not be able to undertake coven rituals until they find a third individual to join their coven. An established coven may include new members by undertaking a further ritual of Bind. Some druids and herbalists may be able to complete a Bind ritual without the support of a coven. If an individual wishes to leave a coven they must undertake an Unbind ritual.

It is not possible to bring an individual into a coven without their consent.

Coven Abilities

Pass power - the ability of coven members may to pass channelling points between them freely with physical contact where both parties give consent for this to happen.

Sense coven member - the ability of a member of a coven to sense other members of the coven's direction after a period of meditation. In urgent situations a coven member may sense that their coven members are in significant distress.

Thaumaturgy

In addition to undertaking established coven rituals, covens may also choose to undertake thaumaturgy rituals. Thaumaturgy is the branch of magic which involves undertaking freeform rituals with a referee present in order to attempt a specific magical effect. Please see page x for further information about thaumaturgy.

Coven Rituals

Any coven of at least three hearth magic users may undertake one of the listed rituals once a month at the full moon.

Bind
Range: Touch
Duration: Instantaneous

Spell call: "By my will I bind thee to…"
Effect: Creates a bond between a living subject and another, who can be a coven member if they consent. This enables a familiar or master to be bonded with or a coven to be bonded together. Where a subject of this spell does not consent to being bonded then the other individual being bonded must be of significantly stronger will. It is not possible to bond a coven without the consent of all involved parties.

Curse
Duration: One month
Spell call: "By my will I curse thee"
Effect: Allows a curse to be placed on an individual whose full name is known or for whom a personal possession is brought to the ritual. This curse may result in poor fortune, ill health or other bad luck.

Divine Nature
Duration: Instantaneous
Spell call: "By my will I divine the nature of this (name item)."
Effect: Reveals the nature of an item to the caster. This will include the meaning of any sigils upon an item and can be used to identify a potion, herbal mix or the use of a magic item.

Dreaming
Duration: Until woken or wakes naturally
Spell call: "By my will I cause thee to dream."
Effect: Causes the subject of the spell, who must be physically present, to have a dreamquest. This may enable them to seek insight on a specific issue, particularly where this is of special relevance to them, or to meet with a number of dream-linked entities. All dreamquests should be discussed with a referee.

Strengthen Body
Duration: Instantaneous
Spell call: "By my will I strengthen thy body."
Effect: Causes the subject of the spell, who must be a member of the coven, to gain +1 hit points per location for the month following the ritual.

Strengthen Will
Duration: Instantaneous
Spell call: "By my will I strengthen thy will."
Effect: Causes the subject of the spell, who must be a member of the coven, to gain +2 channelling points for the month following the ritual.

Unbind
Duration: Instantaneous
Spell call: "By my will I break this bond."
Effect: Allows the caster to break a magical bond between people, at least one of whom must be present and consent to the ritual.

Playing an Alchemist

Alchemists are knowledgeable and respected members of their community who study the art of the brewing of magic potions. While the most common potions are used to provide healing, potions can capture a wide variety of magics for the use of those who can afford them. Though alchemy may make people rich, there are years of study and the strict rules of the Alchemist Guild to contend with in order to learn the craft.

Alchemists begin as apprentices to a named Master who they must satisfy of their skills before progressing above the rank of 2b. Their Master can be another player or a non-player character. Alchemists are required to be members of the Alchemist Guild unless otherwise agreed with a referee.

Brewing Potions

Potions are divided into categories based on their use: physical potions, military potions and magical potions. Within each category there are both simple and advanced potions. In addition, there are rare potions which are only known by the most experienced alchemists.

Alchemists must learn potion recipes by being taught by a more experienced alchemist or learning from a written copy. The Alchemist's Guild holds copies of all basic and advanced potions, though access to these is moderated by the Guildsmaster and may only be given to those who earn his favour. Recipes for rare potions may be harder to find.

In order to brew a potion, in addition to having access to the recipe, an alchemist must have access to alchemical equipment appropriate to the complexity of the potion and a suitable place to brew. This may be their home, if their home is within the Comfortable lifestyle level or higher, or it may be the home of their patreon or in another place such as a guild building.

Every trained alchemist is allocated a number of Concentration Points which represent their capacity to focus on brewing in a precise way. Each potion requires a certain number of concentration points over one or more months to brew. An alchemist may brew potions up to their concentration level.

The Alchemists Guild

Though subordinate to the powerful Merchant's Guild, the Alchemist's Guild set strict standards for its members to adhere to and is known to harshly penalise those who fail to meet its exacting standards. Guildsmaster Harlowe is known for his wish for alchemists to be considered respectable and helpful members of society and perchance for making guild members who draw attention for the wrong reasons waste time they could be brewing serving in the small shop the Alchemist Guild maintains within the Merchant's Guild under they have re-earned his good favour. He is known also to make the rarest recipes available to those who he feels add most to the Guild's reputation.

Guild Rules

- All person's practicing alchemy within the bounds of Novum Castellum must be a member of the Guild and subject to Guild Law.

- Members of the Alchemist Guild are never to share guild secrets with those not of the Guild. These include knowledge or alchemical recipes, teaching brewing skills or teaching others how to identify potions.

- All written copies of alchemical recipes are the property of the Guild and recipe books may only be passed to members of the Guild.

- Members of the Alchemist Guild are never to bring the Guild into disrepute by one's actions or inactions.

- Members of the Alchemist Guild should not seek to undercut one another in price, and in cases of disagreement over pricing the Guildsmaster's word is law.

Alchemy Levels

Alchemy levels represent a character's understanding of their art, and indicate which alchemica; abilities they have access to.

Level 1

Brew basic potion – an alchemist of this level is the required skill to brew basic potions where the alchemist knows the correct recipe, has basic alchemy kit and has access to a suitable place to brew.

Identify basic potion - the ability of a trained alchemist to recognise basic potions using their colour, texture and smell.

Learn from teacher - the ability of an alchemist to learn alchemical recipes from a willing teacher,

Level 2

Brew advanced potion - an alchemist of this level is the required skill to brew advanced potions where the alchemist knows the correct recipe, has advanced alchemist kit and has access to a suitable place to brew.

Identify advanced potion - the ability of an experienced alchemist to recognise advanced potions using their colour, texture and smell.

Learn from written copy - the ability of an alchemist to learn alchemical recipes from a written copy such as written instructions or another alchemist's recipe book.

Level 3

Analyse substance – the ability of an experienced alchemist to analyse a substance given access to basic alchemical equipment. Some particularly complex substances may only be able to be partially analysed.

Immunity to poison – this ability represents the tolerance an experienced alchemist develops to harmful ingredients they are regularly exposed to during their work, resulting in an immunity to poison.

Trade lore – the ability of an alchemist to read and consider trade information and financial information, using this to gain knowledge of any financial irregularities or other relevant financial information.

<u>Level 4</u>

Brew rare potion – the ability of a highly experienced alchemist to brew rare potions given access to the correct recipe, a suitable place to brew, rare alchemist kit and the required special ingredients. An alchemist may only learn up to 3 rare potions.

Identify rare potion - the ability of a highly experienced alchemist to recognise rare potions using their colour, texture and smell.

Advance Scheme

Rank	Alchemist
1a	Gain 1 alchemist level Gain lifestyle B Gain 4 concentration points Gain 1 skill Language: Common Gain 2 basic recipes Summary Alchemist level 1 Lifestyle B Concentration points 4 Skills 1 Recipes 2
2a	Gain 1 skill Use Weapon or Knowledge List Gain 1 basic recipe Summary Alchemist level 1 Lifestyle B Concentration points 4 Skills 2 Recipes 3
2b	Gain 2 concentration points Gain 1 basic recipe Summary Alchemist level 1

	Lifestyle B Concentration points 6 Skills 2 Recipes 4
3a	Gain 1 alchemist level Gain lifestyle C Gain 1 skill Military List or Knowledge List Summary Alchemist level 2 Lifestyle C Concentration points 6 Skills 3 Recipes 4
3b	Gain 2 concentration points Summary Alchemist level 2 Lifestyle C Concentration points 8 Skills 3 Recipes 4
3c	Gain 1 skill Military List or Knowledge List Summary Alchemist level 2 Lifestyle C Concentration points 8 Skills 4 Recipes 4
4a	Gain 1 alchemist level Gain 2 concentration points Summary: Alchemist level 3 Lifestyle C Concentration points 10 Skills 4 Recipes 4
4b	Gain lifestyle D Gain 1 skill Military List or Knowledge List or Magic List Summary: Alchemist level 3 Lifestyle D Concentration points 10 Skills 5 Recipes 4

4c	Gain 2 concentration points Summary: Alchemist level 3 Lifestyle D Concentration points 12 Skills 5 Recipes 4
4d	Gain 1 skill Military List or Knowledge List or Magic List Summary: Alchemist level 3 Lifestyle D Concentration points 12 Skills 6 Recipes 4
5a	Gain 1 alchemist level Gain 2 concentration points Summary: Alchemist level 4 Gain lifestyle D Concentration points 14 Skills 6 Recipes 4
5b	Gain lifestyle E Gain 1 skill Any List Summary: Alchemist level 4 Lifestyle E Concentration points 14 Skills 7 Recipes 4
5c	Gain 1 skill Any List Gain 2 concentration points Summary: Alchemist level 4 Lifestyle E Concentration points 16 Skills 8 Recipes 4

Potion List

Physical Potions - Basic

Potion of Cure Disease
Effect – Cures all natural disease from a single living creature. In the case of serious or near fatal illness the subject may remain weakened or require ongoing care.
Colour: Yellow
Concentration required – 1
Time to brew – 1 month
Cost to make: -/8
Sale price to Guild: -/10
Purchase price from Guild: 1/-

Potion of Healing
Effect – Heals one wounded location on any living creature, bringing this location back to its original number of hit points. In the case of serious injuries, including broken bones or damage to internal organs, further care using the surgery ability may be required.
Colour: Red
Concentration required – 1
Time to brew – 1 month
Cost to make: -/8
Sale price to Guild: -/10
Purchase price from Guild: 1/-

Potion of Protection from Disease
Effect – Protects the drinker from the effects of disease until the following dawn. Some rare diseases may be unaffected by the potion.
Colour: Yellow
Concentration required – 1
Time to brew – 1 month
Cost to make: -/6
Sale price to Guild: -/9
Purchase price from Guild: 1/-

Potion of Protection from Poison
Effect – Protects the drinker from the effects of poison until the following dawn. Some rare poisons may be unaffected by the potion.
Colour: Green
Concentration required – 1
Time to brew – 1 month
Cost to make: -/6
Sale price to Guild: -/9
Purchase price from Guild: 1/-

Potion of Purge Poison
Effect – Removes the effect of a natural poison from a single living creature. In the case of serious or near fatal illness the subject may remain weakened or require ongoing care.
Colour: Blue
Concentration required – 1

Time to brew – 1 month
Cost to make: -/8
Sale price to Guild: -/10
Purchase price from Guild: 1/-

Physical Potions - Advanced

Potion of Allheal
Colour: Green
Effect – Will heal all injuries on a single living creature so that all locations return to full hit points. This recipe does not cure poison or disease effects. In the case of serious injuries, including broken bones or damage to internal organs, further care using the surgery ability may be required.
Concentration required – 3
Time to brew – 1 month
Cost to make: 2/-
Sale price to Guild: 2/9
Purchase price from Guild 3/6

Potion of Blade Poison
Effect – Creates a vial of poison which can be placed on a weapon and causes the weapon cast upon to strike with the call "Poison". If the poison is not used it will wear away the following dawn.
Colour: Black
Concentration required – 3
Time to brew – 1 month
Cost to make: 3/-
Sale price to Guild: 3/6
Purchase price from Guild: 5/0

Potion of Iron
Effect – Prevents any mortal magical user from using any form of magical power until the following dawn. Some unusually powerful magic users may be immune to this potion.
Colour: Red
Concentration required – 2
Time to brew – 1 month
Cost to make: 4/6
Sale price to Guild: 4/10
Purchase price from Guild: 6/-

Potion of Oral Poison
Effect – Creates a vial of poison which can be added to food and drink, and will take effect on the subject when ingested, causing them to become poisoned. Use of oral poison should be discussed with a referee.
Colour: Black
Concentration required – 2
Time to brew – 1 month
Cost to make: 3/-
Sale price to Guild: Not bought
Purchase price from Guild: Not sold

Military Potions - Basic

Potion of Armour
Effect: Will grant the drinker an additional floating hit to the subject (before armour) which lasts until the following dawn if not used. Drinking multiple Potions of Protection will give no additional protection.
Colour: Yellow
Concentration required – 2
Time to brew – 1 month
Cost to make: 1/2
Sale price to Guild: 1/6
Purchase price from Guild: 2/-

Potion of Immunity to Compulsion
Effect: Will grant the drinker immunity from mind affecting spells for the next 10 minutes or one encounter from both magical and religious sources.
Colour: Blue
Concentration required – 4
Time to brew – 1 month
Cost to make: 3/-
Sale price to Guild: 4/-
Purchase price from Guild: 5/-

Potion of Protection from Missiles
Effect: Will grant the drinker immunity to hits from missile weapons (including arrows and throwing knives) for ten minutes or one encounter.
Colour: Green
Concentration required – 3
Time to brew – 1 month
Cost to make: 1/6
Sale price to Guild: 2/-
Purchase price from Guild: 2/6

Military Potions - Advanced

Potion of Battlestrength
Effect: Will grant the drinker three additional floating hits to the subject (before armour) which lasts until the following dawn if not used.
Colour: Red
Concentration required – 4
Time to brew – 1 month
Cost to make: 2/6
Sale price to Guild: 3/6
Purchase price from Guild: 4/-

Potion of Deathbane
Effect: Can be poured upon a weapon to grant the ability to call Deathbane for ten minutes or one encounter. A white ribbon must be tied to the weapon while using this ability. If unused the effect will wear away at the following dawn.

Colour: Black
Concentration required – 4
Time to brew – 1 month
Cost to make: 3/-
Sale price to Guild: 3/6
Purchase price from Guild: 4/-

Potion of Demonbane
Effect: Can be poured upon a weapon to grant the ability to call Demonbane for ten minutes or one encounter. A black ribbon must be tied to the weapon while using this ability. If unused the effect will wear away at the following dawn.
Colour: Red
Concentration required – 4
Time to brew – 1 month
Cost to make: 3/-
Sale price to Guild: 3/6
Purchase price from Guild: 4/-

Potion of Spiritbane
Effect: Can be poured upon a weapon to grant the ability to call Spiritbane for ten minutes or one encounter. A yellow ribbon must be tied to the weapon while using this ability. If unused the effect will wear away at the following dawn.
Colour: Yellow
Concentration required – 4
Time to brew – 1 month
Cost to make: 3/-
Sale price to Guild: 3/6
Purchase price from Guild: 4/-

Magical Potions - Basic

Potion of Inner Fire
Effect: The drinker will be granted an additional 3 spellpoints, which can take them above their maximum limit for spell points. Any unused spell points about the character's usual maximum spell points will fade the following dawn.
Colour: Orange
Concentration required – 5
Time to brew – 1 month
Cost to make: 3/-
Sale price to Guild: 3/6
Purchase price from Guild: 4/-

Potion of Magesight
Effect: Will grant the drinker the ability to see auras, magical sigils and invisible people for ten minutes or one encounter.
Colour: Blue
Concentration required – 3
Time to brew – 1 month
Cost to make: 3/-
Sale price to Guild: 3/6
Purchase price from Guild: 4/-

Potion of Silvertongue

Effect: Will grant the drinker immunity from Compel and Truthtell spells until the following dawn from both magical and religious sources. A call does not need to be made when a Compel or Truthtell spell is used, though the player should tell a referee as soon as practical about the use of the potion.
Colour: Blue
Concentration required – 3
Time to brew – 1 month
Cost to make: 2/-
Sale price to Guild: not bought
Purchase price from Guild: not sold

Potion of Spellhold

Effect: A magical spell can be cast on the potion and this will be preserved so that the drinker of the potion will gain the ability to cast this spell. A potion of spellhold will only hold spells of up to third level from the main ten magical paths. In order to place a spell into a potion of spellhold a wizard must utilise their crafting slot for a number of downtime periods equal to the level of the spell.
Colour: Clear
Concentration required – 4
Time to brew – 1 month
Cost to make: 3/-
Sale price to Guild: 3/6
Purchase price from Guild: not sold (potions containing spells may be available)

Magical Potions - Advanced

Potion of Dreamwalking

Effect: The drinker will fall asleep and be granted a dreamquest. Please speak to a referee when using this potion. This potion can be addictive.
Colour: Clear
Concentration required – 6
Time to brew – 2 months
Cost to make: 5/5
Sale price to Guild: not bought
Purchase price from Guild: not sold

Potion of Foretelling

Effect: The drinker will be granted a vision of the future. At the point of drinking this potion a time freeze must be called and players prompted to remember their positions. If at any point in the next ten minutes or one encounter the drinker wishes to reset to the point of drinking the potion they can make the call "I deny that future". After using this call, the drinker only will be able to remember what happened in the original version of time. This potion can be addictive.
Colour: Yellow
Concentration required – 6
Time to brew – 2 months
Cost to make: 5/5
Sale price to Guild: not bought
Purchase price from Guild: not sold

Potion of Greater Inner Fire
Effect: The drinker will be granted an additional 8 spellpoints, which can take them above their maximum limit for spell points. Any unused spell points about the character's usual maximum spell points will fade the following dawn.
Colour: Red
Concentration required – 6
Time to brew – 2 months
Cost to make: 6/-
Sale price to Guild: 8/-
Purchase price from Guild: 10/- (if available)

Potion of Invisibility
Effect: The drinker will become invisible for three minutes. Their invisibility will end instantly if they undertake an action including entering a fight, performing healing, performing magic, interacting with an object such as opening a box or door or speaking.
Colour: Clear
Concentration required – 5
Time to brew – 2 months
Cost to make: 4/6
Sale price to Guild: 6/2
Purchase price from Guild: 7/-

Potion of Truth
Effect: The drinker will be forced to answer any question truthfully (giving the truth as they understand it) for the next ten minutes or one encounter.
Colour: Yellow
Concentration required – 6
Time to brew – 2 months
Cost to make: 5/5
Sale price to Guild: not bought
Purchase price from Guild: not sold

Rare Potions

Potion of Enhance Soulfire
Effect: The drinker will if awakened being or a naturally magical being, permanently increase their number of spellpoints by 2
Colour: Red
Concentration required – 10
Time to brew – 3 months
Cost to make: 12/- plus a wizard's heart
Sale price to Guild: not bought
Purchase price from Guild: not sold

Potion of Greater Oral Poison
Effect: Enables the production of an oral poison so potent it could poison a well, banquet or other large source leading to the poisoning of a significant number of people.
Colour: Clear

Concentration required – 8
Time to brew – 3 months
Cost to make: 12/- plus two giant spider fangs
Sale price to Guild: not bought
Purchase price from Guild: not sold

Potion of Insight
Effect: The drinker will fall asleep and gain a dream giving insight into a single issue of their choosing. To use this potion please speak to a referee. This potion can be addictive.
Colour: Green
Concentration required – 10
Time to brew – 3 months
Cost to make: 12/- plus a unicorn horn
Sale price to Guild: 20/-
Purchase price from Guild: by application when available

Potion of Invulnerability
Effect: The drinker will become invulnerable to physical harm for ten minutes or one encounter
Colour: Clear
Concentration required – 8
Time to brew – 3 months
Cost to make: 8/- plus one dragon scale
Sale price to Guild: 16/-
Purchase price from Guild: by application when available

Potion of Invulnerability to Magic
Effect: Causes the drinker to become completely invulnerable to all magic (both physical and mind affecting) for ten minutes or one encounter. If unused the effect will wear away at the following dawn
Colour: Clear
Concentration required – 8
Time to brew – 3 months
Cost to make: 8/- plus two werewolf eyes
Sale price to Guild: 16/-
Purchase price from Guild: by application when available

Potion of Love
Effect: The drinker will fall in love with whoever's hair has been added to the potion prior to use. This effect will last for one month. The drinker may neither by action or inaction allow harm to befall the person they love, and they should roleplay being strongly influenced by them during this period.
Colour: Red
Concentration required – 10
Time to brew – 3 months
Cost to make: 10/- plus elven blood
Sale price to Guild: not bought
Purchase price from Guild: not sold

Potion of Regeneration

Effect: The drinker will regrow a lost limb or other body part over the day following drinking this potion. This process of regrowing a limb is painful.
Colour: Clear
Concentration required – 10
Time to brew – 3 months
Cost to make: 10/- plus one phoenix feather
Sale price to Guild: 25/-
Purchase price from Guild: by application when available

Potion of Shadowbane
Effect: Can be poured upon a weapon to grant the ability to call Shadowbane for ten minutes or one encounter. If unused the effect will wear away at the following dawn
Colour: Clear
Concentration required – 8
Time to brew – 2 months
Cost to make: 6/6 plus white abyss matter or a giant spider's nest
Sale price to Guild: 10/-
Purchase price from Guild: by application when available

Playing a Bard

Bards are the entertainers of the Kingdom. While poorer bards might sell their skills for a penny a song at a local tavern, bards are valued at all levels of society. Bards may be the way a merchant displays his wealth to his business associates, or may be tasked by a noble to teach their children the history of their family. Bards can be intricately linked to games of politics, often acting as messengers, heralds and spies.

Players considering playing a Bard should consider that they will be required to perform for others in some form to use many of their abilities.

Bards of level 3 and above are users of hearth magic, and may join a coven during the game if they choose.

Hearth Magic

Hearth magic is the magic held within everyday items and actions, which can be channelled by experienced bards who wish to bring about magical effects. Advanced performances represent an aspect of hearth magic, and the most experienced bards may learn hearth magic from a wider list of traditions. Advance performance and hearth magic spells are allocated as part of the character's advance scheme and players can decide on their own explanation of how they have been able to learn this spell as suits their character.

Bards gain an increasing number of channelling points as they move up their advance scheme, which represent their ability to channel hearth magic and use this as they wish.

Bard Levels

Bard levels represent a character's skill at performance and understanding of their oral tradition, and indicate which bard abilities they have access to.

Level 1

Ask around – the ability of a bard to undertake research on a specific subject during the course of their time between adventures, accessing sources of information other players may not have access to. The ability recognises that bards have access to many environments and a higher level of skill in extracting information discreetly. To use this ability a player must indicate to a referee what subject they are "asking around" about, and which environments they will visit.

Performance – every bard has the ability to perform well and gain accolades in their chosen art during periods of downtime. Performances during events must be carried out by the player.

Start rumour – the ability of a bard to start a specific rumour in a specific setting they have access to. The rumour can be true or untrue.

<u>Level 2</u>

Advanced performance - an experienced bard is able to utilise hearth magic to use their performances to create magical effects.

Smooth talker - a bard is assumed between adventures to be skilled at convincing non-player characters who would usually feel neutral towards them to like them and be more likely to believe an account they give. During events a bard must act out this ability by speaking charmingly.

Raise profile – the ability of a more experienced bard to discreetly improve the reputation of a specific individual in a setting they have access to.

<u>Level 3</u>

Court – a highly skilled bard may use their skills during downtime periods to assist an individual to successfully court a specific non-player character.

Linguistics – allows a bard to use their experience to learn any two languages in a single skill slot. Players can choose from the main available languages of Common, Elvish, Dwarvish or Ancient Common, or may by discussion with a referee choose another language, though translations for other languages will only be provided in downtime.

Mimicry - a bard is assumed during downtime to be able to convincingly impersonate individuals of a range of backgrounds and social classes, including understanding dress, understanding etiquette and impersonating accents. There are some personal qualities which are harder to alter, such as their race. During events a bard must act out an impersonation.

Quash rumour – the ability of a very experienced bard to discreetly put an end to rumours in a setting they have access to.

<u>Level 4</u>

Affluent Audience – the ability of an experienced bard to undertake work in affluent settings such as performing at the highest quality taverns or working for a nble household, gaining an income of 2/- per downtime period. A bard may only raise an income via one ability at a time.

Invitation to Court - the most renown bards will be welcomed in the king's court and any similar noble setting, and may access npcs and rumours within these settings.

Use hearth magic - a very experienced bard is able to use a wider range of hearth magic, drawing from the traditions of Poppetworking, Knotworking and Sympathy-working (full list given on p131).

Advance Scheme

Rank	Bard
1a	Gain 1 bard level Gain lifestyle A Gain 1 skill Language: Common or Use Weapons Summary: Bard level 1 Lifestyle A Skills 1
2a	Gain 1 skill Knowledge List or Use Weapons Summary: Bard level 1 Lifestyle A Skills 2
2b	Gain 1 bard level Gain 2 channeling points Gain 1 performance Summary: Bard level 2 Lifestyle A Skills 2 Channeling Points 2 Performances 1
3a	Gain lifestyle B Gain 1 skill Knowledge List or Use Weapons Summary: Bard level 2 Lifestyle B Skills 3 Channeling Points 2 Performances 1
3b	Gain 1 performance Gain 1 channeling points Summary: Bard level 2 Lifestyle B Skills 3 Channeling Points 3 Performances 2

3c	Gain 1 skill Knowledge List or Magic List or Military List Summary: Bard level 2 Lifestyle B Skills 4 Channeling Points 3 Performances 2
4a	Gain 1 bard level Gain 1 skill Knowledge List or Magic List or Military List Summary: Bard level 3 Lifestyle B Skills 5 Channeling Points 3 Performances 2
4b	Gain 1 performance Gain 1 channeling point Summary: Bard level 3 Lifestyle B Skills 5 Channeling Points 4 Performances 3
4c	Gain lifestyle C Gain 1 skill Any List Summary: Bard level 3 Lifestyle C Skills 6 Channeling Points 4 Performances 3
4d	Gain 1 performance Gain 1 channeling point Summary: Bard level 3 Lifestyle C Skills 6 Channeling Points 5 Performances 4

5a	Gain 1 bard level Gain 1 performance or hedgemagic spell Gain 1 channeiling point Gain 1 skill Any List Summary: Bard level 4 Lifestyle C Skills 7 Channeling Points 6 Performances and Spells 5
5b	Gain Skills 2: Any List Summary: Bard level 4 Lifestyle C Skills 9 Channeling Points 6 Performances and Spells 5
5c	Gain 1 performance or hedgemagic spell Gain 2 channeiling point Gain 1 skill Any List Summary: Bard level 4 Lifestyle C Skills 10 Channeling Points 8 Performances and Spells 6

Advanced Performance

Confusion
Type: Mind affecting
Range: Hearing/line of sight depending on performance used
Duration: Continuous for a maximum of one encounter
Channelling point cost: 4
Spell call: "By my will I cause confusion"
Effect: Causes mild confusion to all who hear/see the performance, prevents any affected parties from casting magic spells, hearth magic, thaumaturgy or religious miracles.
Requirements: An ongoing performance which could cause confusion in the audience.

Dreaming
Type: Mind affecting
Range: Hearing/line of sight depending on performance used
Duration: Until woken or wakes naturally
Channelling point cost: 3
Spell call: "By my will I cause thee to dream."
Effect: Causes the subject of the spell to have a dreamquest. This may enable them to seek insight on a specific issue, particularly where this is of special relevance to them, or to meet with a number of dream-linked entities. All dreamquests should be discussed with a referee.
Requirements: A performance which includes an imaginative approach.

Heroic song
Type: Mind affecting
Range: Hearing/line of sight depending on performance used
Duration: Continuous for a maximum of one encounter
Channelling point cost: 1
Spell call: "By my will grant thee protection
Effect: Will grant an additional floating hit to the subject (before armour).
Requirements: A performance which encourages admiration of the subject. This does not need to be a song, but the subject must be able to hear or see the performance.

Lullaby
Type: Mind affecting
Range: Hearing/line of sight depending on performance used
Duration: Continuous for a maximum of one encounter
Channelling point cost: 6
Spell call: "By my will I put you all to sleep"
Effect: Causes all who hear or see the performance to fall asleep until the end of the performance when they will wake.
Requirements: A performance which encourages sleep. This does not have to be a song.

Sanctuary
Type: Mind affecting
Range: Hearing/line of sight depending on performance used
Duration: Continuous for a maximum of one encounter
Channelling point cost: 3

Spell call: "By my will I protect myself"
Effect: Makes the bard immune to physical damage for the duration of an unceasing performance.
Requirements: Any unceasing performance.

Stay with me
Type: Mind affecting
Range: Hearing/line of sight depending on performance used
Duration: Continuous for a maximum of one encounter
Channelling point cost: 1
Spell call: "By my will I ask you to stay with me"
Effect: Causes the subject to suspend their death count for the duration of the performance.
Requirements: Any unceasing performance.

Weaken enemy
Type: Mind affecting
Range: Hearing/line of sight as appropriate to the performance
Duration: Continuous for a maximum of one encounter
Channelling point cost: 3
Spell call: "By my will I weaken thee."
Effect: Causes the subject of the spell to become fatigued and reduces their hit points to 1 floating hit (armour points are unaffected).
Requirements: A performance which insults or derides the subject.

Wrapt Audience
Type – Mind affecting
Range – Hearing/line of sight as appropriate to performance
Duration – Continuous for a maximum of one encounter
Channelling point cost – 4
Spell call – "By my will I enrapture you all
Effect – Causes all who hear/see the performance to feel friendly and helpful towards the bard for the duration of the performance and to pay the bard their full attention. If used subtly the audience may not realise they have been under the effect of a spell, and a sense of positive esteem may remain after the event. As a minimum, affected parties will not attack the bard and will try to protect them for the duration of the performance.
Requirements: An impressive performance.

Playing a Druid

Druids are those who lead the worship of the Old Faith, the faith worshipped by the tribes of the lands which became Catreath before the coming of the Empire. Druidic worship focuses on the worship of the sun and the moon and in undertaking the necessary rituals to ensure the seasons turn and the balance of the world is maintained.

While worship of the Old Faith is not illegal in most places in Catreath, it is not well accepted and druids who are open about their faith can expect derision, persecution and exclusion from positions of power. Druidic worship is more common in isolated rural communities, and within wood elf and animalkin communities.

Druids are expected to wear a symbol of their faith, though they may choose to keep this hidden, and are required to follow a number of sins set by the sun and moon. Failure to adhere to these will result in them being "in sin". However, it is not possible to be excommunicated from the Old Faith. Druids are expected to use 50% of their income in their worship (in such a way that does not personally benefit them).

Druids are users of hearth magic, and may join a coven during the game if they choose.

Hearth Magic

Hearth magic is the magic held within everyday items and actions in the world, which can be channelled by druids who wish to bring about magical effects. Druids utilise the traditions of Poppetworking, Knotworking and Sympathy-working.

Druids can learn hearth magic from a teacher or by meditating during the full moon. They are limited to learning one new hearth magic spell per month via mediation. Hearth magic spells are allocated as part of the character's advance scheme and players can decide on their own explanation of how they have been able to learn this spell as suits their character.

Druids gain an increasing number of channelling points as they move up their advance scheme, which represent their ability to channel hearth magic and use this as they wish.

Sins

Sins represent the understanding druids share of the rules the sun and moon wish them to live by to guide them in their behaviour. All druids are expected to live by the sins set, and they will become "in sin" if they are broken. When a druid is "in sin" they cannot use any of the abilities of their faith until they are absolved.

- Never to kill, unless when hunting for food or when acting in self-defence. Demons, undead and abyss creatures are not considered to be living creatures

and may be killed.

- To never act or speak in anger towards a living creature. Demons, undead and abyss creatures are not considered to be living creatures

- Never to allow harm to come to a druidic grove.

- Always to lend aid to a spirit when requested.

- Always to promote the Old Faith via undertaking any necessary rites, offering support to any druid who requests it and by giving information to any individual interested in conversion.

Druidic levels

Druidic levels represent a character's understanding and devotion to the Old Faith, and indicate which druidic abilities they have access to.

<u>Level 1</u>

Bless – when a druid blesses a person, animal, object or area, they draw the attention of the sun and moon to them. Blessings are often sought by followers of the Old Faith as a way to experience the presence of their deities, and many people believe that blessings will heal their ills or protect them from harm. There is no set form to performing a blessing, but the druid must make it clear that a blessing is being undertaken. An individual does not have to consent to being blessed, but a blessing cannot take place without the individual being aware of this.

Pray – all characters who follow a faith may pray to their deity for guidance. It is rare to receive a direct reply, but the faithful will be able to feel the presence of their deity when in prayer. When a character wishes to pray, they should inform a referee, but in most cases they will not receive a direct answer.

Poppetworking – allows a druid to learn hearth magic which utilises dolls or other representations of people to undertake magical effects. A druid with this ability may choose hearth magic from the Poppet Magic list when selecting spells.

Ward – the ability to hold back a creature of the abyss with strength of faith. To use this ability the character must hold their staff or another symbol of their faith in two outstretched and otherwise empty hands and repetitively chant a phrase which includes the name of the sun, moon or both and makes it clear they are warding. Some examples are "The power of the sun drives you back," "The moon forces you from this place." All abyss creatures forward of the staff or symbol of faith will be warded.

<u>Level 2</u>

Absolve of sin – experienced druids are able to cleanse another druid who has committed a sin. In most cases druids are expected to set a penance prior to absolving a character of sin in order to test their faith and teach them the importance

of following their sins. Player druids are asked to consider the practicality of any penance set to another player and to discuss this with a referee.

Create staff – an experienced druid may create a druidic staff by engaging in a lengthy and draining ritual using a staff they have found themselves. A druidic staff may be used in place of a symbol of faith to ward, A druidic staff will increase the channelling points of its owner by 4 points.

Knotworking – allows a druid to learn hearth magic which utilises the tying or undoing of knots, or the creation of knotted bundles to undertake magical effects. A druid with this ability may choose hearth magic from the Knotwork list when selecting spells.

Lay to rest – after a sentient person has died, a druid can perform a ritual to lay their body to rest. This will ensure that their soul is at rest and cannot be raised as undead, but nor can it be resurrected.

Level 3

Anoint druid – an experienced druid may carry out a ritual to anoint another into the fellowship of druids. Anyone wishing to be anointed must first have obtained a symbol of their faith. The character who anoints the druid is also responsible for instructing them in the sins of their faith.

Bless grove – experienced druids may direct the power of the sun and moon to imbue a natural area, most usually a grove of trees, with a permanent affinity for their deities in order to be used in worship of the Old Faith. This ability should be used with caution, as the sun and moon will dislike inappropriate areas being used as a druidic grove, and if regular worship does not take place then the grove will fade. Druidic groves cannot be entered by demons, undead or abyss creatures. Groves can be removed by the placing of another site of worship over them.

Bless stake - allows a more experienced druid to undertake a ritual at the full moon to bless a hawthorn stake which may be used to destroy a vampire by piercing them through the heart.

Cleanse – allows a more experienced druid to remove the taint of a demon or undead from a person or item. Common uses include removing the negative effects from those who have touched undead creatures, been bitten by a vampire or infected by a demonic illness. Cleansing takes the form of a ritual and is linked to the powers of the moon.

Exorcize – allows a more experienced druid to drive out an unnatural entity which has possessed an individual. An exorcism is a ritual which must include the druid walking a full circle around the affected individual, and is linked to the powers of the sun. In the case of attempts to exorcise very powerful entities it may be required for multiple druids to work together, for exorcisms to take place at a druidic grove, or for a druid's powers to be bolstered by a coven.

Sympathy-working – allows a druid to learn hearth magic which utilises ingredients to represent the focus of a spell to bring about magical effects. A druid with this

ability may choose hearth magic from the Sympathetic Magic list when selecting spells.

<u>Level 4</u>

Join with grove – druids with an advanced level of understanding of their faith may replenish their channelling points when they spend time in a druidic grove at a rate of 6 channelling points per three minutes. A druid with this ability may cast infinite hearth magic while standing in a grove.

Seek insight - the most senior druids are able, once a month at the full moon, to seek further information from the moon about a specific issue. This requires significant efforts which may include mediation, sacrifice or prayer. The moon is not known for giving clear answers, and information may come in the form of a vision, dream or prophecy. Typically the moon will give clearer information about issues related to her domain.

Specialism – the most experienced druids may become specialised in the magics of either the sun or the moon, and will be able to create the magical effects by channelling less power from the world around them. A druid with a specialism will channel all hearth magic from their chosen area at a cost of -1 channelling points (with a minimum of 1 channelling point).

Advance Scheme

Rank	Druid
1a	Gain 1 druid level Gain lifestyle A Gain 1 skill Use Weapon or Tracking Summary: Druid levels 1 Lifestyle A Skills 1
2a	Gain 2 poppet magic spells Gain 4 channeling points Summary: Druid levels 1 Lifestyle A Skills 1 Spells 2 Channeling points 4
2b	Gain 1 skill Military List or Tracking or Language: Common Summary: Druid levels 1

	Lifestyle A Skills 2 Spells 2 Channeling points 4
3a	Gain 1 druid level Gain lifestyle B Gain 1 spell: poppet or knotwork Gain 2 channeling points Summary: Druid levels 2 Lifestyle B Skills 2 Spells 3 Channeling points 6
3b	Gain 1 skill Military List or Knowledge List or Tracking Summary: Druid levels 2 Lifestyle B Skills 3 Spells 3 Channeling points 6
3c	Gain 1 skill Military List or Knowledge List or Tracking Gain 1 spell: poppet or knotwork Summary: Druid levels 2 Lifestyle B Skills 4 Spells 4 Channeling points 6
4a	Gain 1 spell: poppet or knotwork Gain 2 channeling points Summary: Druid levels 2 Lifestyle B Skills 4 Spells 5 Channeling points 8
4b	Gain 1 druid level Gain lifestyle C Gain 1 skill Any List Summary: Druid levels 3 Lifestyle C

	Skills 5 Spells 5 Channeling points 8
4c	Gain 1 spell: Any List Gain 2 channeling points Summary: Druid levels 3 Lifestyle C Skills 5 Spells 6 Channeling points 10
4d	Gain 1 skill Any List Gain 1 spell: Any List Summary: Druid levels 3 Lifestyle C Skills 6 Spells 7 Channeling points 10
5a	2 spells: Any List Gain 1 skill Any List Summary: Druid levels 3 Lifestyle C Skills 7 Spells 9 Channeling points 10
5b	Gain 1 druid level Gain 1 skill Any List Summary: Druid levels 4 Lifestyle C Skills 8 Spells 9 Channeling points 10
5c	Gain 1 spell: Any List Gain 2 channeling points Summary: Druid levels 4 Lifestyle C Skills 8 Spells 10 Channeling points 12

Hearth Magic Spells

Poppetworking - Sun Spells

Affect spirit
Type: Esoteric
Range: Line of sight
Duration: 10 minutes or one encounter
Channelling point cost: 3
Spell call: "By my will I cause you to strike with spiritbane"
Effect: Causes any weaponry held by the subject to strike with the call "Spiritbane".
Requirements: Poppet, either a physical part of the subject (such as hair or blood) or the name of the subject, leaves of three different trees which have been gathered that day, 30 seconds of appropriate roleplay which includes walking a circle around the poppet.

Find Name
Type: Esoteric
Range: Personal
Duration: Instantaneous
Channelling point cost: 2
Spell call: "By my will I discover your name"
Effect: Discovers the true name of any sentient being of similar or lesser power level to the caster. More powerful names may be discovered when multiple druids work together, when the ritual is undertaken at a grove or when a druid's power is bolstered by a coven.
Requirements: Poppet, a physical part of the subject (such as hair or blood), 30 seconds of appropriate roleplay which includes walking a circle around the poppet.

Heal
Type: Physical
Range: Touch
Duration: Instantaneous
Channelling point cost: 1
Spell call: "By my will I heal your… (name location)"
Effect: Heals one wounded location on any living creature, bringing this location back to its original number of hit points.
Requirements: Poppet, either a physical part of the subject (such as hair or blood) or the name of the subject, parts of 3 different living plants which have been freshly gathered, 10 seconds of appropriate roleplay.

Summon
Type: Mind affecting
Range: Any
Duration: One month
Channelling point cost: 4
Spell call: "By my will I call you to me."
Effect: Causes the subject to travel by any means towards the caster until they reach them.

Requirements: Poppet, either a physical part of the subject (such as hair or blood) or the name of the subject, 5 minutes of appropriate roleplay which includes walking a circle around the poppet.

Poppetworking - Moon Spells

Dreaming
Type: Mind affecting
Range: Touch
Duration: Until woken or wakes naturally
Channelling point cost: 5
Spell call: "By my will I cause thee to dream."
Effect: Causes the subject of the spell to have a dreamquest. This may enable them to seek insight on a specific issue, particularly where this is of special relevance to them, or to meet with a number of dream-linked entities. All dreamquests should be discussed with a referee.
Requirements: Poppet, either a physical part of the subject (such as hair or blood) or the name of the subject, the telling of a secret the subject has never told before, 5 minutes of appropriate roleplay which includes walking a circle around the poppet. This spell can only be cast once per month at the full moon.

Freeze
Type: Mind affecting
Range: Line of sight
Duration: 10 seconds
Channelling point cost: 1
Spell call: "By my will I cause thee to freeze"
Effect: The subject of the spell will stay still, frozen to the spot for 10 seconds. They are able to recall anything they hear or see during this time, but if injured they will lose consciousness.
Requirements: Poppet, either a physical part of the subject (such as hair or blood) or the name of the subject, earth or clay, 10 seconds of appropriate roleplay.

Protect from spirit
Type: Esoteric
Range: Touch
Duration: 1 - 4 weeks
Channelling point cost: initial cost of 4 with an additional cost of 2 per extra week to a maximum of 4 weeks
Spell call: "By my will I protect thee from spirits"
Effect: Protects an individual from being harmed by spirits unless they initiate a fight with spirits. They may still be touched by spirits and otherwise interact with spirits.
Requirements: Poppet, either a physical part of the subject (such as hair or blood) or the name of the subject, the touch of a piece of base metal (not gold or silver), 30 seconds of appropriate roleplay.

Weaken enemy
Type: Physical
Range: Line of sight
Duration: 10 minutes or one encounter
Channelling point cost: 4

Spell call: "By my will I weaken thee."
Effect: Causes the subject of the spell to become fatigued and reduces their hit points to 1 floating hit (armour points are unaffected).
Requirements: Poppet, either a physical part of the subject (such as hair or blood) or the name of the subject, a drop of blood from someone who has killed that day, 30 seconds of appropriate roleplay which includes walking a circle around the poppet.

Knotworking - Sun Spells

Bind
Type: Esoteric
Range: Touch
Duration: Instantaneous, lasting as long as the created bundle remains together.
Channelling point cost: 6
Spell call: "By my will I bind thee to…"
Effect: Creates a bond between a living subject and another, who can be the caster. This enables a familiar or master to be bonded with or a coven to be bonded together. Where a subject of this spell does not consent to being bonded then the other individual being bonded must be of significantly stronger will.
Requirements: Silk thread, a physical part of subject involved in the binding (such as hair or blood),

Deathbane
Type: Esoteric
Range: Touch
Duration: 10 minutes or one encounter
Channelling point cost: 3
Spell call: "By my will I cause this weapon to strike true against undead."
Effect: Enables the creation of a knotted bundle which can be hung on a weapon and causes the weapon cast upon to strike with the call "Deathbane". Where the bundle is not used, it loses its power after the duration of the spell. During the duration of the spell the bundle can be moved between weapons.
Requirements: Enables the creation of a knotted bundle using a human bone, string and 30 seconds of roleplay. A deathbane weapon should be marked with a white ribbon.

Flee
Type: Mind affecting
Range: Line of sight
Duration: 10 seconds once activated
Channelling point cost: 1
Spell call: "By my will I create an item of flee", "With this item I cause you to flee."
Effect: Enables the creation of an activatable item which causes the subject of the spell to flee in overpowering fear for ten seconds.
Requirements: Enables the creation of a knotted bundle using the tooth or claw of a predator, the freshly gathered blood of a person who has killed that day, string and 30 seconds of roleplay. Where the created item is not used before dawn its power is lost.

Purge poison
Type: Physical

Range: Touch
Duration: Instantaneous when activated
Channelling point cost: 1
Spell call: "By my will I create an item to purge poison"
Effect: Enables the creation of an activatable item which purges the poison of the wearing on the first occasion they are poisoned. If the item is placed on someone who is poisoned it will cure their poison. Where the created item is not used before dawn its power is lost.
Requirements: Enables the creation of a knotted bundle using 4 different living plants freshly gathered, a bezoar, string and 30 seconds of roleplay.

Knotworking - Moon Spells

Divine Nature
Type: Esoteric
Range: Touch
Duration: Instantaneous
Channelling point cost: 3
Spell call: "By my will I create an item of divine nature", "With this item I divine the nature of this..."
Effect: Enables the creation of an activatable item which enables the person activating it to understand any sigils or auras upon an item, and it's function.
Requirements: Enables the creation of a knotted bundle using the freshly gathered blood of a scholar, parchment, string and 30 seconds of roleplay. Where the created item is not used before dawn its power is lost.

Poison weapon
Type: Physical
Range: Touch
Duration: 10 minutes or one encounter
Channelling point cost: 3
Spell call: "By my will I cause this weapon to be poisoned."
Effect: Enables the creation of a knotted bundle which can be hung on a weapon and causes the weapon cast upon to strike with the call "Poison". Where the bundle is not used, it loses its power after the duration of the spell. During the duration of the spell the bundle can be moved between weapons.
Requirements: Enables the creation of a knotted bundle using a spiked plant freshly gathered, the spit of someone who hates the enemy it is intended for freshly gathered, string and 30 seconds of roleplay. A poisoned weapon should be marked with a black ribbon.

Sleep
Type: Mind affecting
Range: Line of sight
Duration: Instantaneous when activated
Channelling point cost: 3
Spell call: "By my will I create an item of sleep", "With this item I cause you to sleep."
Effect: Enables the creation of an activatable item which causes the subject of the spell to fall asleep until woken or until they wake naturally.

Requirements: Enables the creation of a knotted bundle using 4 different living plants freshly gathered, a feather found that day, string and 30 seconds of roleplay. Where the created item is not used before dawn its power is lost.

Ward vs. Undead
Type: Esoteric
Range: Location specific
Duration: 1 - 4 weeks
Channelling point cost: initial cost of 4 with an additional cost of 2 per extra week to a maximum of 4 weeks
Spell call: "By my will I protect this (place) from undead"
Effect: Places a knotted bundle which cannot be touched or passed by an undead creature upon a door, fence or box. A ward will protect its surrounding area such that a single ward will protect a small building or box, and that a series of wards each protect a 10m section of a boundary. A ward can be removed by the physical destruction of the knotted bundle. Some powerful undead creatures may be able to bypass wards.
Requirements: Enables the creation of a knotted bundle using a human bone or any skull, freshly gathered blood from a willing giver, string and 30 seconds of roleplay.

Sympathy-working - Sun Spells

Cure disease
Type: Physical
Range: Touch
Duration: Instantaneous
Channelling point cost: 1
Spell call: "By my will I cure thee of disease."
Effect: Will remove all natural disease from the subject.
Requirements: 10 seconds of appropriate roleplay including cleaning mould or moss from a recently found natural item (such as a stone or branch).

Demonbane
Type: Esoteric
Range: Touch
Duration: 10 minutes or one encounter
Channelling point cost: 3
Spell call: "By my will I cause this weapon to strike true against demons."
Effect: Enables a weapon to be granted the ability to strike with the call "Demonbane".
Requirements: 30 seconds of appropriate roleplay which include walking a circle around the weapon and anointing this with the blood of the individual who intends to use it.

Locate
Type: Esoterical
Range: Any
Duration: Instantaneous
Channelling point cost: 3
Spell call: "By my will I locate…"

Effect: Will indicate the direction of a sentient person who the caster is familiar with, but not how far away they are. If the subject is not in the same plane of existence as the caster this spell will not work.

Requirements: 10 seconds of appropriate roleplay including floating or hanging a natural directional indicator such as a twig which has been freshly gathered.

Wound Limb
Type: Physical
Range: Line of sight
Duration: Instantaneous
Channelling point cost: 3
Spell call: "By my will I wound your (name limb)"
Effect: The subject of the spell is struck by a magical force injuring a named limb. This injury passes through all armour, but does not damage it. Where the subject has multiple hits per location, the limb is reduced to 0 hit points unless they have an additional magical protection.
Requirements: 10 seconds of appropriate roleplay including snapping a freshly found twig which has been anointed with the caster's own blood.

Sympathy-working - Moon Spells

Foretelling
Type: Esoteric
Range: Personal
Duration: 10 minutes or 1 encounter
Channelling point cost: 6
Spell call: "By my will see the future"
Effect: At the point of casting a Time Freeze is called so all players can note their character's current situation. At any point in the next 10 minutes or 1 encounter (whichever is shorter) the caster may use the call "I deny this future" and the timeline will reset to the point of casting.
Requirements: 30 seconds of appropriate roleplay including looking into a source of natural water, such as a pond, puddle or stream.

Silvertongue
Type: Esoteric
Range: Touch
Duration: Until the following dawn
Channelling point cost: 2
Spell call: "By my will I grant thee a silver tongue"
Effect: Grants the subject the ability to lie under a truthtell spell or within a Zone of Truth. The subject does not need to use the "No Effect" call when using this ability, but needs to inform a referee that this spell is being used before or after the scene.
Requirements: 10 seconds of appropriate roleplay which includes the sacrifice of 6 silver pieces.

Taint
Type: Physical
Range: Any
Duration: 1 week
Channelling point cost: 5

Spell call: "By my will I taint this… (name food or drink to be tainted)"
Effect: Poisons a specified quantity of food or drink (not both) which could include a well, a banquet or the food stored in a single house-sized building. Poison will cause illness and death in a percentage of cases.
Requirements: 5 minutes of appropriate roleplay which includes boiling a cauldron with a portion of the food or drink to be tainted and a poisonous plant or venomous animal.

Ward vs. Demon
Type: Esoteric
Range: Location specific
Duration: 1 - 4 weeks
Channelling point cost: initial cost of 4 with an additional cost of 2 per extra week to a maximum of 4 weeks
Spell call: "By my will I protect this (place) from demons"
Effect: Places a physically inscribeded symbol which cannot be touched or passed by a demon upon a door, fence or box. A ward will protect its surrounding area such that a single ward will protect a small building or box, and that a series of wards each protect a 10m section of a boundary. A ward can be removed by the physical destruction of the inscribed symbol. Some powerful demons may be able to bypass wards.
Requirements: 30 seconds of appropriate roleplay which include marking the enscribed ward with the blood of an enemy.

Playing a Fighter

Fighters are the strongest and most martial characters and this class covers a range of careers such as warriors, soldiers, duellists, thugs, bodyguards and watchmen. Membership of a fighter class indicates long years of training in martial pursuits of any kind, and with any intention.

Some fighter characters may choose an affiliation to express the ways they use their skills (such as joining the militia, the watch or a noble household) but players are free to choose to remain independent if this suits their character story better.

Level 4 Fighters are users of hearth magic, and as such may join a coven if they wish.

Hearth Magic

Hearth magic is the magic held within everyday items and actions in the world, which can be channelled by the most senior fighters who wish to bring about magical effects. Fighters can undertake only limited hearth magic and must be taught by an experienced teacher, who is most often another fighter but could also be a druid. Hearth magic spells are allocated as part of the character's advance scheme and players can decide on their own explanation of how they have been able to learn this spell as suits their character.

Senior fighters gain an increasing number of channelling points as they move up their advance scheme, which represent their ability to channel hearth magic and use this as they wish.

Fighter Levels

Fighter levels represent a character's level of training and experience in martial pursuits, and indicate which fighter abilities they have access to.

<u>Level 1</u>

Ask around - the ability of a fighter to undertake research on a specific subject during the course of their time between adventures, accessing sources of information such as the army barracks, taverns frequented by merchant guards or other communities of fighters that other players may not have access to. To use this ability a player must indicate to a referee what subject they are "asking around" about, and which environments they will visit.

Enlist – a fighter can enlist in a group such as the Novum Castellum army, the Watch or the guards attached to a Noble House or Merchant Household. An enlisted fighter will earn an income of -/6 per downtime period.

Intimidate – the ability of a fighter to physically threaten an non-player character during a period of downtime in order to get them to comply with their wishes. This ability is most effective on those who are physically weak and of low social status.

Some non-player characters may be resistant to the intimidate ability. During an event the intimidate ability must be roleplayed.

Repair leather armour – the ability to repair any damage to leather armour without cost.

<u>Level 2</u>

Blacksmithing – the ability of a fighter to make metal weapons such as swords, axes, maces, hammers and spears at 50% of the cost given on the equipment list. A fighter can craft one item of any type per downtime period. Fighters can craft items for other player characters but will not make profit from selling items to non-player characters.

Leatherworking – the ability to create items of leather armour at a reduced cost of 50% of the cost given on the equipment list. A fighter can craft one item of any type per downtime period. Fighters can craft items for other player characters but will not make profit from selling items to non-player characters.

Repair metal armour - the ability to repair any damage to without armour without cost.

<u>Level 3</u>

Armoursmithing – the ability of a fighter to make metal armour at 50% of the cost given on the equipment list. A fighter can craft one item of any type per downtime period. Fighters can craft items for other player characters but will not make profit from selling items to non-player characters.

Berserk – the ability of a fighter to work themselves into a berserk frenzy via ten seconds of appropriate roleplay. Whilst in a berserk state the fighter must charge into battle against any available enemies, but will gain two additional floating hits above armour for the scene. Calming a fighter in a berserk state can be done by another player with ten seconds of appropriate roleplay.

Fletching – the ability to create arrows and bolts at a rate of three per downtime period with no cost. Fighters can craft using one crafting skill per downtime period.

Promotion to Sergeant – the ability of a ranger would have already enlisted in an affiliate group to gain a promotion to the rank of Sergeant gaining higher social status and an income of 1/- per downtime period. A ranger can only draw an income from one ability at a time.
`
<u>Level 4</u>

Toughness - this ability represents the training of an experienced fighter to build their physical strength and resilience. A fighter with this ability will gain an additional hit one location to a maximum of two hits per location.

Promotion to Captain - the ability of a fighter is already a Sergeant in an affiliate group to gain a promotion to the rank of Captain gaining higher social status, access to Merchant's Chat and an income of 2/- per downtime period. A fighter can only draw an income from one ability at a time.

Use hearth magic – an experienced fighter is able to use a limited range of hearth magic.

Advance Scheme

Rank	Fighter
1a	Gain 1 figher level Gain 1 skill Use Weapon Gain lifestyle B Summary: Fighter level 1 Skill 1 Lifestyle B
2a	Gain 1 skill Military List Summary: Fighter Level 1 Skills 2 Lifestyle B
2b	Gain 1 skill Military List Summary: Fighter Level 1 Skills 3 Lifestyle B
3a	Gain fighter level 2 Gain lifestyle C Summary: Fighter Level 2 Skills 3 Lifestyle C
3b	Gain 1 skill Military List or Knowledge List Summary: Fighter Level 2 Skills 4 Lifestyle C
3c	Gain 1 skill Military List or Knowledge List Summary: Fighter Level 2

	Skills 5 Lifestyle C
4a	Gain fighter level 3 Summary: Fighter Level 3 Skills 5 Lifestyle C
4b	Gain 1 skill Military List or Knowledge List or Rogue List Summary: Fighter Level 3 Skills 6 lifestyle C
4c	Gain lifestyle D Summary: Fighter Level 3 Skills 6 Lifestyle D
4d	Gain 1 skill Military List or Knowledge List or Rogue List Summary: Fighter Level 3 Skills 7 Lifestyle D
5a	Gain fighter level 4 Gain 2 channeling points Gain 1 spell Summary: Fighter Level 4 Skills 7 Lifestyle D Channeling Points 2 Spells 1
5b	Gain Skills 2: Any List Gain 1 channeling point Summary: Fighter Level 4 Skills 9 Lifestyle D Channeling Points 3 Spells 1

5c	Gain 1 skill Any List Gain 1 channeling point Gain 1 spell Summary: Fighter Level 4 10 skills lifestyle D Channeling Points 4 Spells 2

Fighter Hearth Magic

Flee
Type: Mind affecting
Range: Line of sight
Duration: 10 seconds
Channelling point cost: 1
Spell call: "By my will I cause you to flee."
Effect: Causes the subject of the spell to flee in overpowering fear for ten seconds.
Requirements: Ten seconds of appropriate roleplay to intimidate the subject.

Heal
Type: Physical
Range: Touch
Duration: Instantaneous
Channelling point cost: 1
Spell call: "By my will I heal your… (name location)"
Effect: Heals one wounded location on any living creature, bringing this location back to its original number of hit points.
Requirements: A sample of the casters own blood, freshly given, 10 seconds of appropriate roleplay.

Weaken enemy
Type: Physical
Range: Line of sight
Duration: 10 minutes or one encounter
Channelling point cost: 4
Spell call: "By my will I weaken thee."
Effect: Causes the subject of the spell to become fatigued and reduces their hit points to 1 floating hit (armour points are unaffected).
Requirements: Poppet, a physical part of the subject (such as hair or blood), 30 seconds of appropriate roleplay which includes walking a circle around the poppet.

Playing a Herbalist

Herbalists are skilled individuals who work with herbs and other natural ingredients. While they are known for their skill at healing, herbalist's abilities extend into creating poisons, magics and protective abilities at higher levels. Herbalists are usually well respected within their communities, though they are rarely amongst the richest in society.

Herbalists of level 2 and above are users of hearth magic, and may join a coven during the game if they choose.

Herbal Recipes

Simple recipes are the most common form of healing (and poison) in Catreath. They represent the basics of a herbalist's craft, and they are not magical in their nature. A herbalist can continue to make simple recipes as long as they have access to the correct tools and ingredients unless a referee rules them to be exhausted.

Advanced recipes represent the more complex abilities of an experienced herbalist which are magical in nature, though it is up to the discretion of the player to choose how this is seen by their character.

Hearth Magic

Hearth magic is the magic held within everyday items and actions in the world, which can be channelled by experienced herbalists who wish to bring about magical effects. Advanced herbal recipes represent an aspect of hearth magic, and the most experienced herbalists may learn hearth magic from a wider list of traditions.

Herbalists may learn both simple recipes from a herbalist teacher. Advanced recipes may be learnt from either a teacher who may be a herbalist of a druid or via mediating on the full moon. Advanced herbal recipes and hearth magic spells are allocated as part of the character's advance scheme and players can decide on their own explanation of how they have been able to learn this spell as suits their character.

Herbalists gain an increasing number of channelling points as they move up their advance scheme, which represent their ability to channel hearth magic and use this as they wish.

Herbalist Levels

Herbalist levels represent a character's understanding of their craft, and indicate which herbalist abilities they have access to.

<u>Level 1</u>

Assess wound or illness – the ability of a trained healer to understand cause of an injury (such as whether caused by an accident, creature or weapon), how recent an injury is (including the ability to ask an injured character what their remaining death count is) and whether an injury is infected or poisoned. In some cases a herbalist with this skill may be able to ascertain further information about the type of poison used or illness suffered from.

Mix basic recipe – a herbalist may learn basic recipes from a teacher or a book up to the number they are able to master

Level 2

Assess body – the ability of an experienced herbalist to assess the cause of death of a body by undertaking observations, and in some cases by undertaking an autopsy.

Healer - the ability of a herbalist to undertake paid work as a healer either independently or via an affiliation to a group such as a noble house, merchant household or other relevant group gaining an income of -/6 per downtime period. A herbalist may only raise an income via one ability at a time.

Surgery – the ability of an experienced herbalist to heal serious injuries such as broken bones and damage to internal organs that are beyond the scope of a regular heal recipe. Surgery requires a suitable clean indoor location to be attempted, and recovery from surgery is not guaranteed.

Use advanced recipe – a more experienced herbalist is able to utilise hearth magic recipes to create more complex magical effects.

Level 3

Botanist - the ability of a skilled herbalist to identify many plants both in their natural state and within herbal mixes. This may include identifying their key properties, common uses, regions of origin and growing seasons. A herbalist may use this skill during downtime periods to assist in research and analysis involving botany.

Physik - the ability of a skilled herbalist to undertake paid work as an experienced healer either independently or via an affiliation to a group such as a noble house, merchant household or other relevant group gaining an income of 1/- per downtime period. A herbalist may only raise an income via one ability at a time.

Tend to group – the most experienced herbalists can provide ongoing care to groups of people including surgery in order to increase their chance of survival and speed their healing time. In order to tend to a group effectively a herbalist must do so in a suitable clean, indoor location.

Level 4

Chirurgeon - the ability of a very experienced herbalist to undertake paid work as a highly skilled healer either independently or via an affiliation to a group such as a

noble house, merchant household or other relevant group gaining an income of 2/- per downtime period. A herbalist may only raise an income via one ability at a time.

Gardener - The ability of a very experienced herbalist to establish and tend a garden in any suitable location which will yield 4 doses of dried healing herbs or dried poisonous herbs per downtime period. If the herbalist is already in possession of a herb garden they may increase the size of this to gain 4 doses of herbs in addition to that gained from their garden.

Use hearth magic – a very experienced herbalist is able to use a wider range of hearth magic, drawing from the traditions of Poppetworking, Knotworking and Sympathy-working (full list given on p131).

Advance Scheme

Rank	Herbalist
1a	Gain 1 herbalist level Gain lifestyle A Gain 1 recipe: heal Gain 1 simple recipe Summary: Herbalist level 1 Lifestyle A Recipes 2
2a	Gain 1 simple recipe Gain 1 skill Use Weapon or Tracking or Knowledge List Summary: Herbalist level 1 Lifestyle A Recipes 3 Skills 1
2b	Gain 1 simple recipe Gain 1 skill Use Weapon or Tracking or Knowledge List Summary: Herbalist level 1 Lifestyle A Recipes 4 Skills 2
3a	Gain 1 herbalist level Gain 2 channeling points Gain 1 advanced recipe Gain lifestyle B Summary:

	Herbalist level 2 Lifestyle B Recipes 5 Skills 2 Channeling points 2
3b	Gain 1 skill Knowledge List or Military List or Tracking Summary: Herbalist level 2 Lifestyle B Recipes 5 Skills 3 Channeling points 2
3c	Gain 1 advanced recipe Gain 1 channeling point Summary: Herbalist level 2 Lifestyle B Recipes 6 Skills 3 Channeling points 3
4a	Gain 1 herbalist level Gain 1 skill Knowledge List or Military List or rogue Summary: Herbalist level 3 Lifestyle B Recipes 5 Skills 4 Channeling points 3
4b	Gain 1 advanced recipe Gain 1 channeling points Summary: Herbalist level 3 Lifestyle B Recipes 7 Skills 4 Channeling points 4
4c	Gain 1 skill Knowledge List or Military List or rogue Gain lifestyle C Summary: Herbalist level 3 Lifestyle C Recipes 7 Skills 5

	Channeling points 4
4d	Gain 1 advanced recipe Gain 1 channeling points Summary: Herbalist level 3 Lifestyle C Recipes 8 Skills 5 Channeling points 5
5a	Gain 1 herbalist level Gain 1 channeling points Gain 1 advanced recipe or hearth magic spell Summary: Herbalist level 4 Lifestyle C Recipes and Spells 9 Skills 5 Channeling points 6
5b	Gain Skills 2: Any List Summary: Herbalist level 4 Lifestyle C Recipes and Spells 9 Skills 7 Channeling points 6
5c	Gain 1 advanced recipe or hearth magic spell Gain 2 channeling points Gain 1 skill Any List Summary: Herbalist level 4 Lifestyle C Recipes and Spells 10 Skills 8 Channeling points 8

Simple Recipes

Cure disease
Effect – Cures all natural disease from a single living creature. In the case of serious or near fatal illness the subject may remain weakened or require ongoing care.
Preparation – 10 seconds of appropriate roleplay which includes the use of herbalist tools, 4 doses of dried healing herbs and 2 different freshly gathered plants.

Heal
Effect – Heals one wounded location on any living creature, bringing this location back to its original number of hit points. In the case of serious injuries, including broken bones or damage to internal organs, further care using the surgery ability may be required.
Preparation – 10 seconds of appropriate roleplay which includes the use of herbalist tools and 2 doses of dried healing herbs.

Purge poison
Preparation – 10 seconds of appropriate roleplay which includes the use of herbalist tools, 3 doses of dried healing herbs and 3 different freshly gathered plants.
Effect – Removes the effect of a natural poison from a single living creature. In the case of serious or near fatal illness the subject may remain weakened or require ongoing care.

Oral poison
Effect – Creates a vial of poison which can be added to food and drink, and will take effect on the subject when ingested, causing them to become poisoned. The vial of poison will remain usable for 1 day. Use of oral poison should be discussed with a referee.
Preparation – 30 seconds of appropriate roleplay which includes the use of herbalist tools, a cauldron, and 10 doses of dried poisonous herbs.

Advanced Recipes

All heal
Type - Physical
Range - Touch
Duration - Instantaneous
Channelling point cost – 2
Spell call – "By my will I heal all your wounds."
Effect – Will heal all injuries on a single living creature so that all locations return to full hit points. This recipe does not cure poison or disease effects. In the case of serious injuries, including broken bones or damage to internal organs, further care using the surgery ability may be required.
Preparation – 10 seconds of appropriate roleplay which include the use of herbalist tools and parts of 5 different living plants which have been freshly gathered.

Beguile
Type – Mind affecting
Range – Line of sight
Duration – 10 seconds once activated

Channelling point cost – 1
Spell call – "By my will I beguile you."
Effect – Allows the herbalist to create a mixture which can be activated by the scent being blown towards the subject (the subject must be in line of sight but does not have to be close enough to smell this). Causes the subject to feel friendly and helpful towards the caster for 10 seconds (with the caster being the individual who blows the scent towards the subject). If used subtly the subject may not realise they have been under the effect of a spell, and a sense of positive esteem may remain after the event. As a minimum, the subject of the spell will not attack the caster and will try to protect them for the duration of the spell. When the mixture is not used within the encounter it loses its power.
Preparation – 10 seconds of appropriate roleplay which include the use of herbalist tools, part of one freshly gathered living plant and the breath of an elf or someone who is in love.

Blade poison
Type – Physical
Range – Touch
Duration – 10 minutes or one encounter
Channelling point cost – 3
Spell call – "By my will I cause this weapon to be poisoned."
Effect – Enables the creation of a mixture which can be placed on a weapon and causes the weapon cast upon to strike with the call "Poison". Where the mixture is not used, it loses its power at the end of the encounter.
Preparation – 10 seconds of appropriate roleplay which include the use of herbalist tools, part of one spiky living plant gathered that day and the spit of an individual who hates the intended target of the poison. A poisoned weapon should be marked with a black ribbon.

Dreaming
Type: Mind affecting
Range: Touch
Duration: Until woken or wakes naturally
Channelling point cost: 5
Spell call: "By my will I cause thee to dream."
Effect: Allows for the creation of a mixture which causes the subject who consumes it to have a dreamquest. This may enable them to seek insight on a specific issue, particularly where this is of special relevance to them, or to meet with a number of dream-linked entities. All dreamquests should be discussed with a referee.
Requirements: 5 minutes of appropriate roleplay which includes use of herbalist tools, knowledge of the name of the subject and the telling of a secret the subject has never told before. This recipe can only be produced once per downtime period.

Locate
Type: Esoterical
Range: Any
Duration: Instantaneous
Channelling point cost: 3
Spell call: "By my will I locate…"
Effect: Will indicate the direction of a sentient person who the caster has a personal item of, but not how far away they are. If the subject is not in the same plane of existence as the caster this spell will not work.

Requirements: 10 seconds of appropriate roleplay including floating or a natural directional indicator such as a twig which has been freshly gathered in a mixture which has been made using a personal item of the person sought.

Protect
Type: Physical
Range: Touch
Duration: 10 minutes or one encounter
Channelling point cost: 1
Spell call: "By my will I protect thee."
Effect: Will grant an additional floating hit to the subject (before armour) as long as the subject continues to wear the pinning herb or plant.
Requirements: 10 seconds of appropriate roleplay including pinning a freshly gathered plant that the caster considers to be protective to the subject. This recipe can only be used on a subject the caster cares about.

Remove taint
Type: Physical
Range: Touch
Duration: Instantaneous
Channelling point cost: 2
Spell call: "By my will I remove all taint from thee."
Effect: Removes the taint of a demon or undead from a person. Common uses include removing the negative effects from those who have touched undead creatures, been bitten by a vampire or infected by a demonic illness.
Requirements: 30 seconds of appropriate roleplay including use of 4 different freshly gathered plants and washing the affected individual in a natural water source.

Sleep
Type: Mind affecting
Range: Line of sight
Duration: Until woken or naturally wake, when activated
Channelling point cost: 3
Spell call: "By my will I cause you to sleep."
Effect – Allows the herbalist to create a mixture which can be activated by the scent being blown towards the subject (the subject must be in line of sight but does not have to be close enough to smell this). Causes the subject of the spell to fall asleep until woken or until they wake naturally. When the mixture is not used within the encounter it loses its power.
Preparation – 10 seconds of appropriate roleplay which include the use of herbalist tools, part of two freshly gathered living plants and a feather which has been gathered that day.

Playing a Knight

Despite being the lowest rank of the nobility, Knights carry significant social power in Catreath. Knights are reputed to be the chivalrous leaders of armies and protectors of the weak, and the guardians of justice across the land. As members of the nobility, knights are part of a privileged circle of wealth, social power and security.

Knights may hold additional noble ranks. Players may play characters who are baronets or knights (though non-knights have a separate class – see Playing a Noble). They could be a lesser member of a Baron's household or a more important member of a Baronet's household (including being the head of the household).

Knights can be a member of a Knightly Order, or may choose instead to be a Knight of the Realm. There is an expectation that knights follow the Code of Chivalry which dictates a strict code of behaviour, though it is notable that only members of a Knightly Order must take an oath to do so.

Knights begin their career as a squire to a more experienced knight, who they must satisfy of their competence to be a knight (who may be another player or a non-player character) before being knighted. Squires may choose to take an oath to follow the Code of Chivalry or join a Knightly Order before being knighted, if they wish to join the same Order as their knight and they meet the requirements of the Order, but they have no obligation to do this before they are knighted. While a knight has free choice over who they choose to knight, this is a decision taken carefully as the conduct of those knighted will reflect on that knight in the future.

While there is no restriction on characters of any gender playing knights, there is a social expectation that knights are men and people of other genders may experience challenges around this (please see the Mission Statement for further details of topics of play). In a similar way, there is a social expectation that knights are drawn from the nobility, although a knight could theoretically choose to knight any person, thus making them a noble.

The Code of Chivalry

Honour
A knight must defend the honour of their king, their liege, their household and themselves. All insults to honour must be satisfied.

Courage
A knight must never show fear before any enemy. A knight must never eschew their duty in the face of danger.

Protection
A knight must protect the weak, the innocent, the elderly, the infirm, those who cannot defend themselves, those they have sworn to protect. No protection is owed to those who have earned punishment under the law.

Defence

A knight owes assistance in the defence of their country, their people, their king.

Justice
A knight must be just in word and deed. They rule fairly when requested to do so, for the law of the land lies in their hands. Before acting, the law must be weighed in a knight's mind.

Honesty
A knight's word is their bond. They must never knowingly speak a falsehood.

The Knightly Orders

Knights of the Lion
The Knights of the Lion are a religious order dedicated to the defence of their king and country. Knights of the Lion follow Hadan, the God of Battle, and Liadrin, the Goddess of Justice. They are famed warriors, known to be stout of heart and strong of arm. The elite warriors of the King's Guard are drawn from the ranks of the Knights of the Lion.

Templar Knights
Templar Knights are those who give themselves in service to a specific church or religious group, as protectors. Every Templar will follow Liadrin, the Goddess of Justice, as well as the God or Goddess who they live to serve. Templars are known to be pious individuals, often given to vows of poverty or obedience to their masters.

Knightly Levels

Knightly levels represent the training of members of the knighthood in navigating noble society, ruling and acting as a knight, and represents the knightly abilities they have access to.

Level 1

Attend court – the ability of a knight to be received at the King's Court and other similar formal settings.

Command serf – the ability of a knight to use their social power to put pressure on a non-noble to act in accordance with their wishes on a certain issue while they are present. Some particularly resilient non-nobles may be able to resist this ability.

Join a Knightly Order – ability of a knight to become a Knight of the Lion or a Templar Knight. Each Knightly Order has its own requirements in terms of religious following and oaths.

Level 2

Create by-law – the ability to create or change the by-laws on the land of your family, either by acting yourself or by influencing the head of the family. By-laws cannot contradict the King's Law.

Judge trials – the ability of a knight to hold trials, judge and punish any individual of lower social standing in line with the tenants of the Code of Chivalry. Knights who belong to a religious Order and are not in sin are granted the power by Liadrin to use Truthtell twice per day in a court setting by using the phrase "In the name of Liadrin answer me with truth…(up to ten words)". The subject will then answer the asked questions using the responses "yes", "no" or "I don't know" in line with their honestly held belief.

Knight squire – ability of a knight to knight a worthy individual and make them a knight. While it is usual for knights to be drawn from male nobles, knights have free choice to knight as they see fit, though they may face a Council of Peers if they deviate too far from the expectations of the knights around them.

Raise profile – the ability of a knight to discreetly improve the reputation of a specific individual of lower social standing than themselves (either noble or non-noble) in a setting they have access to.

Level 3.

Courage – the ability of a trained knight to resist feelings of fear in battle. A knight with this ability is immune to the spell Flee from any source. To use this ability the player should make the call "no effect" if a Flee spell is directed towards them.

Manage lands – the ability of an experienced knight to improve the welfare and happiness of the people on their lands by spending downtime periods managing resources and giving fair judgements.

Raise fyrd – the ability of a knight to raise the fyrd (a militia formed from freemen who live upon their lands) to fight to defend their land or for another specific issue. If the fyrd is kept away from their farms for too long then the prosperity of the land will reduce. The size of the fyrd who will answer the knight's call is proportionate to how good the knight's reputation is.

Level 4

Call Council of Peers - Where a knight is seen as acting inappropriately or failing to adhere to the Code of Chivalry then a senior knight may call a Council of Peers formed of other knights, who may choose to strip them of their knighthood. Should a knight be stripped of their knighthood it reflects poorly upon the individual who knighted them.

Lead charge – when a knight leads a charge into battle (once per encounter) they and everyone who charges with them gains an additional floating hit before armour. This ability cannot be used at the same time as Beserk.

Level 5

Hold battleline – the ability of a very experienced knight to inspire confidence in their companions and to hold a battleline. When a knight with this ability holds a line with other players everyone in the line becomes immune to the spell Flee from any source. To use this ability the player should make the call "no effect" if a Flee spell is directed towards them or anyone else in the line.

Influence superiors – the ability of a senior knight to influence the opinions and choices of their peers and superiors.

Lead army – the ability of a senior knight to effectively plan battles and lead armies to success against an equal army not led by a knight.

Advance Scheme

Rank	Knight
1a	Gain 1 knight level Skills 2: Language: Common and Use Weapon Summary: Knight level 1 Skills 2
2a	Gain 1 skill Military List Summary: Knight level 1 Skills 3
2b	Gain 1 skill Military List Summary: Knight level 1 Skills 4
3a	Gain 1 kight level Gain lifestyle F Summary: Knight level 2 Lifestyle F Skills 4
3b	Gain 1 skill Military List or Knowledge List Summary: Knight level 2 Lifestyle F Skills 5
3c	Gain 1 skill Military List or Knowledge List

	Summary: Knight level 2 Lifestyle F Skills 6
4a	Gain 1 knight level Summary: Knight level 3 Lifestyle F Skills 6
4b	Gain lifestyle G Summary: Knight level 3 Lifestyle G Skills 6
4c	Gain 1 skill Military List or Knowledge List or Magic List or Tracking Summary: Knight level 3 Lifestyle G Skills 7
4d	Gain 1 skill Military List or Knowledge List or Magic List or Tracking Summary: Knight level 3 Lifestyle G Skills 8
5a	Gain 1 knight level Summary: Knight level 4 Lifestyle G Skills 8
5b	Gain lifestyle H Summary: Knight level 4 Lifestyle H Skills 8
5c	Gain 1 knight level Summary: Knight level 5 Lifestyle H

	Skills 8

Playing a Noble

Nobles are the landowners and ruling class of Catreath. They are the wealthiest in society and have the most social power in a world set up to give them preferential treatment. The nobles of Catreath move in privileged circles that keep them largely separate from the serfs in a life where they are offered better education, comfort and safety. However, with this life of privilege comes strict expectations of behaviour and, in some cases, tight control from the head of the house. Noblewomen are expected to marry for political power, noblemen are expected to undertake roles within the family as directed, direct heirs are favoured over lesser family members.

Nobles are deeply hierarchical, and any noble is subject to direction to any family who is their liege and may give direction to any family that is their vassal. Yearly taxation must be paid in the autumn to their liege, who will pass this on after taking their portion until the taxation due to the King is received. Liege lords can be held responsible for the conduct of their vassals.

Players may play characters who are baronets or knights (though knights have a separate class). They could be a lesser member of a Baron's household or a more important member of a Baronet's household (including being the head of the household).

Noble Levels

Noble levels represent the training of members of the nobility in navigating noble society and ruling, and represents the noble abilities they have access to.

Level 1

Attend court – the ability of a noble to be received at the King's Court and other similar formal settings.

Command serf – the ability of a noble to use their social power to put pressure on a non-noble to act in accordance with their wishes on a certain issue while they are present. Some particularly resilient non-nobles may be able to resist this ability.

Listen to gossip – the ability of a noble to listen to gossip around a specific issue in the settings they have access to during the course of their time between adventures, accessing sources of information other players may not have access to.

Level 2

Create by-law – the ability to create or change the by-laws on the land of your family, either by acting yourself or by influencing the head of the family. By-laws cannot contradict the King's Law.

Offer patronage – the ability of a noble to improve the standing in society of one other player or non-player character (who is not themselves a noble or knight) via

introducing them to important people and giving a positive account of their experience of them. A player who is being offered patronage by a noble will improve their lifestyle by one level (to a maximum of lifestyle E) and will gain access to Court Gossip. The noble offering patronage may wish to offer this in exchange for services or favours. The act of patronage links the reputations of the two individuals together, as the nobility will view a noble more poorly if they patronise someone who causes offence.

Start rumour – the ability of a noble to start a specific rumour in a specific setting they have access to. The rumour can be true or untrue.

Raise profile – the ability of a noble to discreetly improve the reputation of a specific individual of lower social standing than themselves (either noble or non-noble) in a setting they have access to.

Level 3

Manage lands – the ability of an experienced noble to improve the welfare and happiness of the people on their lands by spending downtime periods managing resources and giving fair judgements.

Raise fyrd – the ability of a noble to raise the fyrd (a militia formed from freemen who live upon their lands) to fight to defend their land or for another specific issue. If the fyrd is kept away from their farms for too long then the prosperity of the land will reduce. The size of the fyrd who will answer the noble's call is proportionate to how good the noble's reputation is.

Specialist education – the ability of a training noble to gain a high level of proficiency in a subject they have studied. A noble may choose one of the abilities below as is appropriate to their character.
- **Chosen shot** – the ability of a noble who is an experienced hunter to successfully make a difficult shot with a bow when it really matters. A player may use this ability once per day to declare a shot they make by declaring "Chosen shot, (name of location hit)" and the arrow or bolt will be assumed to have hit the location.
- **Duelling** – the ability of a noble with martial training to deflect blows during a duel. A noble with this ability will gain two additional floating hits above their armour when fighting a one on one duel. This ability is not usable during a group melee.
- **Research item** – the ability of a scholarly noble to research the history and usage of an item during a downtime period. Information discovered may include the uses of magical items, the age of an item, the area an item was made in and in some cases who an item was made by. This ability will allow a noble to identify a basic potion or herbal mix.

Level 4

Influence superiors – the ability of a senior noble to influence the opinions and choices of their peers and superiors.

Quash rumour – the ability of a very experienced noble to discreetly put an end to rumours in a setting they have access to.

Iron Will – the ability of a senior noble to remain in control of themselves under duress. A noble with this ability is immune to the spells Beguile and Summon from any source. To use this ability the player should make the call "no effect" if a Beguile or Summon spell is directed towards them.

Advance Scheme

Rank	Noble
1a	Gain 1 noble level Gain lifestyle F Gain 2 skill: Language: Common and Use Weapon or Identification Summary: Noble level 1 Lifestyle F Skills 2
2a	Gain 1 skill Military List or Knowledge List Summary: Noble level 1 Lifestyle F Skills 3
2b	Gain 1 skill Military List or Knowledge List Summary: Noble level 1 Lifestyle F Skills 4
3a	Gain 1 noble level Summary: Noble level 2 Lifestyle F Skills 4
3b	Gain 1 skill Military List or Knowledge List or Tracking Summary: Noble level 2 Lifestyle F

	Skills 5
3c	Gain lifestyle G Summary: Noble level 2 Lifestyle G Skills 5
4a	Gain 1 noble level Summary: Noble level 3 Lifestyle G Skills 5
4b	Gain 1 skill Military List or Knowledge List or Magic List or Tracking Summary: Noble level 3 Lifestyle G Skills 6
4c	Gain 1 skill Military List or Knowledge List or Magic List or Tracking Summary: Noble level 3 Lifestyle G Skills 7
4d	Gain 1 skill Military List or Knowledge List or Magic List or Tracking Summary: Noble level 3 Lifestyle G Skills 8
5a	Gain 1 noble level Summary: Noble level 4 Lifestyle G Skills 8
5b	Gain lifestyle H Summary: Noble level 4 Lifestyle H Skills 8
5c	Gain Skills 2: Any List Summary:

	Noble level 4 Lifestyle H Skills 10

Playing a Priest

Priests, monks and holy sisters are the most faithful of the religious characters, who understand their gods best and who carry out the work of their god in the world. All priests share a responsibility for converting followers to their faith, caring for religious sites and relics, supporting and guiding lay followers and carrying out ceremonies including marriage and funerals.

Sins

Sins represent the rules laid out by the gods to guide their followers in the behaviours which please them. All priests are expected to live by the sins set by their deity, and they will become "in sin" if they are broken. When a priest is "in sin" they cannot use any of the abilities of their faith until they are absolved. Priests who regularly or deliberately commit sins may be excommunicated from the church.

Amadar
- Always to seek to the fullness of your ability the destruction of demons and undead creatures.
- Never to hunt solely for pleasure or profit.
- To oppose long term imprisonment and to act to free the imprisoned when requested, including slaves who ask for freedom.
- Always to repay a favour in kind.

Benastylhiralorna
- Always to protect the innocent.
- Never to take the first strike in combat.
- Never to use poison or to allow others to do so, when you are aware of this.
- Never to allow a drow you encounter to live, unless they are seeking redemption.

Cor
- To oppose the hoarding of money and endeavour to ensure individuals are paid fairly for their work.
- Always to oppose to the fullness of your ability the restriction of food or other goods that leads to starvation or death.
- Always to seek to the fullness of your ability the cleansing of lands that are tainted.
- Always to prevent the destruction of plants and other natural features which serve as a home for nature spirits such as dryads, tree spirits and sprites. This sin applies to any destruction the priest knows of before it has taken place.

Dia
- Never to abandon or betray your comrades. A Dian may not betray those they work alongside or leave them behind while they still live.
- To heal another when requested if it is within your power to do so.
- Always to obey and assist priests of Hadan.
- Never to harm or insult someone within their own home. Always to offer hospitality within your home when requested, sharing what food, drink,

healing and shelter you have.

Dwarven Pantheon
- Never to let an injustice pass unchallenged.
- Never to break an oath given.
- To die before you abandon any ally you bear arms with.
- To always repay your debts.

Eon
- Never to make a statement which is untrue.
- Always to listen to all sides of any disagreement.
- To give assistance to a priest of the Pantheon of Thirteen when requested. The Pantheon of Thirteen is the human Pantheon of Nine alongside the younger four gods of this pantheon.
- Always to seek to the fullness of your ability the destruction or removal of creatures of the abyss.

Firaminetherenald
- Never to deliberately mislead others.
- Never to defeat an enemy using subterfuge.
- Always to offer mercy where an individual is willing to seek redemption.
- Never to allow a drow you encounter to live, unless they are seeking redemption.

Hadan
- Never to flee battle or to retreat whilst comrades are still engaged.
- Always to defend your home and all followers of Dia.
- Never to kill those who do not oppose you in force. This requirement excludes legal punishments.
- Always to obey the orders of your superiors.

Liadrin
- Never to knowingly tell a lie.
- Always to obey the law.
- Always to make fair judgement when requested.
- To take action to resolve corruption and injustice within institutions or individuals with positions of power where you observe this.

Sul
- Never to be caught breaking the law or to reveal illegal activity to the authorities. A Sulian may be convicted of an offence they did not do.
- Always to help another follower of Sul when requested.
- Always to prevent torture to the fullness of your ability.
- Only to take from those who have more than you and to take action to intervene where others do this.

Telialan
- Always to show mercy to those who ask for it. This may include offering healing where this is within your ability, accepting surrender, advocating for another or otherwise offering comfort.
- Always to protect the unarmed to the fullness of your ability. This requirement excludes legal punishments.

- Never to reveal what you are told in confidence.
- Never to treat an individual less favourably due to their race, gender, country of origin or social class.

Vistan
- Always to ensure the preservation of written information. Written information is not considered to be destroyed where an identical copy exists elsewhere.
- Never to conceal information from others when it is requested except where you believe this will cause significant harm. Significant harm includes causing damage to an individual's soul, inducing madness or causing the downfall of order within society.
- Never to lie concerning legal matters.
- To take action to resolve the spreading of misinformation by institutions or individuals with positions of power where you observe this.

Manna and Miracles

The chosen priesthood of a god will be awarded the ability to perform miracles in the god's name, and will gain control of points of manna from their god, which can be used to power the miracles they know. Some miracles are common to all gods and some are specific to a particular faith. Priests regain their manna points after a full night's rest, and not more than once per day. Priests of devotional level 4 or above are able to undertake specific actions that please their god to regain manna points.

There are three forms of miracles priests can undertake – blessings, chants and rites. Blessings have an immediate and often short lived effect. Chants require a priest to continue to repeat a multi-line phrase for as long as they wish the Chant to continue to work. Rites require priests to undertake a more complex series of actions which must include walking in a circle, and should be clear to observers that a rite is taking place, in order to achieve miracles with a greater effect.

Initially priests will learn the standard miracle of their faith, later they may learn the greater miracles if they wish.

Devotion Levels

Devotion levels express a priest's level of commitment to their faith and the closeness of their relationship with their god or goddess. At different devotion levels priests gain different religious abilities. Religious abilities may be used as often as a priest wishes.

<u>Level 1</u>

Bless – when a priest blesses a person, animal, object or area, they draw the attention of their deity to them. Blessings are often sought by the faithful as a way to experience the presence of their deity, and many people believe that blessings will heal their ills or protect them from harm. There is no set form to performing a blessing, but the priest must make it clear that a blessing is being undertaken. An

individual does not have to consent to being blessed, but a blessing cannot take place without the individual being aware of this.

Pray – all characters who follow a faith may pray to their deity for guidance. It is rare to receive a direct reply, but the faithful will be able to feel the presence of their deity when in prayer. When a character wishes to pray, they should inform a referee, but in most cases they will not receive a direct answer.

Ward – the ability to hold back a single undead creature with strength of faith. To use this ability the character must hold their holy symbol in an outstretched and otherwise empty hand and repetitively chant a phrase which includes the name of their deity and makes it clear they are warding. Some examples are "The fire of Hadan holds you back," "In the name of Amadar I drive you back," "The darkness of Sul abhors you."

Level 2

Absolve of sin – experienced priests are able to cleanse another follower of their faith who has committed a sin. In most cases priests are expected to set a penance prior to absolving a character of sin in order to test their faith and teach them the importance of following their sins. Player priests are asked to consider the practicality of any penance set to another player and to discuss this with a referee.

Bless holy symbol – when someone wishes to join a faith as either a lay follower or a priest their initial step is to obtain a holy symbol and seek for a priest who is willing to bless this. The act of blessing an individual's holy symbol inducts them into the faith, and the character who blesses the symbol is also responsible for instructing them in the sins of their religion.

Consecrate – experienced priests may direct the power of their deity to imbue an area with a permanent affinity for their god in order to be used in worship of that god. This ability should be used with caution, as a god will dislike inappropriate areas being consecrated to them, and if regular worship does not take place then the consecration will fade. Consecration is typically used to create shrines for worship. Consecrated areas cannot be entered by spirits, demons or undead, and people within consecrated areas are more likely to experience the presence of the related god. Consecration can be removed by an act of defilement.

Lay to Rest – after a sentient person has died, a priest can perform a rite to lay their body to rest. This will ensure that their soul crosses to the Halls of the Gods. A body that has been laid to rest cannot be raised as undead, but nor can it be resurrected.

Level 3

Belonging - allows a priest beloved of their god to choose whether miracles of their own faith and the other faiths of their element have an effect on them. Priests who have this ability are able to make the "no effect" call if they wish whenever a miracle of their element is used on them. In the case of Priests of the Elven or Dwarven Pantheons, they may choose whether any spell of their pantheon has an effect on them. Worshippers of Eon may choose whether any of the gods of the human pantheon are able to affect them. In the case of worshippers of the pantheon of elves

or dwarves, they are able to choose whether the miracles of any of the faiths of their pantheon affect them.

Bless stake - allows a more experienced priest to undertake a rite to bless a hawthorn stake which may be used to destroy a vampire by piercing them through the heart.

Cleanse – allows a more experienced priest to remove the taint of a demon or undead from a person or item. Common uses include removing the negative effects from those who have touched undead creatures, been bitten by a vampire or infected by a demonic illness. Cleansing takes the form of a rite.

Divine Sight - allows a more experienced priest to perceive which items are prized by a god. Players with this ability gain access to the sigil "religious in nature".

Exorcize – allows a more experienced priest to drive out an unnatural entity which has possessed an individual. An exorcism is a rite which must include the priest walking a full circle around the affected individual. In the case of attempts to exorcise very powerful entities it may be required for multiple priests to work together, or for exorcisms to take place on a religious site.

Level 4

God's favour - senior priests with an advanced understanding of their god are granted the ability to access additional abilities from their deity as specified below. Any manna gained above the character's maximum manna level through the mechanisms of this ability lasts until dawn the following day.

- All faiths – regain manna when they participate in converting a new follower to their own faith at a rate of 3 manna per conversion with a maximum of 3 manna gained per encounter. Priests of Eon may gain manna at this rate for participating in the conversion of a new follower of any of the gods of the Pantheon of Thirteen (the Pantheon of Nine plus the four younger gods).

- Amadar – regains manna when they destroy any undead creature at a rate of 1 manna per creature, with a maximum of 3 manna gained per encounter. Shades, werewolves and necromancers do not constitute undead creatures for the purpose of this ability.

- Benastylhiralorna - regains manna when they destroy any drow at a rate of 1 manna per creature, with a maximum of 3 manna gained per encounter.

- Cor – regains manna when they provide food to the hungry or help a farmer at a rate of 1 manna per person fed or helped, with a maximum of 3 manna gained per encounter.

- Dia – regains manna when they participate in actively protecting a home or family at a rate of 3 manna gained per home or family protected, with a maximum of 3 manna gained per encounter. The priest must be physically present during the incident.

- Dwarven Pantheon - regains manna when they destroy any greenskin at a rate of 1 manna per creature, with a maximum of 3 manna gained per encounter.

- Eon – gains immunity to physical harm while they are neutral to a conflict. To utilise this ability the priest must have been neutral throughout the encounter and players are trusted to rule on their own neutrality.

- Firaminetherenald - regains manna when they successfully challenge and overturn an injustice at a rate of three manna per injustice with a maximum of three manna being gained per scene.

- Hadan – regains manna when they destroy any demon at a rate of 1 manna per demon, with a maximum of 3 manna gained per encounter. Demonologists do not constitute demons for the purpose of this ability.

- Liadrin - regains manna when they ensure a fair trial takes place at a rate of 3 manna per trial with a maximum of 3 manna being gained per encounter.

- Sul – regains manna when they participate in solving a riddle or puzzle, or bypass a lock. Manna is regained at a rate of 3 manna per puzzle, riddle or lock.

- Telialan – regains manna when they heal a non-combatant at a rate of 1 manna gained per person healed with a maximum of 3 manna gained per encounter. Wizards cannot be considered to be non-combatant for the purpose of this ability.

- Vistan – regains manna when they read out to a gathered group a newly discovered text. Manna is not gained if any person present is deliberately excluded from hearing this, however individuals may choose not to listen. Manna is gained at a rate of 2 manna per text read.

Lay in God's Hands – allows a greatly loved priest to choose to sacrifice their life in order to undertake a final action of great import. A referee should be informed when this ability is used, and it will result in the final death of the character. At the end of the scene following the use of Lay in God's Hands the character will die and be laid to rest by their god. If this ability is used during the spell Foretell Future it negates this spell. The player using this ability may choose one of the options below:

- Military option – heals all injuries the priest currently has and increases their fortitude to having 8 hits per location. Grants any weapon, while in their hands, the miracle of deathbane, demonbane or spiritbane as required. Gains an immunity to mind affecting spells.

- Healing option – heals all injuries the priest currently has and increases their fortitude to 3 hits per location. Grants them the ability to cast infinite healing miracles on others, including heal, all heal, purge poison, cure disease and ranged heal. Gains an immunity to mind affecting spells.

- Resurrection option – heals all injuries the priest currently has and increases their fortitude to 3 hits per location. Grants them the ability to resurrect one character who has died within the current scene. Gains an immunity to mind affecting spells.

- Miracle option – heals all injuries the priest currently has and increases their fortitude to 3 hits per location. Grants them the ability to extend the effect of a single magical spell, religious miracle , natural ability, herbal recipe or alchemical potion through their force of prayer. Examples would be to hold a portal open for a longer period, to extend the number of people who may travel through a transport circle, to grant a longer period to a magic circle or to a ward, or the extend the efficacy of an invisibility potion. Specific examples may be discussed with a referee. Gains an immunity to mind affecting spells.

Level 5

Curse – those who seek to offend the most senior of the priesthood may be subject to being cursed by them in the name of their god. Those who are cursed by a god will be in their disfavour, and other priests may be able to sense this. They may be subject to other difficulties, including poor luck, illness, loss of wealth, infestation with parasites or similar minor unpleasant effects. This ability is intended for use by the most trusted of the priesthood who are able to make appropriate decisions about who deserves to experience the displeasure of their god.

Remove Curse – priests of adequate seniority are able to remove the curse given in the name of any god of their element, but are trusted to make appropriate decisions about when it is appropriate to remove a curse placed upon an individual. In some cases a priest may ask the individual to undertake a penance before having a curse lifted in order to test their intention to cause no further offence to the faith. Priests of Eon may remove curses of any of the gods of the human pantheon. Priests of the pantheon of elves and dwarves may remove the curses of any deity of their pantheon.

Seek insight - the most senior priests are able, once a month, to seek further information from their god about a specific issue. This requires significant efforts which may include mediation, sacrifice or prayer. Gods are not known for giving clear answers, and information may come in the form of a vision, dream or prophecy. Typically gods will give clearer information about issues related to their domain.

Advance Scheme

Rank	Priest
1a	Gain 1 priest level 1 Gain lifestyle B Gain 1 skill Language: Common or Use Weapon Summary: Priest level 1

	Lifestyle B Skills 1
2a	Gain 2 minor miracles Gain 4 manna Summary: Priest level 1 Lifestyle B Skills 1 Manna 4 Miracles 2
2b	Gain 1 priest level Gain 1 skill Knowledge List or Military List or Rogue List (must take Language: Common if not taken) Summary: Priest level 2 Lifestyle B Skills 2 Manna 4 Miracles 2
3a	Gain 1 minor miracle Gain 2 manna Gain lifestyle C Summary: Priest level 2 Lifestyle C Skills 2 Manna 6 Miracles 3
3b	Gain 1 skill Knowledge List or Military List or Rogue List Summary: Priest level 2 Lifestyle C Skills 3 Manna 6 Miracles 3
3c	Gain 1 priest level Gain 1 skill Knowledge List or Military List or Rogue List Summary: Priest level 3 Lifestyle C Skills 4 Manna 6 Miracles 3

4a	Gain 1 minor miracle Gain 2 manna Gain lifestyle D Summary: Priest level 3 Lifestyle D Skills 4 Manna 8 Miracles 4
4b	Gain 1 skill Knowledge List or Military List or Rogue List Summary: Priest level 3 Lifestyle D Skills 5 Manna 8 Miracles 4
4c	Gain 1 minor miracle Gain 2 manna Summary: Priest level 3 Lifestyle D Skills 5 Manna 10 Miracles 5
4d	Gain 1 priest level Gain 1 skill Any List Summary: Priest level 4 Lifestyle D Skills 6 Manna 10 Miracles 5
5a	Gain 2 major or minor miracles Summary: Priest level 4 Lifestyle D Skills 6 Manna 10 Miracles 7 (max 2 major)
5b	Gain 1 priest level Gain lifestyle E Gain 1 skill Any List

	Summary: Priest level 5 Lifestyle E Skills 7 Manna 10 Miracles 7 (max 2 major)	
5c	Gain 1 major or minor miracle Gain 2 manna Gain 1 skill Any List Summary: Priest level 5 Lifestyle E Skills 8 Manna 12 Miracles 8 (max 3 major)	

Miracles

Miracles of All Faiths

The following minor miracles can be learnt by all priests.

Deathbane
Form: Rite
Range: Touch
Duration: Ten minutes or one encounter
Manna point cost: 3
Spell call: "In the name of (give deity name) may this weapon strike with deathbane"
Effect: Causes the weapon to strike with the call deathbane for one encounter or ten minutes from when it is first used to strike. When the rite is cast a white ribbon must be placed upon the weapon. If the deathbane is not used before the following dawn it will fade away.
Requirements: Holy symbol, religious equipment

Demonbane
Form: Rite
Range: Touch
Duration: Ten minutes or one encounter
Manna point cost: 3
Spell call: "In the name of (give deity name) may this weapon strike with demonbane"
Effect: Causes the weapon to strike with the call demonbane for one encounter or ten minutes from when it is first used to strike. When the rite is cast a red ribbon must be placed upon the weapon. If the demonbane is not used before the following dawn it will fade away.
Requirements: Holy symbol, religious equipment

Deny Blessing
Form: Blessing
Range: Any
Duration: Instant
Manna point cost: 1
Spell call: "In the name of (give deity name) I deny that blessing" while holding one hand with palm forwards.
Effect: Allows the priest to prevent any blessing from affecting them if they do not wish. Blessings by any god or pantheon can be prevented, but Deny Blessing has no effect over magic or hearth magic.
Requirements: Holy symbol

Heal
Form: Blessing
Range: Touch
Duration: Instant

Manna point cost: 1
Spell call: "In the name of (give deity name) I heal your (name body location)"
Effect: Heals one body location back to full hits.
Requirements: Holy symbol

Spiritbane
Form: Rite
Range: Touch
Duration: Ten minutes or one encounter
Manna point cost: 3
Spell call: "In the name of (give deity name) may this weapon strike with spiritbane"
Effect: Causes the weapon to strike with the call spiritbane for one encounter or ten minutes from when it is first used to strike. When the rite is cast a yellow ribbon must be placed upon the weapon. If the spiritbane is not used before the following dawn it will fade away.
Requirements: Holy symbol, religious equipment

Ward vs. Demon
Form: Rite
Range: Touch
Duration: 1-4 weeks
Manna point cost: 4 points for the initial week, plus 2 points per additional week to a maximum of 4 weeks.
Spell call: "In the name of (give deity name) may this ward drive away demons"
Effect: Allows the priest to place a marking on a box, building or section of wall which cannot be touched by a demon. Where a ward is placed on a static building or wall then the ward will prevent a demon entering the building or crossing the wall (with one ward protecting 10m length or circumference). Where the ward is placed on a box or similar moveable small item it will prevent a demon from touching or opening the item, but will not prevent a demon from crossing this.
Requirements: Holy symbol, religious equipment

Ward vs. Spirit
Form: Rite
Range: Touch
Duration: 1-4 weeks
Manna point cost: 4 points for the initial week, plus 2 points per additional week to a maximum of 4 weeks.
Spell call: "In the name of (give deity name) may this ward drive away spirits"
Effect: Allows the priest to place a marking on a box, building or section of wall which cannot be touched by a spirit. Where a ward is placed on a static building or wall then the ward will prevent a spirit entering the building or crossing the wall (with one ward protecting 10m length or circumference). Where the ward is placed on a box or similar moveable small item it will prevent a spirit from touching or opening the item, but will not prevent a spirit from crossing this.
Requirements: Holy symbol, religious equipment

Ward vs. Undead
Form: Rite
Range: Touch
Duration: 1-4 weeks
Manna point cost: 4 points for the initial week, plus 2 points per additional week to a maximum of 4 weeks.
Spell call: "In the name of (give deity name) may this ward drive away undead"
Effect: Allows the priest to place a marking on a box, building, section of wall or other item which cannot be touched by an undead creature. Where a ward is placed on a static building or wall then the ward will prevent a demon entering the building or crossing the wall (with one ward protecting 10m length or circumference). Where the ward is placed on a box or similar moveable small item it will prevent an undead creature from touching or opening the item, but will not prevent an undead creature from crossing this.
Requirements: Holy symbol, religious equipment

Air - Minor Miracles of Vistan

Create Light
Form: Blessing
Range: Personal
Duration: Until dawn
Manna point cost: 1
Spell call: "In the name of Vistan I create light."
Effect: Allows the priest to create a light using a suitable phys rep such as a glowing crystal. Once this blessing has been cast the light can be ignited and extinguished as many times as the priest wishes until the following dawn, however it will only stay alight in the possession of the priest
Requirements: Holy symbol

Divine Nature
Form: Rite
Range: Touch
Duration: Instantaneous
Manna point cost: 3
Spell call: "In the name of Vistan I divine the nature of this item."
Effect: Reveals the nature of an item to the priest. This will include the meaning of any sigils upon an item and can be used to identify a potion, herbal mix or the use of a magic item.
Requirements: Holy symbol, religious equipment

Locate
Form: Rite
Range: Touch
Duration: Instantaneous
Manna point cost: 2
Spell call: "In the name of Vistan I locate (name person or item)"

Effect: Reveals the direction of the person or item that the caster is familiar with. This spell will not show how far the item or person is away, and it will not locate an item that is not in the same plane of existence as the priest. The rite must include a means of the direction being indicated.
Requirements: Holy symbol, religious equipment

Air - Minor Miracles of Liadrin

Equalise Armour
Form: Blessing
Range: Line of sight
Duration: Ten minutes or one encounter
Manna point cost: 2 (or free if cast against an opponent in a one to one fight where the opponent has less armour than the caster)
Spell call: "In the name of Liadrin I equalise our armour"
Effect: When cast prior to a duel or other one to one fight, the priest's opponent will gain an armour level equal to the priest's.
Requirements: Holy symbol

Summon
Form: Blessing
Range: Line of sight
Duration: Ten seconds
Manna point cost: 1
Spell call: "In the name of Liadrin I summon you to me."
Effect: Will cause the subject of the blessing to come towards the priest for ten seconds or until they reach them. The subject cannot take any other action (such as attacking someone or casting a spell) during this period.
Requirements: Holy symbol

Truthtell
Form: Blessing
Range: Touch
Duration: Instantaneous
Manna point cost: 1
Spell call: "In the name of Liadrin I cause you to answer with truth (max ten words)"
Effect: Causes the subject of the spell to answer a question of maximum ten words truthfully (as they believe the truth to be) with the answers "yes", "no" or "I don't know".
Requirements: Holy symbol

Greater Miracles of Air

Confine to Location
Form: Blessing
Range: Touch

Duration: Until dawn or caster returns
Manna point cost: 4
Spell call: "In the name of Vistan/Liadrin I divine confine you to stay (name location)."
Effect: Allows the priest to direct an individual to go to a local location within three miles and remain there until the priest returns or the following dawn.
Requirements: Holy symbol

Divination
Form: Rite
Range: Touch
Duration: Instantaneous
Manna point cost: 5
Spell call: "In the name of Vistan/Liadrin I divine this (name item)."
Effect: Allows the priest to seek further information from their god about an item. To use this rite the priest must use a question of maximum ten words and will receive an answer of either "yes", "no" or "I don't know".
Requirements: Holy symbol, religious equipment

Oath-bind
Form: Rite
Range: Touch
Duration: One week
Manna point cost: 4
Spell call: "In the name of Vistan/Liadrin I bind this oath."
Effect: Allows the priest to compel two consenting parties to follow an oath of up to ten words to the best of their abilities for one week.
Requirements: Holy symbol, religious equipment

Speak With Dead
Form: Rite
Range: Touch
Duration: Instantaneous
Manna point cost: 4
Spell call: "In the name of Vistan/Liadrin I speak with dead."
Effect: Allows the priest to ask three questions from a dead body that has not been laid to rest. Each question must be no longer than ten words and can be answered by "yes", "no" or "I don't know". After the three questions are asked (or one hour after the asking of the first question) the body will be laid to rest.
Requirements: Holy symbol, religious equipment

Zone of Truth
Form: Rite
Range: 6ft diameter
Duration: 3 minutes
Manna point cost: 6
Spell call: "In the name of Vistan/Liadrin I create a zone of truth."

Effect: Allows the priest to create a 6ft diameter zone around them that people must speak the truth (as they believe it to be) in. No one is forced to speak while within the zone.
Requirements: Holy symbol, religious equipment

Earth - Minor Miracles of Cor

Barkskin
Form: Blessing
Range: Personal
Duration: Ten minutes or one encounter
Manna point cost: 3
Spell call: "In the name of Cor I grant myself barkskin."
Effect: For the duration of the effect all lethal damage taken by the priest becomes subdual damage.
Requirements: Holy symbol

Hide in Woodland
Form: Blessing
Range: Personal
Duration: Three minutes
Manna point cost: 4
Spell call: "In the name of Cor I hide in woodland."
Effect: This blessing can only be used when the priest is hidden in a natural setting. It allows the priest to become invisible for up to three minutes as long as they remain silent and motionless.
Requirements: Holy symbol

Purge Poison
Form: Blessing
Range: Touch
Duration: Instantaneous
Manna point cost: 1 (for person or item) or 5 (for a large quantity of food or drink e.g. a well or a banquet)
Spell call: "In the name of Cor I purge this (name person/item) of poison."
Effect: Removes the effect of a natural poison from a single living creature, or from food or drink prior to it being consumed. In the case of serious or near fatal illness the subject may remain weakened or require ongoing care.
Requirements: Holy symbol

Earth - Minor Miracles of Amadar

Armour
Form: Blessing
Range: Touch
Duration: Until dawn

Manna point cost: 1
Spell call: "In the name of Amadar I grant you armour."
Effect: Causes the subject to gain an additional floating hit above armour. If this floating hit is not used by the following dawn then it fades away.
Requirements: Holy symbol

Creature Form
Form: Blessing
Range: Personal
Duration: Ten minutes or one encounter
Manna point cost: 5
Spell call: "In the name of Amadar I change my shape."
Effect: Causes the priest to take on the form of a large creature they have previously slain, such as a troll, orc, wolf or bear. The priest must carry the skin of this creature with them (i.e. they must provide their own mask). While using this blessing the priest may either gain 4 hits per location or 3 hits per location and claws.
Requirements: Holy symbol

Flee
Form: Blessing
Range: Line of sight
Duration: Instant
Manna point cost: 1
Spell call: "In the name of Amadar I cause you to flee."
Effect: Causes the subject to flee in terror for 10 seconds.
Requirements: Holy symbol

Greater Miracles of Earth

Banish Undead
Form: Blessing
Range: Line of sight
Duration: Instantaneous
Manna point cost: 3
Spell call: "In the name of Cor/Amadar I drive thee away"
Effect: Allows the priest to drive away one lesser undead creature. The undead will not be destroyed but will leave the area.
Requirements: Holy symbol

Blessing of Deathbane
Form: Blessing
Range: Line of sight
Duration: Ten minutes or one encounter
Manna point cost: 5
Spell call: "In the name of Cor/Amadar I bless this weapon with deathbane"
Effect: Causes the weapon to strike with the call deathbane for one encounter or ten minutes from when it is first used to strike. When the blessing is cast a white ribbon

must be placed upon the weapon. If the deathbane is not used before the following dawn it will fade away.
Requirements: Holy symbol

Naturewalk
Form: Blessing
Range: Personal
Duration: Instantaneous
Manna point cost: 4
Spell call: "In the name of Cor/Amadar I walk through nature."
Effect: Allows the priest to move from one tree to another tree up to 10m away. To use this ability the player must call "time freeze" and move to the new location.
Requirements: Holy symbol

Sunder Armour
Form: Blessing
Range: Line of sight
Duration: Ten minutes or one encounter
Manna point cost: 5
Spell call: "In the name of Cor/Amadar I sunder your armour"
Effect: Causes the armour of the subject to reduce to zero in all locations.
Requirements: Holy symbol

Zone of Life
Form: Chant
Range: 6ft diameter
Duration: Until end of chant
Manna point cost: 5
Spell call: "In the name of Cor/Amadar I create a zone of life"
Effect: Allows the priest to create a 6ft diameter zone around them that demons and undead are unable to enter.
Requirements: Holy symbol

Fire - Minor Miracles of Dia

All-heal
Form: Blessing
Range: Touch
Duration: Instant
Manna point cost: 3
Spell call: "In the name of Dia I heal all your wounds."
Effect: Heals character back to full hits.
Requirements: Holy symbol

Hearthstone
Form: Rite
Range: Touch

Duration: 3 days
Manna point cost: 2
Spell call: "In the name of Dia I create a hearthstone"
Effect: Allows the priest to bless a stone so that then the stone is placed in the hearth in a home then that home is protected from harm. A hearthstone will prevent a demon or undead creature from entering the home and may also provide some protection from spirtis or mortals who intend harm. Some powerful entities may be resistant to this spell.
Requirements: Holy symbol, religious equipment, a stone.

Sanctuary
Form: Chant
Range: Touch
Duration: Until chant ends
Manna point cost: 3
Spell call: "In the name of Dia I create a sanctuary."
Effect: Makes the priest immune to any injuries as long as they stand still, continue to chant and do not take any other action.
Requirements: Holy symbol

Fire - Minor Miracles of Hadan

Armour
Form: Blessing
Range: Touch
Duration: Until dawn
Manna point cost: 1
Spell call: "In the name of Hadan I grant you armour."
Effect: Causes the subject to gain an additional floating hit above armour. If this floating hit is not used by the following dawn then it fades away.
Requirements: Holy symbol

Flee
Form: Blessing
Range: Line of sight
Duration: Instant
Manna point cost: 1
Spell call: "In the name of Hadan I cause you to flee."
Effect: Causes the subject to flee in terror for 10 seconds.
Requirements: Holy symbol

Stoicism
Form: Blessing
Range: Touch
Duration: Ten minutes or one encounter
Manna point cost: 3
Spell call: "In the name of Hadan I grant you stoicism."

Effect: Causes the subject immunity to Flee, Summon, Beguile and Compel from any source for ten minutes or one encounter.
Requirements: Holy symbol

Major Miracles of Fire

Blessing of Demonbane
Form: Blessing
Range: Line of sight
Duration: Ten minutes or one encounter
Manna point cost: 5
Spell call: "In the name of Hadan/Dia I bless this weapon with demonbane"
Effect: Causes the weapon to strike with the call demonbane for one encounter or ten minutes from when it is first used to strike. When the blessing is cast a red ribbon must be placed upon the weapon. If the demonbane is not used before the following dawn it will fade away.
Requirements: Holy symbol, religious equipment

Greater Armour
Form: Blessing
Range: Touch
Duration: Until dawn
Manna point cost: 2
Spell call: "In the name of Hadan/Dia I grant you greater armour."
Effect: Causes the subject to gain three additional floating hits above armour. If these floating hits are not used by the following dawn then they fades away.
Requirements: Holy symbol

Group Sanctuary
Form: Chant
Range: Touch
Duration: Until chant ends
Manna point cost: 5
Spell call: "In the name of Hadan/Dia I grant you all sanctuary."
Effect: Makes the priest and up to four other unarmed individuals immune to any injuries as long as they stand still, the priest continues to chant and they do not take any other action. The group must remain in physical contact throughout this chant. If one person being protected (other than the priest) chooses to leave the group sanctuary the others can continue to be protected, but no one may join the protected group after the beginning of the chant.
Requirements: Holy symbol

Group Stoicism
Form: Blessing
Range: Touch
Duration: Ten minutes or one encounter
Manna point cost: 6

Spell call: "In the name of Hadan/Dia I grant you all stoicism."
Effect: Causes up to six subjects immunity to Flee, Summon, Beguile and Compel from any source for ten minutes or one encounter.
Requirements: Holy symbol

Protection
Form: Blessing
Range: Touch
Duration: Ten minutes or one encounter
Manna point cost: 4
Spell call: "In the name of Hadan/Dia I place you under my protection"
Effect: Causes the subject to become immune to physical harm while the priest is actively engaged in their defence.
Requirements: Holy symbol, religious equipment

Water - Minor Miracles of Telialan

All-heal
Form: Blessing
Range: Touch
Duration: Instant
Manna point cost: 3
Spell call: "In the name of Telialan I heal all your wounds."
Effect: Heals character back to full hits.
Requirements: Holy symbol

Cure disease
Form: Blessing
Range: Touch
Duration: Instantaneous
Manna point cost: 1
Spell call: "In the name of Telialan I cure your disease."
Effect: Cures all natural disease from a single living creature. In the case of serious or near fatal illness the subject may remain weakened or require ongoing care.
Requirements: Holy symbol

Purge Poison
Form: Blessing
Range: Touch
Duration: Instantaneous
Manna point cost: 1 (for person or item) or 5 (for a large quantity of food or drink e.g. a well or a banquet)
Spell call: "In the name of Telialan I purge this (name person/item) of poison."
Effect: Removes the effect of a natural poison from a single living creature, or from food or drink prior to it being consumed. In the case of serious or near fatal illness the subject may remain weakened or require ongoing care.
Requirements: Holy symbol

Water - Minor Miracles of Sul

Secrecy
Form: Blessing
Range: Personal
Duration: Instantaneous
Manna point cost: 1
Spell call: None
Effect: Allows the priest to ignore the effect of one truthtell spell from any source.
Requirements: Holy symbol

Protection from Poison
Form: Blessing
Range: Touch
Duration: Instantaneous
Manna point cost: 2
Spell call: "In the name of Sul I protect you from poison."
Effect: Protects the subject from the effects of poison until the following dawn. Some rare poisons may be unaffected by this blessing.
Requirements: Holy symbol

Sleep
Form: Blessing
Range: Touch or Line of Sight
Duration: Instantaneous
Manna point cost: 2 (touch range) or 4 (line of sight)
Spell call: "In the name of Sul I cause you to sleep."
Effect: Causes the subject to fall asleep. They will remain asleep for at least ten seconds. After ten seconds the subject can be woken by shaking. If they are not woken the subject will wake naturally after a few hours.
Requirements: Holy symbol

Greater Miracles of Water

Create Poison
Form: Rite
Range: Touch
Duration: Ten minutes or one encounter
Manna point cost: 3 per weapon
Spell call: "In the name of Telialan/Sul I poison this weapon."
Effect: Places a poison upon a weapon and causes the weapon cast upon to strike with the call "Poison". A black ribbon should be placed upon the weapon when this rite is used. It is possible to perform this rite on multiple weapons at once at a cost of 3 manna per weapon. If the poison is not used it will wear away the following dawn.
Requirements: Holy symbol, religious equipment

Distance All-heal
Form: Blessing
Range: Line of Sight
Duration: Instant
Manna point cost: 5
Spell call: "In the name of Telialan/Sul I heal all your wounds."
Effect: Heals character back to full hits.
Requirements: Holy symbol

Hiding
Form: Blessing
Range: Personal
Duration: Ten minutes or one encounter
Manna point cost: 2 (personal) or 3 (priest plus one other)
Spell call: "In the name of Telialan/Sul I hide myself/us."
Effect: The priest and up to one other person will become invisible for three minutes, providing they remain still and in physical contact. If the priest or other person talks or takes any other action the blessing will end.
Requirements: Holy symbol

Invisibility
Form: Blessing
Range: Personal
Duration: Three minutes
Manna point cost: 6
Spell call: "In the name of Telialan/Sul I become invisible."
Effect: The priest will become invisible for three minutes. Their invisibility will end instantly if they undertake an action including entering a fight, performing healing, performing magic, interacting with an object such as opening a box or door or speaking.
Requirements: Holy symbol

Mass Beguile
Form: Blessing
Range: Line of Sight
Duration: Instant
Manna point cost: 4
Spell call: "In the name of Telialan/Sul I beguile you all."
Effect: Makes all parties who hear the spell feel friendly towards the priest for ten seconds. Anyone under the effect of the blessing cannot seek to harm the priest during this time. If this blessing is used to significantly change the feelings of a character its use will be obvious, however if it is used subtly it is possible that the subject may not realise that they have been under its effect.
Requirements: Holy symbol

Quinessence - Minor Miracles of Eon

Divine Nature
Form: Rite
Range: Touch
Duration: Instantaneous
Manna point cost: 2
Spell call: "In the name of Vistan I divine the nature of this item."
Effect: Reveals the nature of an item to the priest. This will include the meaning of any sigils upon an item and can be used to identify a potion, herbal mix or the use of a magic item.
Requirements: Holy symbol, religious equipment

Sanctuary
Form: Chant
Range: Touch
Duration: Until chant ends
Manna point cost: 3
Spell call: "In the name of Eon I create a sanctuary."
Effect: Makes the priest immune to any injuries as long as they stand still, continue to chant and do not take any other action.
Requirements: Holy symbol

Truthtell
Form: Blessing
Range: Touch
Duration: Instantaneous
Manna point cost: 1
Spell call: "In the name of Eon answer me with truth (max ten words)."
Effect: Causes the subject to answer a single question truthfully (with the truth as they understand it) with the answers "yes", "no" or "I don't know". Requirements: Holy symbol

Greater Miracles of Eon

Command Lesser Entity
Form: Blessing
Range: Line of Sight
Duration: 10 seconds
Manna point cost: 4
Spell call: "In the name of Eon I command you lesser entity to (max ten words)."
Effect: Compels the subject to follow the instructions of up to ten words to the best of their abilities for up to ten seconds. This blessing is effective on demons and undead.
Requirements: Holy symbol

Command Natural Creature
Form: Blessing
Range: Line of Sight
Duration: 10 seconds

Manna point cost: 4 or 5 if the instruction is to harm themselves or someone else.
Spell call: "In the name of Eon I command you natural creature to (max ten words)."
Effect: Compels the subject to follow the instructions of up to ten words to the best of their abilities for up to ten seconds. This blessing is effective on sentient creatures which are natural to the plane of mortals or spirits.
Requirements: Holy symbol

Empower Wizard
Form: Rite
Range: Touch
Duration: Instantaneous
Manna point cost: 1 per magic point of empowerment to a maximum of 8 points
Spell call: "In the name of Eon I empower you."
Effect: Allows the priest to perform a rite which empowers a wizard, giving them between one and eight magic points.
Requirements: Holy symbol, religious equipment

Teleport Self
Form: Blessing
Range: Personal
Duration: Instantaneous
Manna point cost: 5
Spell call: "In the name of Eon I teleport myself."
Effect: Allows the priest to teleport themselves up to 10m away to a location they can see.
Requirements: Holy symbol

Zone of Truth
Form: Rite
Range: 6ft diameter
Duration: 3 minutes
Manna point cost: 6
Spell call: "In the name of Eon I create a zone of truth."
Effect: Allows the priest to create a 6ft diameter zone around them that people must speak the truth (as they believe it to be) in. No one is forced to speak while within the zone.
Requirements: Holy symbol, religious equipment

Playing a Ranger

Rangers are those with the best knowledge of woodcraft and the highest level of skill in the wild places of catreath. They are a diverse group, including hunters, scouts, skirmishers and poachers. Membership of a ranger class indicates long years of training in travel, stealth and navigation.

Some ranger characters may choose an affiliation to express the ways they use their skills (such as joining the militia or a merchant household) but players are free to choose to remain independent if this suits their character story better.

Level 4 Rangers are users of hearth magic, and as such may join a coven if they wish.

Hearth Magic

Hearth magic is the magic held within everyday items and actions in the world, which can be channelled by the most senior rangers who wish to bring about magical effects. Rangers can undertake only limited hearth magic and must be taught by an experienced teacher, who is most often another ranger but could also be a druid or a level 4 herbalist. Hearth magic spells are allocated as part of the character's advance scheme and players can decide on their own explanation of how they have been able to learn this spell as suits their character.

Senior rangers gain an increasing number of channelling points as they move up their advance scheme, which represent their ability to channel hearth magic and use this as they wish.

Ranger Levels

Ranger levels represent a character's level of skill in their role and indicates which ranger abilities they have access to.

Level 1

Enlist – a ranger can enlist in a group such as the Novum Castellum army, the Watch or the guards attached to a Noble House or Merchant Household. An enlisted ranger will earn an income of -/6 per downtime period.

Follow trail – a ranger who has the skill Tracking is assumed to be able to successfully follow a trail or set of tracks through a rural setting between adventures. During events the player must successfully follow and tracks set out themselves if they wish to successfully follow a trail.

Hunt – the ability of a ranger to hunt adequate food for themselves and up to four others when travelling in the wilderness between adventures.

Repair leather armour – the ability to repair any damage to leather armour without cost.

<u>Level 2</u>

Artisan – the ability of a ranger to make bows (including crossbows), staffs, staves, shields and spears at 50% of the cost given on the equipment list. A ranger can craft one item of any type per downtime period. Rangers can craft items for other player characters but will not make profit from selling items to non-player characters.

Fletching – the ability to create arrows and bolts at a rate of three per downtime period with no cost. A ranger may craft using only one crafting ability per downtime period

Leatherworking – the ability to create items of leather armour at a reduced cost of 50% of the cost given on the equipment list. A ranger can craft one item of any type per downtime period. Rangers can craft items for other player characters but will not make profit from selling items to non-player characters.

Navigation – allows a character to use the stars or other methods of navigation to identify north and where in the world they are. Allows characters to avoid getting lost in wilderness areas.

<u>Level 3</u>

Chosen shot – allows an experienced ranger to successfully make a difficult shot with a bow when it really matters. A player may use this ability once per day to declare a shot they make by declaring "Chosen shot, (name of location hit)" and the arrow or bolt will be assumed to have hit the location.

Promotion to Sergeant – the ability of a ranger would has already enlisted in an affiliate group to gain a promotion to the rank of Sergeant gaining higher social status and an income of 1/- per downtime period. A ranger can only draw an income from one ability at a time.

Repair metal armour - the ability to repair any damage to without armour without cost.

<u>Level 4</u>

Ambush – The ability of a very experienced ranger to use the terrain to their advantage in combat. A character using this ability gains an extra hit per location when they attack from an ambush in a natural setting.

Promotion to Captain - the ability of a ranger is already a Sergeant in an affiliate group to gain a promotion to the rank of Captain gaining higher social status, access to Merchant's Chat and an income of 2/- per downtime period. A ranger can only draw an income from one ability at a time.

Use hearth magic – an experienced ranger is able to use a limited range of hearth magic.

Advance Scheme

Rank	Ranger
1a	Gain 1 ranger level Gain 1 skill Use Weapon or Archery Gain lifestyle B Summary: Ranger Level 1 Lifestyle B Skills 1
2a	Gain 1 skill Rogue List or Use Weapon or Archery Summary: Ranger Level 1 Skills 2 Lifestyle B
2b	Gain 1 skill Rogue List or Use Weapon or Archery or Use Great Weapon Summary: Ranger Level 1 Skills 3 Lifestyle B
3a	Gain 1 ranger level Gain lifestyle C Summary: Ranger Level 2 3 Skills Lifestyle C
3b	Gain 1 skill Military List or Rogue List or Language: Common Summary: Ranger Level 2 Skills 4 Lifestyle C
3c	Gain 1 skill Military List or Rogue List or Language: Common Summary: Ranger Level 2 Skills 5

	Lifestyle C
4a	Gain 1 ranger level Summary: Ranger Level 3 Skills 5 Lifestyle C
4b	Gain 1 skill Military List or Knowledge List or Rogue List Summary: Ranger Level 3 Skills 6 Lifestyle C
4c	Gain lifestyle D Summary: Ranger Level 3 Skills 6 Lifestyle D
4d	Gain 1 skill Military List or Knowledge List or Rogue List Summary: Ranger Level 3 Skills 7 Lifestyle D
5a	Gain 1 ranger level Gain 2 channeling points Gain 1 spell Summary: Ranger Level 4 Lifestyle D Skills 7 Channeling Points 2 Spells 1
5b	Gain 1 skill Any List Gain 1 channeling points Gain 1 spell Summary: Ranger Level 4 Lifestyle D Skills 8 Channeling Points 3 Spells 2

5c	Gain Skills 2: Any List Gain 1 channeling point Gain 1 spell Summary: Ranger Level 4 Lifestyle D Skills 10 Channeling Points 4 Spells 3

Ranger Hearth Magic

Affect spirit
Type: Esoteric
Range: Line of sight
Duration: 10 minutes or one encounter
Channelling point cost: 3
Spell call: "By my will I cause you to strike with spiritbane"
Effect: Causes any weaponry held by the subject to strike with the call "Spiritbane".
Requirements: 30 seconds of appropriate roleplay which includes pinning a plant the ranger feels is protective to the subject and drawing protective symbols of them with a natural substance such as mud.

Heal
Type: Physical
Range: Touch
Duration: Instantaneous
Channelling point cost: 1
Spell call: "By my will I heal your… (name location)"
Effect: Heals one wounded location on any living creature, bringing this location back to its original number of hit points.
Requirements: 4 different freshly gathered living plants, 10 seconds of appropriate roleplay.

Poison weapon
Type: Physical
Range: Touch
Duration: 10 minutes or one encounter
Channelling point cost: 3
Spell call: "By my will I cause this weapon to be poisoned."
Effect: Enables the creation of poison which can be placed on a weapon and causes the weapon cast upon to strike with the call "Poison". Where the poison is not used, it loses its power after the duration of the spell.
Requirements: Enables the creation of a poison using a spiked plant freshly gathered, the spit of someone who hates the enemy it is intended for freshly gathered and 30 seconds of roleplay. A poisoned weapon should be marked with a black ribbon.

Protect from spirit
Type: Esoteric
Range: Touch
Duration: 1
Channelling point cost: 4
Spell call: "By my will I protect thee from spirits"
Effect: Protects an individual from being harmed by spirits unless they initiate a fight with them. They may still be touched by spirits and otherwise interact with spirits.
Requirements: 30 seconds of appropriate roleplay which includes using leaves of three trees and giving the subject a piece of base metal (not silver or gold) to keep with them for the duration of the spell.

Purge poison
Type: Physical

Range: Touch
Duration: Instantaneous
Channelling point cost: 1
Spell call: "By my will I purge your poison"
Effect: Enables the removal of any poison effect from the subject.
Requirements: parts of 6 different freshly gathered living plants, 10 seconds of appropriate roleplay.

Weaken enemy
Type: Physical
Range: Line of sight
Duration: 10 minutes or one encounter
Channelling point cost: 4
Spell call: "By my will I weaken thee."
Effect: Causes the subject of the spell to become fatigued and reduces their hit points to 1 floating hit (armour points are unaffected).
Requirements: Poppet, either a physical part of the subject (such as hair or blood), 30 seconds of appropriate roleplay which includes walking a circle around the poppet.

Playing a Scribe

Scribes are the valuable literate individuals who act as clerks, tutors and historians. In a world where many cannot read and write, scribes hold a special role of trust for nobles, merchants and other powerful people. Generally accepted as the most knowledgeable of all Catreath's people, scribes are often sought to act as clerks, tutors, advisors and researchers by those wealthy enough to afford their services.

Scribe levels

Scribe levels represent a character's skill at research and body of knowledge, and indicate which scribe abilities they have access to.

Level 1

Historian - this ability represents a scribe's experience and skill in undertaking research using written sources to discover the history of a person, place or item. This ability recognises that scribes will be able to use resources such as libraries to undertake more detailed research than other character classes. A scribe must have access to a library or other appropriate source of historical information to use this ability.

Linguistics – allows a scribe to use their experience in learning languages to learn any two languages in a single skill slot. Players can choose from the main available languages of Common, Elvish, Dwarvish or Ancient Common, or may by discussion with a referee choose another language, though translations for other languages will only be provided in downtime.

Level 2

Clerk – the ability of a scribe to undertake work via an affiliation to a group such as a noble house, merchant household or other relevant group gaining an income of -/6 per downtime period.

Trace genealogy – the ability of a scribe to trace the genealogy of an individual or a figure from history when given access to an appropriate source of research.

Trade lore – the ability of a scribe to read and consider trade information and financial information, using this to gain knowledge of any financial irregularities or other relevant financial information.

Research item – the ability of a scribe to research the history and usage of an item during a downtime period. Information discovered may include the uses of magical items, the age of an item, the area an item was made, and in some cases who an item was made by. This ability will allow a scribe to identify a basic potion or herbal mix.

Forgery - this ability represents an experienced scribe's ability to accurately forge written documents given access to appropriate writing tools, including mimicking handwriting (given access to samples of the handwriting being mimicked) and making fake seals. Appropriately skilled individuals may be able to spot forgeries.

Tutor – an experienced scribe may use their wealth of knowledge to teach others quickly and effectively. A scribe may use this ability to teach any other character an extra skill from the Knowledge List above that they gain from their advance scheme by undertaking a period of tuition in downtime. Each character may only gain one extra knowledge skill in total (they cannot then gain additional skills from other scribes). A scribe can also use this ability to undertake work as a tutor via an affiliation to a group such as a noble house, merchant household or other relevant group gaining an income of 1/- per downtime period. A scribe may only raise an income via one ability at a time.

Level 4

Chronicler – the ability of an experienced scribe to undertake work as a chronicler via an affiliation to a group such as a noble house, merchant household or other relevant group gaining an income of 2/- per downtime period. A scribe may only raise an income via one ability at a time.

Use magical tool – the ability of an experienced scribe to use a magical staff or wand to cast the spells they contain. A scribe cannot create or charge a staff or wand but can use these tools if able to obtain them.

Level 5

Seek advice – the ability of a senior and respected scribe to seek advice (in person or by letter) from other senior scribes and academics. This ability allows a scribe to seek an answer to a specific question once per downtime period from the ranking academics of Catreath.

Record will – the ability of an experienced scribe to record a legal will for any player or non-player character given access to suitable writing equipment.

Level 6

Copy enchanted scroll – a very experienced scribe is able to make copies of an enchanted scroll, given access to a suitable original, which retain their magical power. A scribe with this ability can copy any magical scroll of level 1 or 2 only at a rate of 1 scroll per two downtime periods. The resultant scroll must be marked as a copy of an enchanted scroll and can only be used by the scribe who created it. A copy of an enchanted scroll cannot be used to make further copies, but an original enchanted scroll can be copied any number of times, though only one scribe can work from a scroll at a time.

Master of Trade – the ability of a very experienced scribe to improve the prosperity of a merchant household by carefully managing their trades and financial arrangements. A player wishing to become a seneschal to a merchant household will have to achieve this through in character actions. A scribe who acts as a Master of Trade will draw an income of 2/6 per downtime period. A scribe may only raise an income via one ability at a time.

Seneschal – the ability of a very experienced scribe to serve as a seneschal to a noble and to improve the prosperity of the lands by spending downtime periods managing the land's resources effectively. A player wishing to become a seneschal to a noble house will have to achieve this through in character actions. A scribe who acts as a Seneschal will draw an income of 2/6 per downtime period. A scribe may only raise an income via one ability at a time.

Advance Scheme

Rank	Scribe
1a	Gain 1 scribe level Gain lifestyle B Gain 1 skill Language: Common Summary: Scribe level 1 Lifestyle B Skills 1
2a	Gain 1 skill Knowledge List Summary: Scribe level 1 Lifestyle B Skills 2
2b	Gain 1 skill Knowledge List or Use Weapons Summary: Scribe level 1 Lifestyle B Skills 3
3a	Gain 1 scribe level Gain lifestyle C Summary: Scribe level 2 Lifestyle C Skills 3
3b	Gain 1 skill Knowledge List or Magic List or Military List

	Summary: Scribe level 2 Lifestyle C Skills 4
3c	Gain 1 scribe level Gain 1 skill Knowledge List or Magic List or Military List Summary: Scribe level 3 Lifestyle C Skills 5
4a	Gain 1 skill Knowledge List or Magic List or Military List Summary: Scribe level 3 Lifestyle C Skills 6
4b	Gain 1 scribe level Gain lifestyle D Summary: Scribe level 4 Lifestyle D Skills 6
4c	Gain 1 skill Any List Summary: Scribe level 4 Lifestyle D Skills 7
4d	Gain 1 skill Any List Summary: Scribe level 4 Lifestyle D Skills 8
5a	Gain 1 scribe level Gain 1 skill Any List Summary: Scribe level 5 Lifestyle D Skills 9
5b	Gain 2 skills: Any List Summary:

	Scribe level 5 Lifestyle D Skills 11
5c	Gain 1 scribe level Gain 1 skill Any List Summary: Scribe level 6 Lifestyle D Skills 12

Playing a Thief

Thieves are the rogues, pickpockets, spies, thugs and cat-burglars of Catreath. Despite occupying the lowest rung of society, thieves have control over the poorest areas of the city where the Watch fear to go, and have their own hierarchies, turf wars and guilds under the notice of their wealthier neighbours.

Thieves may choose to join the Thieves Guild either when creating their character or during the game, if they choose not to join the guild but undertake thefts and other illegal activities in Novum Castellum, they will have to remain undiscovered by the Thieves Guild or face potential consequences.

Thief Levels

Thief levels represent a character's skill in larceny, and indicate which thief abilities they have access to.

Level 1

Streetwise – This ability represents a thief's knowledge of the back streets, short cuts, gangs and other nefarious aspects of city life which they can draw upon during downtime periods in order to access non-player characters and evade detection by the authorities.

Ask around - the ability of a thief to undertake research on a specific subject during the course of their time during downtime, accessing sources of information amongst the lower echelons of society that other players may not have access to. To use this ability a player must indicate to a referee what subject they are "asking around" about, and which environments they will visit.

Level 2

Pickpocketing – this ability represents a thief's ability to gain a small income of -/6 per downtime period via pickpocketing and other minor crimes. This ability can also be used to discreetly remove small items from non-player characters during downtime periods given appropriate circumstances. Pickpocketing cannot be used against other players in downtime.

Shadow – A thief is assumed to be able to successfully follow an individual while remaining out of sight through an urban setting during downtime. During events the player must successfully follow an individual themselves if they wish to successfully shadow them.

Level 3

Larceny - this ability represents an experienced thief's ability to gain an income of 1/- per downtime period via illegal activities such as theft, collecting protection money, bribery, fencing or other illicit pursuits. A thief may only raise an income via one ability at a time. This ability can also be used to undertake illicit activity to obtain items from non-player characters during downtime periods given appropriate circumstances. Any attempts to steal items from other players must be discussed with a referee.

Smooth talker - a thief is assumed between adventures to be skilled at convincing non-player characters who would usually feel neutral towards them to like them and be more likely to believe an account they give. During events a thief must act out this ability by speaking charmingly.

Sewer Lore - This ability represents an experienced thief's knowledge of the network of sewers beneath Novum Castellum which they can draw upon during downtime periods in order to move without trace through the city and access some areas and non-player characters only accessible via the sewers. Sewer Lore does not give safe access to the deeper catacombs located beneath the sewers, which remain a dangerous area to all but ratkin.

Level 4

Deflect blow - the ability of a thief to move in a way that causes blows to glance off their body when fighting as an individual. A thief gains an additional floating hit per scene when they are fighting away from a shield wall or other organised military arrangement.

Conceal weapon - the ability of a thief during downtime to effectively conceal a weapon of up to longsword size on their person, given appropriate clothing is worn. This ability will not hide a weapon if a personal search is undertaken. During events a thief must act out effectively hiding their weapon.

Luck - this ability represents the good fortune of a thief when playing cards, dice or a similar game of chance. Once per day a thief may call "Time Freeze" prior to a roll of a dice or draw of a card and can select the roll made or card drawn. The ability only works in situations where the selection is random.

Mimicry - a thief is assumed during downtime to be able to convincingly impersonate individuals of a range of backgrounds and social classes, including understanding dress, understanding etiquette and impersonating accents. There are some personal qualities which are harder to alter, such as their race. During events a thief must act out an impersonation.

Level 5

Escape - the ability of an experienced thief to duck and weave to avoid harm while escaping. A thief gains two additional floating hits per scene when they are fleeing a situation.

Forgery - this ability represents an experienced thief's ability to accurately forge written documents given access to appropriate writing tools, including mimicking handwriting (given access to samples of the handwriting being mimicked) and making fake seals. Appropriately skilled individuals may be able to spot forgeries.

Gang leader – this ability represents an experienced thief's ability to form and lead a gang of other thieves, thugs or other illicit individuals. A gang can be used to raise money via illicit activities at a rate of 2/- per downtime period. A thief may only raise an income via one ability at a time. A gang may also be used to keep watch on non-player characters, intimidate other low status individuals or carry out other ideas as agreed with a referee. If a gang is undertaking other jobs then they will not raise an income in that downtime period, but a thief can raise an income via other abilities such as Larceny or Pickpocketing whilst using a gang in this way.

Practiced Liar - the ability of an experienced thief to lie well. During downtime the thief is assumed to be able to lie convincingly to non-player characters. During events the thief must act out a convincing lie. A thief is immune to one Truthtell spell per day from any source. They are not immune to Potion of Truth.

Level 6

Cut throat - the ability of a very experienced thief to cut the throat of an enemy causing them to bleed to death quickly. A thief is able to make the call "Cut Throat" when they strike an enemy outside combat (for example, when they attack from unaware or after an enemy is incapacitated), leading to the person struck having a death count of one minute (60 seconds) rather than the usual three minutes. While it may be appropriate to mimic the gesture of cutting a throat a player should actually never strike another player's throat.

Backstab - the ability of a very experienced thief to avoid armour when attacking an enemy from behind with a dagger. When attacking an individual they are not already engaged in combat with from behind with a dagger the thief may make the call "backstab" and their first blow ignores any armour to the location struck.

Iron Will – the ability of a very experienced thief to remain in control of themselves under duress. A thief with this ability is immune to the spells Beguile and Summon from any source. To use this ability the player should make the call "no effect" if a Beguile or Summon spell is directed towards them.

Advance Scheme

Rank	Thief
1a	Gain 1 thief level Gain lifestyle A Gain 1 skill Rogue List or Language: Common or Use Weapons

	Summary: Thief level 1 Lifestyle A Skills 1
2a	Gain 1 skill Rogue List or Language: Common or Use Weapons Summary: Thief level 1 Lifestyle A Skills 2
2b	Gain 1 skill Rogue List or Language: Common or Use Weapons Summary: Thief level 1 Lifestyle A Skills 3
3a	Gain 1 thief level Gain lifestyle B Summary: Thief level 2 Lifestyle B Skills 3
3b	Gain 1 skill Rogue List or Knowledge List or Military List Summary: Thief level 2 Lifestyle B Skills 4
3c	Gain 1 thief level Gain 1 skill Rogue List or Knowledge List or Military List Summary: Thief level 3 Lifestyle B Skills 5
4a	Gain 1 skill Rogue List or Knowledge List or Military List Summary: Thief level 3 Lifestyle B Skills 6
4b	Gain 1 thief level Summary:

	Thief level 4 Lifestyle B Skills 6
4c	Gain 1 skill Any List Summary: Thief level 4 Lifestyle B Skills 7
4d	Gain 1 skill Any List Summary: Thief level 4 Lifestyle B Skills 8
5a	Gain 1 thief level Gain lifestyle C, Gain 1 skill Any List Summary: Thief level 5 Lifestyle C Skills 9
5b	Gain Skills 2: Any List Summary: Thief level 5 Lifestyle C Skills 11
5c	Gain 1 thief level Gain 1 skill Any List Summary: Thief level 6 Lifestyle C Skills 12

Playing a Wizard

Wizards are the scholars of magic of Catreath. Magic is a subject so diverse that two wizards are unlikely to study the same spells, and most experienced wizards become experts in one or two areas of magic. Wizards are broadly respected as valuable scholars, and once trained can often command high salaries and good treatment from their employers. Some wizards have poorer reputations, and the students of necromancy or demonology are often distrusted, and their studies are even illegal in some areas of Catreath.

Spells

Spells are divided between ten paths which wizards may choose to follow. Within these paths spells are allocated different levels depending on their complexity and the skill required to cast them, with only the most expert wizards being able to cast the hardest spells. Wizards cast spells using their allocated magic points, which regenerate following a night's sleep (and not more than once per day).

Spells can be charms, which have an instant effect, incantations, where the caster must continue to chant a multi-line phrase for the effect to continue, or rituals, where an effect is achieved through a longer ritual-form which must contain multiple actions using ritual equipment and walking in at least one circle.

Wizards can learn new spells from sources specified by their awakening level. Wizards must have a Specialisation in the pathway to learn 3rd level spells and a Mastery of the pathway to learn 4th level spells. Many spells have identified prerequisites which must be learnt before the spell can be understood. Wizards may learn up to one spell per downtime period. A record of spells learned must be kept on the wizard's character sheet. Wizards may learn a maximum of forty spells in total.

There are a number of rare situations where a wizard may enhance their soulfire and increase the number of magic points they have access to, however a wizard may never go more than five magic points over the number of magic points stated in their advance scheme.

Becoming a Wizard

To become a wizard each character must undergo a Ritual of Awakening, which awakens their Soulfire and allows them to feel and manipulate magical power. This is a potentially dangerous and physically draining ritual performed by the wizard's master, and which leaves a permanent bond between master and apprentice. It is not reversible, but a wizard may be re-awakened, thus changing their bond to a new master.

Once a character is awakened they lose the ability to use any weapons or armour beyond fighting with a silver dagger. While it is possible for an awakened wizard to handle non-precious metals, it is uncomfortable for them to do so and the contact would become painful after a short period. Wizards are not able to cast while in contact with non-precious metals.

Masters

A wizard's master is their teacher and the individual who has awakened them. A player wizard must have an assigned master until they reach rank 3a if they wish to continue to advance. A master may be either a player who knows the spell Awakening or a non-player character, and all wizard players must discuss their choice of master with a referee.

Providing a wizard remains in good standing with their master, their master will teach them spells at a rate of two per month until the rank of 3c. Beyond this point wizards may learn a maximum of one spell per month. Players should be aware that their master can only teach spells that they know themself.

Spellbooks

All wizards must have a spellbook which is mystically connected to them, often during the Ritual of Awakening. In order to cast a spell a wizard must be in possession of their spellbook, and the spell must be recorded there (unless casting from an enchanted scroll, magical item, or other source). The physrep of a spellbook must, as a minimum, contain a written list of the spells the wizard knows. Spellbooks are very personal items and it can be uncomfortable to have other's handle them. If an enemy was to gain possession of one's spellbook it may have negative consequences for the wizard.

Circles and Familiars

A wizard may choose to bind themself to a sentient or non-sentient entity by use of the Pure Magic spell Bind. This spell may have different results depending on the relative strength of will of the wizard and entity being bound. All player characters are assumed to have roughly equal strength of will.

Where a wizard binds themself consensually to another wizard of similar will they will create a wizards circle, most commonly done where wizards wish to work closely together. Wizards bound in this way gain a sense of the direction of the other members of their wizards circle, have an ability to communicate while in deep medication during periods of downtime with members of their Wizards Circle, and they may use the pure magic spell channel, if they know this, to pass magic points to another consenting circle member without cost.

Where a wizard binds themself to an who's will they outmatch, that entity will become their familiar. While a familiar is not directly controlled by their wizard, they are highly influenced and in most cases wish to please their wizard. Some familiars

may act only as companions, practice subjects or messengers, more powerful familiars may have their own limited magical abilities which they may use as directed by their wizard.

Should a wizard bind themself to an entity of significantly stronger will, they may become a familiar of that entity.

Awakening Level

Awakening levels represent a wizard's skill as casting and degree of control over magic, and they show what wizard abilities they have access to.

Level 1

Awakening - the ability of a wizard who has been successfully awakened by their master to sense and control the flow of magic.

Basic magical knowledge – The ability of an apprentice wizard to learn first level spells

Learn from master – the ability of any wizard to learn magic from the person who Awakened them.

Level 2

Advanced magical knowledge – The ability of a wizard to learn second level spells.

Learn from teacher – the ability of a wizard to learn magic from another wizard who is willing to teach them.

Level 3

Gain specialisations – the ability of an experienced wizard to become specialised in two magical paths, gaining the ability to learn third level spells in the paths in which they are specialised.

Learn from written copies – the ability of an experienced wizard to learn magic from a spellbook or enchanted scroll. In order to learn a spell from a written copy the wizard must have access to the written copy for a full downtime period.

Meditation - the ability of an experienced wizard to meditate for three minutes at a node and increase their remaining magic points to the level of that node. A weak node will have a strength of 1 magic point, an average node will have a strength of 3 magic points and a strong node will have a strength of 5 magic points. A wizard who has fewer magic points than the strength of the node they are meditating at will end their meditation with a number of magic points equal to the strength of the node. A wizard who has an equal or greater number of magic points remaining will gain no magic points. A wizard cannot meditate to gain a number of magic points above the maximum stated on their advance scheme. Rare nodes of greater strength may exist within the game but should be discussed with a referee.

Gain third specialisation – the ability of a very experienced wizard to become specialised in one additional magical path, gaining the ability to learn third level spells in this path.

Gain first mastery – the ability of a very experienced wizard to gain mastery of a magical path in which they are already specialised, gaining the ability to learn fourth level spells in this path and casting all spells of this path for one fewer magic points (with a minimum of one).

Level 5

Gain fourth specialisation – the ability of a very experienced wizard to become specialised in one additional magical path, gaining the ability to learn third level spells in this path.

Gain second mastery – the ability of a very experienced wizard to gain mastery of a magical path in which they are already specialised, gaining the ability to learn fourth level spells in this path and casting all spells of this path for one fewer magic points (with a minimum of one).

Pursue further magical study - the most experienced wizards may pursue study in rare and advanced magics which may be discovered within the game world.

Advance Scheme

Rank	Wizard
1a	Gain lifestyle B Gain 1 skill Language: Common Summary: Lifestyle B Skills 1
2a	Gain 1 wizard Level Gain 2 spells Gain 4 magic points Summary: Wizard level 1 Lifestyle B Skills 1 Spells 2 Magic points 4

2b	Gain 2 spells Gain 2 magic points Summary: Wizard level 1 Lifestyle B Skills 1 Spells 4 Magic points 6
3a	Gain 1 wizard level Gain 2 spells Gain 1 skill Knowledge List or Magic List Gain lifestyle C Summary: Wizard level 2 Lifestyle C Skills 2 Spells 6 Magic points 6
3b	Gain 2 spells Gain 2 magic points Summary: Wizard level 2 Lifestyle C Skills 2 Spells 8 Magic points 8
3c	Gain 2 spells Gain 1 skill Knowledge List or Magic List Summary: Wizard level 2 Lifestyle C Skills 3 Spells 10 Magic points 8
4a	Gain 1 wizard level Gain 2 magic points Summary: Wizard level 3 Lifestyle C Skills 3 Spells 10 Magic points 10

4b	Gain lifestyle D Gain 2 magic points Summary: Wizard level 3 Lifestyle D Skills 3 Spells 10 Magic points 12
4c	Gain 1 skill Knowledge List or Magic List Summary: Wizard level 3 Lifestyle D Skills 4 Spells 10 Magic points 12
4d	Gain 2 magic points Summary: Wizard level 3 Lifestyle D Skills 4 Spells 10 Magic points 14
5a	Gain 1 wizard level Gain 2 magic points Summary: Wizard level 4 Lifestyle D Skills 4 Spells 10 Magic points 16
5b	Gain lifestyle E Gain 2 magic points Gain 1 skill Knowledge List or Magic List or rogue Summary: Wizard level 4 Lifestyle E Skills 5 Spells 10 Magic points 18
5c	Gain 1 wizard level Gain 2 magic points Gain 1 skill Knowledge List or Magic List or rogue

	Summary:
	Wizard level 5
	Lifestyle E
	Skills 6
	Spells 10
	Magic points 20

Magical Paths

Paths of Air

Seer Magic

1st Level	2nd Level	3rd Level	4th Level
Create Light	Divine Nature	Discover Secret	Prophesy
	Locate	Dreamwalking	Scry
		Read Fortune	
		Foretell Future	

Spirit Magic

1st Level	2nd Level	3rd Level	4th Level
Spiritbane	Command Spirit	Call Spirit	Summon Spirit Guardian
	Ward vs. Spirit	Barter With Spirit	Open Spirit Doorway
		Befriend Spirits	
		Wound Spirit	

Paths of Earth

Demonology

1st Level	2nd Level	3rd Level	4th Level
Demonbane	Command Minor Demon	Possess With Demon	Banish Major Demon
	Ward vs. Demon	Summon Demon	Open Demon Portal
		Banish Minor Demon	
		Bargain With Demon	

Necromancy

	1st Level	2nd Level	3rd Level	4th Level
	Deathbane	Command Lesser Undead	Raise Undead	Dismiss Greater Undead
		Ward vs. Undead	Summon Undead	Open Undead Portal
			Dismiss Lesser Undead	
			Speak With Dead	

Paths of Fire

Battle Magic

	1st Level	2nd Level	3rd Level	4th Level
	Flee	Wound Limb	Mage Armour	Enhance Battleline
	Freeze		Greater Mage Armour	Wound Enemy Line
			Group Mage Armour	
			Wound Body	

Hypnotism

	1st Level	2nd Level	3rd Level	4th Level
	Truthtell	Summon	Compel	Speak Truth
	Beguile		Sleep	Entrance
			Silence	
			Forget	

Paths of Water

Circle Magic

1st Level	2nd Level	3rd Level	4th Level
Sanctuary	Magic Circle	Circle of Invisibility	Seal Portal
	Use Transport Circle	Greater Magic Circle	Zone of Magic
		Zone of Life	
		Transport Group	

Enchantment

1st Level	2nd Level	3rd Level	4th Level
Lock	Staffworking	Enchant Scroll	Enchant Regenerating Item
	Wandworking	Enchant Simple Item	Alter Enchantment
		Enchant Complex Item	
		Enhance Magical Tool	

Paths of Quinessence

Pure Magic

1st Level	2nd Level	3rd Level	4th Level
Channel Power	Awakening	Bind	Nodeworking
	Teleport Self	Pact	Teleport Group
		Send Magical Message	
		Teleport Other	

Counter Magic

1st Level	2nd Level	3rd Level	4th Level
Turn Spell	Counter Spell	Dispel Magic	Remove Enchantment
	Unbind	Spell Immunity	Drain Soulfire
		Spell Shield	
		Magic Mirror	

Spell Lists

Pure Magic

Level 1
Channel Power
Prerequisites: None
Type: Metaphysical
Form: Charm
Range: Touch
Duration: Instantaneous
Magic point cost: 1 per magic point channelled to a maximum of 8 points
Spell call: "With my magical powers I channel my power to you"
Effect: Allows the caster to channel their magical power to another consenting magic user with the subject gaining one magic point for every magic point the caster spends, with a maximum of eight magic points being channelled.

Level 2
Awakening
Prerequisites: None
Type: Metaphysical
Form: Ritual
Range: Touch
Duration: Instantaneous
Magic point cost: 10
Spell call: "With my magical powers I awaken you"
Effect: This dangerous ritual is the process by which a wizard awakens an apprentice's magical potential, allowing them to see, feel and manoeuvre magical power. Awakening requires a complicated magical ritual and is known to be one of the most dangerous rituals to perform.

Teleport Self
Prerequisites: None
Type: Metaphysical
Form: Charm
Range: Personal
Duration: Instantaneous
Magic point cost: 5
Spell call: "With my magical powers I teleport myself."
Effect: Allows the caster to teleport themselves to a spot up to 10m away that they can see. Whan this spell is cast the caster should call Time Freeze and move to their new position, before calling Time In.

Level 3
Bind
Prerequisites: Channel power
Type: Metaphysical
Form: Ritual

Range: Touch
Duration: Instantaneous
Magic point cost: 6
Spell call: "With my magical powers I bind (name people/items to be bound)."
Effect: Allows the caster to create a magical bond. This may be between a sentient creature and an item, in which case the sentient creature will gain a sense of the object's location and in some cases access to the item's magical ability. The bond may be between two creatures where one is of significantly stronger will, where the lesser willed creature will become a familiar to the stronger willed creature. The bond may be between two or more consenting individuals of roughly equal will where a coven or magical circle will be formed.

Pact
Prerequisite: Bind
Type: Metaphysical
Form: Charm
Range: Personal
Duration: Instantaneous
Magic point cost: 4
Spell call: "With my magical powers I create a pact between you/us"
Effect: Allows the caster to create a pact between two consenting mortals such that both parties are bound to the terms of their agreement. While this spell does not force either party to act in a certain way, if either party acts against the agreement or if their part of the pact remains unfulfilled after one month then a dangerous and potentially lethal curse will be enacted against them.

Send Magical Message
Prerequisite: Teleport Self
Type: Metaphysical
Form: Charm
Range: Personal
Duration: Instantaneous
Magic point cost: 4
Spell call: "With my magical powers I send a magical message to (name individual) (max ten words)"
Effect: Allows the caster to send a message of up to ten words to an individual who is familiar to them, which they will hear inside their head. While the magic can pass long distances quickly, it is not instantaneous. Magical messages will not reach individuals outside the caster's plane of existence.

Teleport Other
Prerequisite: Teleport Self
Type: Metaphysical
Form: Charm
Range: Line of sight
Duration: Instantaneous
Magic point cost: 7
Spell call: "With my magical powers I teleport you to (name location)"

Effect: Allows the caster to teleport another person to a spot up to 10m away that the caster can see. Whan this spell is cast the caster should call Time Freeze and direct the subject to move to their new position, before calling Time In.

<u>Level 4</u>
Nodeworking
Prerequisite: Awakening and Pact
Type: Metaphysical
Form: Ritual
Range: Personal
Duration: Variable
Magic point cost: 10-20
Spell call: "With my magical powers I alter this node."
Effect: Allows the caster to create, remove and alter nodes and ley lines over a period of time. Please speak to a referee to use this spell.

Teleport Group
Prerequisite: Teleport Other
Type: Metaphysical
Form: Charm
Range: Line of sight
Duration: Instantaneous
Magic point cost: 10
Spell call: "With my magical powers I teleport you all to (name location)"
Effect: Allows the caster to teleport a group of up to six who are stood together within an area of 6ft diameter to a spot up to 10m away that the caster can see. When this spell is cast the caster should call Time Freeze and direct the group to move to their new position, before calling Time In.

Counter Magic

<u>Level 1</u>
Turn Spell
Prerequisite: None
Type: Metaphysical
Form: Charm
Range: Personal
Duration: Instantaneous
Magic point cost: 1
Spell call: "With my magical powers I turn that spell" while holding one hand with palm forwards.
Effect: Allows the caster to negate the effect of a single spell from any magical source (including hearth magic) directed at them. Effective on spell calls initiating with "By my magical/natural/demonic/necromantic/spirit power" or "By my will". It is not effective on spell calls cast "By my shadow power".

<u>Level 2</u>

Counter Spell
Prerequisite: Turn Spell
Type: Metaphysical
Form: Charm
Range: Line of Sight
Duration: Instantaneous
Magic point cost: 2
Spell call: "With my magical powers I counter that spell" while holding one hand with palm forwards.
Effect: Allows the caster to negate the effect of a single spell from any magical source (including hearth magic) directed at another person. Effective on spell calls initiating with "By my magical/natural/demonic/necromantic/spirit power" or "By my will". It is not effective on spell calls cast "By my shadow power".

Unbind
Prerequisite: Turn Spell
Type: Metaphysical
Form: Ritual
Range: Touch
Duration: Instantaneous
Magic point cost: 6
Spell call: "With my magical powers I break this bond."
Effect: Allows the caster to break a magical bond between people and/or items.

Level 3
Dispel Magic
Prerequisite: Counter Spell
Type: Metaphysical
Form: Ritual
Range: Personal
Duration: Instantaneous
Magic point cost: 4
Spell call: "With my magical powers I dispel this spell."
Effect: Allows the caster to remove an active spell from an item, area or person.

Magic Mirror
Prerequisite: Spell Shield
Type: Metaphysical
Form: Charm
Range: Line of sight
Duration: Ten minutes or one encounter
Magic point cost: 7
Spell call: "With my magical powers I grant you a magic mirror."
Effect: Gives the subject immunity to magic from the next ten minutes or one encounter. Whenever a spell is cast at the subject the subject will return cast the spell to the original caster using the same spell call.

Spell Immunity

Prerequisite: Dispel Magic
Type: Metaphysical
Form: Ritual
Range: Touch
Duration: Until dawn
Magic point cost: 5
Spell call: "With my magical powers I grant you immunity from (name spell)."
Effect: Gives the subject immunity to a specified spell from a magical source (including hearth magic) until the following dawn.

Spell Shield
Prerequisite: Dispel Magic
Type: Metaphysical
Form: Charm
Range: Line of sight
Duration: Ten minutes or one encounter
Magic point cost: 5
Spell call: "With my magical powers I shield you from magic."
Effect: Gives the subject immunity to magic spells (including hearth magic) for ten minutes or one encounter.

Level 4
Drain Soulfire
Prerequisite: Magic Mirror
Type: Metaphysical
Form: Ritual
Range: Touch
Duration: Instantaneous
Magic point cost: 14
Spell call: "With my magical powers I drain your soulfire."
Effect: When cast on an awakened being this ritual permanently drains the soulfire of the subject and increases the permanent soulfire of the caster by one. Each individual may only increase their soulfire to five points above their usual maximum via this method.

Remove Enchantment
Prerequisite: Dispel Magic
Type: Metaphysical
Form: Ritual
Range: Touch
Duration: Instantaneous
Magic point cost: 12
Spell call: "With my magical powers I remove this enchantment."
Effect: Permanently removes the enchantments placed upon an object.

Demonology

Demonbane
Prerequisite: None
Type: Metaphysical
Form: Ritual
Range: Touch
Duration: Ten minutes or one encounter
Magic point cost: 3
Spell call: "With my magical powers I imbue this weapon with demonbane."
Effect: Causes the weapon to strike with the call demonbane for one encounter or ten minutes from when it is first used to strike. When the rite is cast a red ribbon must be placed upon the weapon. If the demonbane is not used before the following dawn it will fade away.

Level 2
Command Minor Demon
Prerequisite: Demonbane
Type: Metaphysical
Form: Charm
Range: Line of sight
Duration: Instantaneous
Magic point cost: 4
Spell call: "With my magical powers I command thee minor demon to (up to ten words)."
Effect: Allows the caster to instruct one minor demon or imp to carry out a specific action for 10 seconds. Where the demon is unintelligent and not otherwise instructed to act it may continue to carry out the instructions for longer periods.

Ward vs. Demon
Prerequisite: Demonbane
Type: Metaphysical
Form: Ritual
Range: Touch
Duration: 1-4 weeks
Magic point cost: 4 points for the initial week, plus 2 points per additional week to a maximum of 4 weeks.
Spell call: "With my magical powers I ward this (name item) against demons."
Effect: Allows the caster to place a marking on a box, building or section of wall which cannot be touched by a demon. Where a ward is placed on a static building or wall then the ward will prevent a demon entering the building or crossing the wall (with one ward protecting 10m length or circumference). Where the ward is placed on a box or similar moveable small item it will prevent a demon from touching or opening the item, but will not prevent a demon from crossing this.

Level 3
Banish Minor Demon
Prerequisite: Summon Demon
Type: Metaphysical

Form: Charm
Range: Line of sight
Duration: Instantaneous
Magic point cost: 5
Spell call: "With my magical powers I banish thee minor demon."
Effect: Allows the caster to destroy one minor demon or imp.

Bargain with Demon
Prerequisite: Summon Demon
Type: Metaphysical
Form: Charm
Range: Line of sight
Duration: Instantaneous
Magic point cost: 5
Spell call: "With my magical powers I enter a bargain with thee demon."
Effect: Initiates a bargaining period of max one hour between the demon and caster where neither party can injure the other physically or via magic. Both parties must listen to the offer of the other party and neither party may intentionally lie to the other. The bargain period ends after the bargain has completed whether it is agreed to or not. Some demons of unusual power may be immune to this spell.

Possess with Demon
Prerequisite: Command Minor Demon
Type: Metaphysical
Form: Ritual
Range: Touch
Duration: Instantaneous
Magic point cost: 4
Spell call: "With my magical powers I possess thee with a demon."
Effect: Allows the caster to possess a mortal with a demon. The possession demon summoned is likely to be an imp unless the caster uses the name or sigil of a particular possession demon, and powerful demons may require a name and sigil to be summoned. If possessed with an imp the subject will gain up to 6 hits per location and the ability to cast two Flee spells per day using the spell call "With my demonic powers I cause you to flee." Regular or careless use of this spell would not sit within the ethos of the game and is likely to be viewed as evil by others in Catreath society.

Summon Demon
Prerequisite: Possess with Demon
Type: Metaphysical
Form: Ritual
Range: Personal
Duration: Instantaneous
Magic point cost: 8
Spell call: "With my magical powers I summon thee (name demon)"
Effect: Allows the caster to call forth a demon. The creature summoned is likely to be an imp unless the caster uses the name or sigil of a particular demon, and powerful demons may require a name and sigil to be summoned. The caster will gain a degree

of control of summoned demons of lesser will than themselves. Please discuss the practical arrangements with a referee before using this spell in uptime. Regular or careless use of this spell would not sit within the ethos of the game and is likely to be viewed as evil by others in Catreath society.

<u>Level 4</u>
Banish Major Demon
Prerequisite: Banish Minor Demon
Type: Metaphysical
Form: Ritual
Range: Touch
Duration: Instantaneous
Magic point cost: 12
Spell call: "With my magical powers I banish thee major demon."
Effect: Allows the caster to destroy one major demon. Some rare powerful demons may be immune to this spell.

Open Demon Portal
Prerequisite: Banish Minor Demon
Type: Metaphysical
Form: Ritual
Range: Touch
Duration: Instantaneous
Magic point cost: 15
Spell call: "With my magical powers I open an demon portal."
Effect: Opens a doorway into an area of the plane of demons, which the caster can close via a second ritual with no further spell points. While the portal is open other entities may cross through it in either direction. The caster may attempt to open the portal into a specific princedom of the plane of demon via the ritual they use.

Necromancy

<u>Level 1</u>
Deathbane
Prerequisite: None
Type: Metaphysical
Form: Ritual
Range: Touch
Duration: Ten minutes or one encounter
Magic point cost: 3
Spell call: "With my magical powers I imbue with this weapon with deathbane."
Effect: Causes the weapon to strike with the call deathbane for one encounter or ten minutes from when it is first used to strike. When the rite is cast a white ribbon must be placed upon the weapon. If the deathbane is not used before the following dawn it will fade away.

<u>Level 2</u>

Command Lesser Undead
Prerequisite: Deathbane
Type: Metaphysical
Form: Charm
Range: Line of sight
Duration: Instantaneous
Magic point cost: 4
Spell call: "With my magical powers I command thee lesser undead to (up to ten words)."
Effect: Allows the caster to instruct one lesser undead creature, such as a zombie, skeleton or ghoul, to carry out a specific action for 10 seconds. Where the undead is unintelligent and not otherwise instructed to act it may continue to carry out the instructions for longer periods.

Ward vs. Undead
Prerequisite: Deathbane
Type: Metaphysical
Form: Ritual
Range: Touch
Duration: 1-4 weeks
Magic point cost: 4 points for the initial week, plus 2 points per additional week to a maximum of 4 weeks.
Spell call: "With my magical powers I ward this (name item) against demons."
Effect: Allows the caster to place a marking on a box, building or section of wall which cannot be touched by an undead creature. Where a ward is placed on a static building or wall then the ward will prevent an undead entering the building or crossing the wall (with one ward protecting 10m length or circumference). Where the ward is placed on a box or similar moveable small item it will prevent an undead from touching or opening the item, but will not prevent an undead from crossing this.

Level 3
Dismiss Lesser Undead
Prerequisite: Deathbane
Type: Metaphysical
Form: Charm
Range: Line of sight
Duration: Instantaneous
Magic point cost: 4
Spell call: "With my magical powers I dismiss thee lesser undead."
Effect: Allows the caster to destroy one lesser undead creature such as a zombie, skeleton or ghoul.

Raise Undead
Prerequisite: Command Lesser Undead
Type: Metaphysical
Form: Ritual
Range: Touch

Duration: Instantaneous
Magic point cost: 4
Spell call: "With my magical powers I raise this undead."
Effect: Allows the caster to call raise an undead creature into a corpse or skeleton of a dead mortal. The creature raised will become a zombie, ghoul or skeleton depending on factors which include the condition and age of the corpse and proximity to a source of undead power. The caster will gain a degree of control of raised undead. Please discuss the practical arrangements with a referee before using this spell in uptime. Regular or careless use of this spell would not sit within the ethos of the game and is likely to be viewed as evil by others in Catreath society.

Speak with Dead
Prerequisite: Summon Undead
Type: Metaphysical
Form: Ritual
Range: Touch
Duration: Instantaneous
Magic point cost: 5
Spell call: "With my magical powers I speak with dead (3 questions each of max ten words)."
Effect: Allows the caster to ask three questions from a mortal remains that are physically present, with the minimum requirement of the skull being present, and where the remains have not previously been laid to rest. The caster may ask three questions of maximum length of ten words which will be answered truthfully (as they believe the truth to be) with the answers "yes", "no" or "I don't know". The caster may hear the answer to one question before asking the next question. This spell will only work once per mortal remains.

Summon Undead
Prerequisite: Raise Undead
Type: Metaphysical
Form: Ritual
Range: Personal
Duration: Instantaneous
Magic point cost: 8
Spell call: "With my magical powers I summon (name undead)"
Effect: Allows the caster to call forth an undead creature from the plane of death. The creature summoned is likely to be a spectre unless the caster uses the name or a relevant significant artefact relating to a particular undead creature, and powerful undead creatures may require a name and a relevant significant artefact to be summoned. The caster will gain a degree of control of summoned undead of lesser will than themselves. Please discuss the practical arrangements with a referee before using this spell in uptime. Regular or careless use of this spell would not sit within the ethos of the game and is likely to be viewed as evil by others in Catreath society.

Level 4
Dismiss Greater Undead
Prerequisite: Dismiss Lesser Undead

Type: Metaphysical
Form: Ritual
Range: Touch
Duration: Instantaneous
Magic point cost: 12
Spell call: "With my magical powers I banish thee major undead."
Effect: Allows the caster to destroy one greater undead creature. Some rare powerful undead creatures may be immune to this spell.

Open Undead Portal
Prerequisite: Dismiss Lesser Undead
Type: Metaphysical
Form: Ritual
Range: Touch
Duration: Instantaneous
Magic point cost: 15
Spell call: "With my magical powers I open an undead portal."
Effect: Opens a doorway into an area of the plane of death, which the caster can close via a second ritual with no further spell points. While the portal is open other entities may cross through it in either direction. The caster may attempt to open the portal into a specific area of the plane of death via the ritual they use.

Spirit Magic

<u>Level 1</u>
Spiritbane
Prerequisite: None
Type: Metaphysical
Form: Ritual
Range: Touch
Duration: Ten minutes or one encounter
Magic point cost: 3
Spell call: "With my magical powers I imbue with this weapon with spiritbane."
Effect: Causes the weapon to strike with the call spiritbane for one encounter or ten minutes from when it is first used to strike. When the rite is cast a yellow ribbon must be placed upon the weapon. If the spiritbane is not used before the following dawn it will fade away.

<u>Level 2</u>
Command Spirit
Prerequisite: Spiritbane
Type: Metaphysical
Form: Charm
Range: Line of sight
Duration: Instantaneous
Magic point cost: 4
Spell call: "With my magical powers I instruct thee spirit to (max ten words)."

Effect: Allows the caster to instruct one spirit of lesser will than them to carry out a specific action for 10 seconds. Where the spirit is unintelligent and not otherwise instructed to act it may continue to carry out the instructions for longer periods.

Ward vs. Spirit
Prerequisite: Spiritbane
Type: Metaphysical
Form: Ritual
Range: Touch
Duration: 1-4 weeks
Magic point cost: 4 points for the initial week, plus 2 points per additional week to a maximum of 4 weeks.
Spell call: "With my magical powers I ward this (name item) against spirits."
Effect: Allows the caster to place a marking on a box, building or section of wall which cannot be touched by a spirit. Where a ward is placed on a static building or wall then the ward will prevent a spirit entering the building or crossing the wall (with one ward protecting 10m length or circumference). Where the ward is placed on a box or similar moveable small item it will prevent a spirit from touching or opening the item, but will not prevent a spirit from crossing this.

Level 3
Barter with Spirit
Prerequisite: Call Spirit
Type: Metaphysical
Form: Charm
Range: Line of sight
Duration: Instantaneous
Magic point cost: 5
Spell call: "With my magical powers I enter a barter with thee spirit."
Effect: Initiates a bartering period of max one hour between the spirit and caster where neither party can injure the other physically or via magic. Both parties must listen to the offer of the other party and neither party may intentionally lie to the other. The bargain period ends after the bargain has completed whether it is agreed to or not. Some spirits of unusual power may be immune to this spell.

Befriend Spirits
Prerequisite: Barter with Spirit
Type: Metaphysical
Form: Ritual
Range: Personal
Duration: Until dawn
Magic point cost: 4
Spell call: "With my magical powers I befriend spirits."
Effect: Allows the caster to mark themselves as a friend of spirits so that spirits will not usually attack them. This spell will wear off instantly if the caster attacks a spirit either physically or using magic.

Call Spirit

Prerequisite: Command Spirit
Type: Metaphysical
Form: Ritual
Range: Personal
Duration: Instantaneous
Magic point cost: 4 (where caster is present at spirit's location) or 8 (to call from further away)
Spell call: "With my magical powers I call thee spirit." Or "With my magical powers I call thee spirit (give name)."
Effect: Allows the caster to call forth a spirit from an item in close proximity to the caster (for 4 magic points and not requiring the spirit's name) or to call a spirit that they know the true name of from further away (for 8 magic points and requiring the spirit's name). Some spirits of unusually strong will may be immune to this spell.

Wound Spirit
Prerequisite: Command Spirit
Type: Physical
Form: Charm
Range: Line of sight
Duration: Instantaneous
Magic point cost: 3
Spell call: "With my magical powers I wound your (name limb) spirit."
Effect: Inflicts a single hit to the named limb of a spirit under any armour they are wearing.

Level 4
Open Spirit Doorway
Prerequisite: Befriend Spirits
Type: Metaphysical
Form: Ritual
Range: Touch
Duration: Instantaneous
Magic point cost: 15
Spell call: "With my magical powers I open a spirit doorway."
Effect: Opens a doorway into an area of the plane of spirits, which the caster can close via a second ritual with no further spell points. While the doorway is open other entities may cross through it in either direction. The caster may attempt to open the portal into a specific Court of the plane of spirits via the ritual they use.

Summon Spirit Guardian
Prerequisite: Befriend Spirits
Type: Metaphysical
Form: Ritual
Range: Touch
Duration: Instantaneous
Magic point cost: 12
Spell call: "With my magical powers I summon a spirit guardian."

Effect: Allows the caster to summon a suitable guardian to protect a location. The caster may summon a specific spirit by using their true name within the ritual, or may cast the ritual without direction. The spirit guardian will remain for a minimum of a month, and in most cases will stay significantly longer, even indefinitely, provided they are happy at the chosen location. The abilities of a spirit guardian vary, but any guardian summoned by this spell will have significant ability to hide a location or to fight against those who seek to harm the location, either directly or via spirit trickery.

Seer Magic

<u>Level 1</u>
Create Light
Prerequisite: None
Type: Metaphysical
Form: Charm
Range: Personal
Duration: Until dawn
Magic point cost: 1
Spell call: "With my magical powers I create light.".
Effect: Allows the caster to create a light using a suitable phys rep such as a glowing crystal or wand. Once this spell has been cast the light can be ignited and extinguished as many times as the caster wishes until the following dawn, however it will only stay alight in the possession of the caster.

<u>Level 2</u>
Divine Nature
Prerequisite: Create Light
Type: Metaphysical
Form: Ritual
Range: Touch
Duration: Instantaneous
Magic point cost: 4
Spell call: "With my magical powers I divine the nature of this (name item)."
Effect: Reveals the nature of an item to the caster. This will include the meaning on any sigils upon an item and can be used to identify a potion, herbal mix or the use of a magic item.

Locate
Prerequisite: Create Light
Type: Metaphysical
Form: Ritual
Range: Touch
Duration: Instantaneous
Magic point cost: 3
Spell call: "With my magical powers I locate (name item/person)."

Effect: Reveals the direction of the person or item that the caster is familiar with. This spell will not show how far the item or person is away, and it will not locate an item that is not in the same plane of existence as the caster. The ritual must include a means of the direction being indicated.

<u>Level 3</u>
Discover Secret
Prerequisite: Divine Nature
Type: Metaphysical
Form: Charm
Range: Touch or personal
Duration: Instantaneous (if cast on someone else) or ten minutes or one encounter (if cast on yourself)
Magic point cost: 4
Spell call: "With my magical powers I discover your secrets."
Effect: If cast on another this spell can be used to discover if an individual is possessed, bound or under the effect of a spell or curse. If cast on self this spell can be used to see people who are invisible using any source."

Dreamwalking
Prerequisite: Discover Secret
Type: Metaphysical
Form: Ritual
Range: Touch
Duration: Instantaneous
Magic point cost: 8
Spell call: "With my magical powers I grant you a dream quest."
Effect: This spell can be used to grant the subject, who must either already be asleep or be consenting to the ritual, a dream quest. This spell can also be used to send a group on a dream quest at an appropriate location, such as a dream tower. Please speak to a referee when using this spell.

Foretell Future
Prerequisite: Read Fortune
Type: Metaphysical
Form: Ritual
Range: Touch
Duration: Instantaneous
Magic point cost: 8
Spell call: "With my magical powers I foretell the future."
Effect: At the point of casting a Time Freeze is called so all players can note their character's current situation. At any point in the next 10 minutes or 1 encounter (whichever is shorter) the caster may use the call "I deny this future" and the timeline will reset to the point of casting.

Read Fortune
Prerequisite: Locate
Type: Metaphysical

Form: Charm
Range: Touch
Duration: Instantaneous
Magic point cost: 6
Spell call: "With my magical powers I read your fortune."
Effect: This spell can be used in conjunction with a method of fortune telling, such as tarot cards or rune stones, to answer a single yes or no question relating to a consenting person who is physically present.

Prophecy
Prerequisite: Dreamwalking
Type: Metaphysical
Form: Ritual
Range: Personal
Duration: Instantaneous
Magic point cost: 12
Spell call: "With my magical powers I seek a prophecy."
Effect: Allows the caster to seek a prophecy around an issue of their choice once per downtime period. The quality of the prophecy may vary depending on the import of the issue to the mortal plane.

Scry
Prerequisite: Foretell Future
Type: Metaphysical
Form: Ritual
Range: Personal
Duration: Ten minutes or one encounter
Magic point cost: 10
Spell call: "With my magical powers I scry upon."
Effect: Allows the caster to see a vision of a person or place they are familiar with. Scrying will show what is happening at the chosen site at the present time, and scrying locations must be within the same plane of existence as the caster.

Enchantment

Level 1
Lock
Prerequisite: None
Type: Metaphysical
Form: Ritual
Range: Touch
Duration: Permanent
Magic point cost: 4
Spell call: "With my magical powers I lock this (name item)."
Effect: Allows the caster to lock a door or box using a puzzle or riddle which is able to be solved using the information present on the locked item. The lock cannot be

broken through physical means but the door or box itself can be broken. This is not an active spell that can be removed via Dispel Magic, but is a minor enchantment which can only be removed with Remove Enchantment.

Level 2
Staffworking
Prerequisite: Lock
Type: Metaphysical
Form: Ritual
Range: Touch
Duration: Permanent
Magic point cost: As per Staffworking rules
Spell call: As per Staffworking rules
Effect: Allows the caster to create and use a bonded magical staff to store rituals which can later be cast from their staff in addition to their personal power. On creation a magical staff may hold up to 3 magic points worth of rituals. The capacity of the staff can be enhanced using Enhance Magical Tool.

Wandworking
Prerequisite: Lock
Type: Metaphysical
Form: Ritual
Range: Touch
Duration: Permanent
Magic point cost: As per Wandworking rules
Spell call: As per Wandworking rules
Effect: Allows the caster to create and use a bonded magical wand to store charms which can later be cast from their wand in addition to their personal power. On creation a magical wand may hold up to 2 magic points worth of charms. The capacity of the wand can be enhanced using Enhance Magical Tool.

Level 3
Enchant Scroll
Prerequisite: Staffworking
Type: Metaphysical
Form: Ritual
Range: Touch
Duration: Permanent
Magic point cost: As per enchanting rules
Spell call: As per enchanting rules
Effect: Allows the caster to create enchanted scrolls imbued with a single magical ritual which can be used by any person literate in the language the scroll is written in. The enchanted scroll can be imbued with a spell known by the caster or by another wizard who is willing to co-craft the enchanted scroll. Requires the use of a scroll.

Enchanted Simple Item
Prerequisite: Enchant Scroll

Type: Metaphysical
Form: Ritual
Range: Touch
Duration: Permanent
Magic point cost: As per enchanting rules
Spell call: As per enchanting rules
Effect: Allows the caster to create an item which contains one or more copies of a first or second level spell that they know (or that is known by a second wizard who is willing to co-craft the item). Requires the use of an item worth at least 5/-.

Enchant Complex Item
Prerequisite: Enchant Simple Item
Type: Metaphysical
Form: Ritual
Range: Touch
Duration: Permanent
Magic point cost: As per enchanting rules
Spell call: As per enchanting rules
Effect: Allows the caster to create an item which contains one or more copies of a third or fourth level spell that they know (or that is known by a second wizard who is willing to co-craft the item). Requires the use of an item worth at least 10/-.

Enhance Magical Tool
Prerequisite: Staffworking or Wandworking
Type: Metaphysical
Form: Ritual
Range: Touch
Duration: Permanent
Magic point cost: As per Staffworking and Wandworking rules.
Spell call: As per Staffworking and Wandworking rules.
Effect: Allows the caster to enhance the magical capacity of a staff or wand given access to the appropriate ingredients.

Level 4
Alter Enchantment
Prerequisite: Enchant Complex Item
Type: Metaphysical
Form: Ritual
Range: Touch
Duration: Permanent
Magic point cost: As per enchanting rules
Spell call: As per enchanting rules
Effect: Allows the caster to use previously enchanted items to make new items, as per the enchanting rules.

Enchanted Regenerating Item
Prerequisite: Enchant Complex Item
Type: Metaphysical

Form: Ritual
Range: Touch
Duration: Permanent
Magic point cost: As per enchanting rules
Spell call: As per enchanting rules
Effect: Allows the caster to create an item which contains a spell that they know (or that is known by a second wizard who is willing to co-craft the item). The power within the item will regenerate as per the enchanting rules. Requires the use of an item worth at least 20/-.

Circle Magic

<u>Level 1</u>
Sanctuary
Prerequisite: None
Type: Physical
Form: Incantation
Range: Personal
Duration: Until chant ends
Magic point cost: 3
Spell call: "With my magical powers I create a sanctuary."
Effect: Makes the caster immune to any injuries as long as they stand still, continue to chant and do not take any other action.

<u>Level 2</u>
Magic Circle
Prerequisite: Sanctuary
Type: Metaphysical
Form: Ritual
Range: Touch
Duration: Ten minutes or one encounter
Magic point cost: 4
Spell call: "With my magical powers I create a magic circle."
Effect: Creates a magic circle of maximum diameter 6ft. The caster maintains control of the magic circle as long as they remain in or besides the circle and do not lose their focus upon the circle by casting further spells. The caster may specific criteria for what can enter the circle by stating this out loud and may change this criteria at any time the circle is active. The caster is responsible for marking the magic circle.

Use Transport Circle
Prerequisite: None
Type: Metaphysical
Form: Ritual
Range: Touch
Duration: Instantaneous
Magic point cost: 2 (personal use only) or 3 (caster plus one other)
Spell call: "With my magical powers I travel by transport circle."

Effect: Allows the caster and up to one other person who is in physical contact with them (but does not have to consent) to travel between transport circles where they can incorporate the inscribed symbol and route between the circles in their ritual.

<u>Level 3</u>
Circle of Invisibility
Prerequisite: Magic Circle
Type: Metaphysical
Form: Ritual
Range: Touch
Duration: 10 minutes or one encounter
Magic point cost: 8
Spell call: "With my magical powers I create a circle of invisibility."
Effect: Creates a circle of diameter 6ft which will cause anyone within the circle at the time of casting to become invisible as long as they remain still, do not talk and take no other action such as attacking anyone or casting a spell. The circle cannot be entered by anyone who was not in the circle at the time if casting. The caster does not have to remain present for the circle to continue and they are able to complete other actions while others remain hidden in the circle. If anyone hidden by this spell wishes to leave the circle they are not prevented from doing so, and if any of the hidden people speak, move or take an action they will become visible, but the other people involved in the spell will remain hidden. The caster can end the Circle of Invisibility at any time.

Greater Magic Circle
Prerequisite: Magic Circle
Type: Metaphysical
Form: Ritual
Range: Touch
Duration: Until dawn
Magic point cost: 8
Spell call: "With my magical powers I create a greater magic circle."
Effect: Creates a magic circle of maximum diameter 6ft. The caster maintains control of the magic circle throughout its duration though they may leave the area of the circle or undertake any other action such as casting other spells. The caster may specify criteria for what can enter the circle by stating this out loud and may change this criteria at any time that they are within line of sight of the circle while it is active.

Transport Group
Prerequisite: Use Transport Circle
Type: Metaphysical
Form: Ritual
Range: Touch
Duration: Instantaneous
Magic point cost: 6
Spell call: "With my magical powers I transport this group."
Effect: Allows up to eight people who are in physical contact with the caster (but do not have to consent) to travel between transport circles where they can incorporate

the inscribed symbol and route between the circles in their ritual. Where the caster wishes to transport with the group they must be one of the eight people, where the caster does not wish to transport they can send eight other people.

Zone of Life
Prerequisite: Magic Circle
Type: Metaphysical
Form: Incantation
Range: Personal
Duration: Until incantation ends.
Magic point cost: 5
Spell call: "With my magical powers I create a zone of life."
Effect: Creates an area of diameter 6ft which cannot be entered by undead, demons or abyss creatures.

Level 4
Seal Portal
Prerequisite: Greater Magic Circle
Type: Metaphysical
Form: Ritual
Range: Touch
Duration: Instantaneous
Magic point cost: 12
Spell call: "With my magical powers I seal this portal."
Effect: Allows the caster to permanently close a portal to another plane of existence. The caster is required to incorporate in the ritual which plane of existence the portal is to.

Zone of Magic
Prerequisite: Greater Magic Circle
Type: Metaphysical
Form: Ritual
Range: Touch
Duration: Ten minutes or one encounter
Magic point cost: 12
Spell call: "With my magical powers I create a zone of magic."
Effect: Creates an area of diameter 6ft in which magic points are freely available. The caster or any other user of magic points can cast spells from their repertoire using this source of magic points rather than their own store of magic points for as long as they remain in the circle. A zone of magic does not allow wizards to gain extra magic points, however a wizard with the ability Meditation may attempt to use this within the Zone of Magic.

Battle Magic

Level 1
Flee

Prerequisite: None
Type: Mind-affecting
Form: Charm
Range: Line of sight
Duration: 10 seconds
Magic point cost: 1
Spell call: "With my magical powers I cause you to flee."
Effect: Causes the subject to flee in terror from the caster for ten seconds. If prevented from fleeing the subject will cower in fear for ten seconds.

Freeze
Prerequisite: None
Type: Mind-affecting
Form: Charm
Range: Line of sight
Duration: 10 seconds
Magic point cost: 1
Spell call: "With my magical powers I cause you to freeze."
Effect: Causes the subject to freeze in place for ten seconds. This is a mind-affecting spell, so the subject retains use of their senses, and if they lose consciousness the freeze spell will end.

Level 2
Wound Limb
Prerequisite: None
Type: Physical
Form: Charm
Range: Line of sight
Duration: Instantaneous
Magic point cost: 3
Spell call: "With my magical powers I wound you (name limb)."
Effect: Causes the subject to lose a hit point on the named limb under any armour they are wearing.

Level 3
Mage Armour
Prerequisite: Wound Limb
Type: Physical
Form: Charm
Range: Touch
Duration: Ten minutes or one encounter
Magic point cost: 4
Spell call: "With my magical powers I grant you magic armour."
Effect: Causes the subject to gain +3 hit points per location above any armour they are wearing.

Greater Mage Armour
Prerequisite: Mage Armour

Type: Physical
Form: Incantation
Range: Touch
Duration: Until incantation ends
Magic point cost: 5
Spell call: "With my magical powers I grant you greater mage armour."
Effect: Causes the subject to gain +5 hit points per location above any armour they are wearing as long as the caster remains in physical contact with the subject or is making a concerted effort to regain physical contact with the subject. If the caster and subject become separated by more than 6ft then the spell will end.

Group Mage Armour
Prerequisite: Mage Armour
Type: Physical
Form: Charm
Range: Touch
Duration: Ten minutes or one encounter
Magic point cost: 7
Spell call: "With my magical powers I cast mage armour over you all."
Effect: Causes up to three subjects to gain +3 hit points per location above any armour they are wearing. The caster must make physical contact with all three subjects, but this can be one at a time.

Wound Body
Prerequisite: Wound limb
Type: Physical
Form: Charm
Range: Line of sight
Duration: Instantaneous
Magic point cost: 5
Spell call: "With my magical powers I wound your body."
Effect: Causes the subject to lose a hit point on their body underneath any armour they are wearing.

<u>Level 4</u>
Enhance Battleline
Prerequisite: Group Mage Armour and Greater Mage Armour
Type: Physical
Form: Incantation
Range: Line of sight
Duration: Until incantation ends
Magic point cost: 12
Spell call: "With my magical powers I enhance this battleline."
Effect: Allows the caster to grant +5 hits per location to 3 individuals within sight who are fighting as allies. All other individuals within 10m of any of the three subjects who are fighting as their allies will be granted +1 hit points per location.

Wound Enemy Line

Prerequisite: Wound body
Type: Physical
Form: Charm
Range: Line of sight, cast in a direction indicated by the caster's spread arms
Duration: Instantaneous
Magic point cost: 10
Spell call: "With my magical powers I wound you all."
Effect: Allows the caster to indicate a direction from themselves via spreading their arms and all individuals in line of sight in this direction (whether ally or enemy) will lose a hit point under any armour they are wearing on their choice of a leg or their favoured arm.

Hypnotism

<u>Level 1</u>
Beguile
Prerequisite: None
Type: Mind-affecting
Form: Charm
Range: Line of sight
Duration: 10 seconds
Magic point cost: 1
Spell call: "With my magical powers I beguile thee."
Effect: Causes the subject to feel friendly and helpful towards the caster. If used subtly the subject may not realise they have been under the effect of a spell, and a sense of positive esteem may remain after the event. As a minimum, the subject will not attack the caster and will try to protect them for the duration of the spell.

Truthtell
Prerequisite: None
Type: Mind-affecting
Form: Charm
Range: Touch
Duration: Instantaneous
Magic point cost: 1
Spell call: "With my magical powers answer me with truth (question of up to ten words)."
Effect: Causes the subject of the spell to answer a question of maximum ten words truthfully (as they believe the truth to be) with the answers "yes", "no" or "I don't know".

<u>Level 2</u>
Summon
Prerequisite: Truthtell
Type: Mind-affecting
Form: Charm
Range: Line of sight

Duration: 10 seconds
Magic point cost: 2
Spell call: "With my magical powers I summon thee."
Effect: Causes the subject to walk towards the caster, or to wait within arms reach of the caster when they reach them. For the duration of this spell the subject may not take any actions beyond talking or moving towards the caster.

Level 3
Compel
Prerequisite: Summon
Type: Mind-affecting
Form: Charm
Range: Line of sight
Duration: 10 seconds
Magic point cost: 4/5
Spell call: "With my magical powers I compel thee to… (max 10 words)."
Effect: Causes the subject to attempt to carry out the direction of the caster. This spell costs 4 magic points in most cases, but costs 5 magic points if the instruction given is for the subject to end their own life, as this must overcome their own sense of self-preservation.

Silence
Prerequisite: Summon
Type: Mind-affecting
Form: Charm
Range: Line of sight
Duration: 10 minutes or one encounter
Magic point cost: 3
Spell call: "With my magical powers I make thee silent."
Effect: Causes the subject to lose the ability to speak or make any deliberate noise. As a consequence the subject is not able to cast spells for the duration of this spell.

Sleep
Prerequisite: Compel
Type: Mind-affecting
Form: Charm
Range: Touch
Duration: Instantaneous
Magic point cost: 5
Spell call: "With my magical powers I compel thee to sleep."
Effect: Causes the subject to fall asleep. They will remain asleep for at least ten seconds. After ten seconds the subject can be woken by shaking. If they are not woken the subject will wake naturally after a few hours.

Forget
Prerequisite: Silence
Type: Mind-affecting
Form: Ritual

Range: Touch
Duration: Instantaneous
Magic point cost: 6
Spell call: "With my magical powers I cause thee to forget."
Effect: Causes the subject to fall into an enchanted sleep for ten minutes, though they can be awoken from this. On waking the subject will have forgotten the previous 10 minutes or one encounter, whichever is shorter.

Level 4
Entrance
Prerequisite: Beguile and Forget
Type: Mind-affecting
Form: Ritual
Range: Touch
Duration: One month
Magic point cost: 12
Spell call: "With my magical powers I entrance thee to love (name target)."
Effect: Causes the subject to experience a deep love towards the named target, who may be the caster or another person. The subject can only be entranced to a sentient mortal who the caster is familiar with, but the target does not need to have any involvement or agreement with the spell. The subject will neither harm the target nor allow the target to be harmed, and they will make use of all their abilities to seek the love of the target. The subject should be unusually susceptible to the wishes of the target. This ritual may be repeated on a monthly basis to extend the duration of the enchantment. If a ritual of entrancement is repeated five times for the same subject and target then the effect of entrancement will become permanent unless dispelled.

Speak Truth
Prerequisite: Sleep
Type: Mind-affecting
Form: Ritual
Range: Touch
Duration: Ten minutes or one encounter
Magic point cost: 8
Spell call: "With my magical powers I command thee to speak the truth… (max ten words)."
Effect: Causes the subject to answer the next question they are asked by the caster fully and truthfully, giving the truth as they understand it. If the question is not fully answered in ten minutes or one encounter (whichever is shorter) then the effect will wear

Magical Tools

Magical staffs and wands are tools created by a wizard via the casting of the enchantment spell Staffworking or Wandworking on a preexisting mundane staff or wand. Staffs and wands are most commonly made of wood and may be purchased via the equipment list or obtained in another way.

Once a magical staff or wand is created, it is bonded to it's owner and may only be used by them. The creator gains a sense of the direction of the magical tool, should it be removed from their person, and the wizard may be subject to negative effects should an enemy obtain their magical tool.

Staffs may be used to store one or more rituals which the wizard has cast into them up to their maximum capacity to store magic points. The rituals held by a staff will remain within the staff until cast, and when cast they take place instantly with no requirement for completion of a ritual. At the point of casting a ritual from a staff the wizard must be in physical contact with the staff and at touch range with any item or individual a ritual is to be cast on, and they must make the relevant spell call. Only the wizard bound to the staff may cast rituals from the staff.

Wands may be used to store one or more charms which the wizard has cast into them up to their maximum capacity store magic points. The charms held in a wand will remain within the wand until they are cast. At the point of casting the wizard must be in physical contact with the wand, use the wand to direct the spell to where it is being cast and they must make the relevant spell call. Only the wizard bound to the wand may cast charms from the wand.

Magical tools may not hold 4th level spells or any spells from the enchanting path.

A wizard may only be bound to one staff and one wand at a time.

Enhancing Magical Tools

On creation, both staffs and wands have a limited capacity to store magic points, however their magical capacity may be enhanced via the use of the enchanting spell Enhance Magical Tool. Each magical tool may be enhanced a maximum of three times, and each level of enhancement requires the wizard to obtain a particular ingredient to use during the enhancement ritual. A wizard who knows the spell Enhance Magical Tool may enhance either own tools, or another wizard's tools if they have access to these.

Staffs

Enhancement Level	Magic Point Capacity	Spell Required	Ingredient Required
At creation	3	Staffworking	A staff
First enhancement	4	Enhance magical tool	6/- worth of pure gold
Second enhancement	6	Enhance magical tool	One moonflower
Third enhancement	8	Enhance magical tool	One vial of dragon's blood

Wands

Enhancement Level	Magic Point Capacity	Spell Required	Ingredient Required
At creation	2	Wandworking	A wand
First enhancement	3	Enhance magical tool	A gemstone worth at least 6/-
Second enhancement	4	Enhance magical tool	A unicorn hair
Third enhancement	5	Enhance magical tool	One vial of phoenix tears

Enchanting

Enchanting is the magical process of imbuing objects with magical power. Enchanters can imbue scrolls, jewellery and other valuable items with spells that can be used by anyone who is about to access them.

In order to enchant an item a wizard must have access to the relevant spell, and appropriate item to enchant and to spend a number of downtime periods crafting the item.

- Enchant Scroll allows a wizard to enchant a scroll of cost -/3 with a ritual that can be cast once by following the directions on the scroll and then tearing the scroll.
- Enchant Simple Item allows a wizard to enchant an item of minimum cost 5/- with a level one or two spell they know (or that is known by another wizard who is willing to co-craft the item). The wizard can imbue the item with one, three or five uses of the spell.
- Enchant Complex Item allows a wizard to enchant an item of minimum cost 10/- with a level three or four spell they know (or that is known by another wizard who is willing to co-craft the item). The wizard can imbue the item with one, three or five uses of the spell.
- Enchant Regenerating Item allows a wizard to enchant an item of minimum cost 20/- with a spell of any level that they know (or that is known by another wizard who is willing to co-craft the item). The item can regenerate its power per uptime period, per day or per encounter.

In order to calculate the number of downtime periods required to make an item, the spell complexity must be found, and the calculation for the enchantment being used must be applied to discover the enchantment value. The enchantment values can be compared with the chart below to discover the number of downtime periods required. This time period can be reduced by up to half by the use of expensive ingredients during the enchanting ritual. It is not possible to enchant an item with an enchantment value of more than 90.

The spell complexity is defined as:

- (Level of the spell) + (Magic point cost of the spell) + 2 = (Spell complexity)

The wizard should calculate the spell complexity using the magic point cost they (or the wizard co-creating the item) would cast the spell with.

Where the wizard leading the enchantment is has a Mastery in Enchantment the spell complexity will be two less and can be defined as:

- (Level of the spell) + (Magic point cost of the spell) = (Spell complexity)

The calculations for enchantment value are given below:

Enchant Scroll

Spell complexity x 1 = Enchantment value

Enchant Simple Item – one use

Spell complexity x 1 = Enchantment value

Enchant Simple Item – three uses

Spell complexity x 2 = Enchantment value

Enchant Simple Item – five uses

Spell complexity x 3 = Enchantment value

Enchant Complex Item – one use

(Spell complexity + 1) x 1 = Enchantment value

Enchant Complex Item – three uses

(Spell complexity + 1) x 4 = Enchantment value

Enchant Complex Item – five uses

(Spell complexity + 1) x 5 = Enchantment value

Enchant Regenerating Item – regeneration per uptime period

Spell complexity x 6 = Enchantment value

Enchant Regenerating Item – regeneration per day

Spell complexity x 12 = Enchantment value

Enchant Regenerating Item – regeneration per encounter

Spell complexity x 18 = Enchantment value

Enchantment Value	Downtime periods to create	Enchantment Value	Downtime periods to create
1	1	46	12
2	1	47	12
3	1	48	12
4	1	49	13
5	2	50	13
6	2	51	13
7	2	52	13
8	2	53	14
9	3	54	14
10	3	55	14
11	3	56	14
12	3	57	15
13	4	58	15
14	4	59	15
15	4	60	15
16	4	61	16
17	5	62	16
18	5	63	16
19	5	64	16
20	5	65	17
21	6	66	17
22	6	67	17
23	6	68	17
24	6	69	18
25	7	70	18
26	7	71	18
27	7	72	18
28	7	73	19
29	8	74	19
30	8	75	19
31	8	76	19
32	8	77	20
33	9	78	20
34	9	79	20
35	9	80	20
36	9	81	21
37	10	82	21
38	10	83	21
39	10	84	21
40	10	85	22
41	11	86	22
42	11	87	22
43	11	88	22
44	11	89	23
45	12	90	23

Multiple Regenerating Items

An item may have multiple regenerating spells of the same type placed in it, allowing the item to cast a particular spell multiple times within a month, day or encounter. To achieve this each regenerating spell must be placed separately into the item and the time period associated with this added together.

Reducing Enchantment Times

A wizard can reduce the number of downtime periods it takes to craft an enchanted item by a maximum of half the time indicated in the table above by using expensive ingredients during the enchantment ritual. A wizard must use 10/- worth of ingredients to reduce the time taken by one downtime period, and they can never reduce it to less than one downtime period.

Alter Enchantment

A wizard with the spell Alter Enchantment may break down a previously enchanted item (enchanted by themselves or someone else) into its enchantment level and may reuse this by forming it into another item that is within their capacity to produce (this may include use of a wizard knowing a spell the enchanter does not know who is willing to co-create the item) using a single downtime period. A wizard with this spell may spend additional downtime periods to add to the enchantment value, or may produce an item of lesser enchantment value, though in this case any leftover enchantment value is lost.

Additional Directions

A wizard may place additional directions upon a simple, complex or regenerating time, such as directing that an item will only be usable by a specific individual, or that a spell will activate given a certain circumstance, such as opening a box or saying a certain phrase. In most cases such additional directions will not alter the time or cost of making an item, however additional directions should be discussed with a referee to ensure they sit within the spirit of the game.

Part 6

Appendices

Equipment List

The equipment list contains items relevant to the mechanics of the game which need to be purchased using money earned. Players are free to equip themselves with other items and props relevant to their character such as quills, parchment, lanterns, books, games and instruments as they feel is appropriate to their character.

Melee Weapons

Item	Size	Cost	Free to lifestyles:
Knife	Up to 12″	2/-	C-K
Hatchet or Long Knife	Up to 24″	3/6	C-K
Shortsword	Up to 24″	5/-	D-K
Axe	Up to 36″	6/-	D-K
Longsword or Mace or Hammer	Up to 36″	8/-	E, G-K
Stave	Up to 36″	2/-	C-K
Staff	Over 36″	12/-	D-K
Spear	Over 36″	14/-	D-K
Great Sword	Over 36″	18/-	H-K

Ranged Weapons

Item	Size	Cost	Free to lifestyles:
Longbow	30lbs at 28″ draw	7/-	D-K
Crossbow	30lbs draw	9/-	E, G-K
Arrow or Bolt	n/a	-/6	D-K
Throwing Dagger	Up to 12″	3/-	D-K

Shields

Item	Size	Cost	Free to lifestyles:
Buckler	Up to 24″ diameter	5/-	D-K
Shield	Over 24″ diameter	8/-	E, G-K

Armour

Cost is per full suit of armour

Type	Cost	Free to lifestyles:
Light Leather or Fur	4/-	C-K
Heavy Leather or Studded Leather	8/-	D-K
Chainmail or Scale Mail	20/-	E, G-K
Platemail	30/-	H-K

Armour Repairs

Cost is to return a full suit of armour to a fully repaired state.

Armour Type	Cost to Repair
Light Leather or Fur	1/-
Heavy Leather or Studded Leather	2/-
Chainmail or Scalemail	5/-
Stacked Chainmail and Heavy Leather	7/-
Platemail	7/6
Stacked Platemail and Chainmail	10/-

Potions

Potions may only be purchased by characters who have access to the Merchant's

Guild shop (characters with lifestyle A may not purchase potions).

Potion	Effect	Colour	Cost
Potion of Cure Disease	Cures all natural disease from a single living creature. In the case of serious or near fatal illness the subject may remain weakened or require ongoing care.	Yellow	1/0
Potion of Healing	Heals one wounded location on any living creature, bringing this location back to its original number of hit points. In the case of serious injuries, including broken bones or damage to internal organs, further care using the surgery ability may be required.	Red	1/0
Potion of Protection from Disease	Protects the drinker from the effects of disease until the following dawn. Some rare diseases may be unaffected by the potion.	Yellow	1/0
Potion of Protection from Poison	Protects the drinker from the effects of poison until the following dawn. Some rare poisons may be unaffected by the potion.	Green	1/0
Potion of Purge Poison	Removes the effect of a natural poison from a single living creature. In the case of serious or near fatal illness the subject may remain weakened or require ongoing care.	Blue	1/0
Potion of Allheal	Will heal all injuries on a single living creature so that all locations return to full hit points. This recipe does not cure poison or disease effects. In the case of serious injuries, including broken bones or damage to internal organs, further care using the surgery ability may be required.	Green	3/6
Potion of Iron	Prevents any mortal magical user from using any form of magical power until the following dawn. Some unusually powerful magic users may be immune to this potion.	Red	6/0

Potion of Armour	Will grant the drinker an additional floating hit to the subject (before armour) which lasts until the following dawn if not used. Drinking multiple Potions of Protection will give no additional protection.	Yellow	2/0
Potion of Immunity to Compulsion	Will grant the drinker immunity from mind affecting spells for the next 10 minutes or one encounter from both magical and religious sources.	Blue	5/0
Potion of Protection from Missiles	Will grant the drinker immunity to hits from missile weapons (including arrows and throwing knives) for ten minutes or one encounter.	Green	2/6
Potion of Battlestrength	Will grant the drinker three additional floating hits to the subject (before armour) which lasts until the following dawn if not used	Red	4/0
Potion of Deathbane	Can be poured upon a weapon to grant the ability to call Deathbane for ten minutes or one encounter. A white ribbon must be tied to the weapon while using this ability. If unused the effect will wear away at the following dawn.	Black	4/0
Potion of Demonbane	Can be poured upon a weapon to grant the ability to call Demonbane for ten minutes or one encounter. A black ribbon must be tied to the weapon while using this ability. If unused the effect will wear away at the following dawn.	Red	4/0
Potion of Spiritbane	Can be poured upon a weapon to grant the ability to call Spiritbane for ten minutes or one encounter. A yellow ribbon must be tied to the weapon while using this ability. If unused the effect will wear away at the following dawn.	Yellow	4/0

Potion of Inner Fire	The drinker will be granted an additional 3 spellpoints, which can take them above their maximum limit for spell points. Any unused spell points about the character's usual maximum spell points will fade the following dawn.	Orange	4/0
Potion of Magesight	Will grant the drinker the ability to see auras, magical sigils and invisible people for ten minutes or one encounter.	Blue	4/0
Potion of Invisibility	The drinker will become invisible for three minutes. Their invisibility will end instantly if they undertake an action including entering a fight, performing healing, performing magic, interacting with an object such as opening a box or door or speaking.	Clear	7/0

Miscellaneous Items

Item	Description	Cost	Free to Lifestyle:
Holy symbol	A talisman usually worn as a necklace which represents a specific faith and does not serve any purpose beyond being a symbol of faith. When purchased holy symbols are unblessed and a priest must be asked to undertake a blessing.	1/-	C-K
Ritual kit	This may include scrolls, candles, incense or other items which require time to place and give the impression of a magical ritual being undertaken.	6/-	E, G-K
Wand	A wooden wand of suitable quality to be made into a magical wand	5/-	n/a
Alchemist kit: Basic	Equipment such as stills, spirit burners, a pestle and mortar and measuring cups	6/-	D-K

	used for brewing basic potions.		
Alchemist kit: Advanced	Equipment such as more complex stills, spirit burners, a pestle and mortar and measuring cups used for brewing advanced potions.	15/-	E, G-K
Alchemist kit: Rare	Equipment such as high quality stills, spirit burners, a pestle and mortar and measuring cups used for brewing rare potions.	30/-	H-K
Herbalist kit	This may include a kettle, pestle and mortar, strainer, mixing bowl or other equipment to be used during allocated periods of roleplay when mixing herbal recipes.	4/-	C-K
Dried healing herbs	One dose of healing herbs or any type.	-/1	n/a
Religious kit	This may include a prayer book, a prayer scarf, incense burners or other items to be used during rites.	5/-	D-K

Skills List

Knowledge Skills

Evaluate
Allows players to learn the evaluate sigils, gaining information about items age, worth, area of origin and the quality of it's crafting.

Identification
Allows players to learn the identification sigils, which represent the ability to identify the nature of certain items.

Language: Ancient Common
Allows players to learn to read and write in ancient common.

Language: Common
Allows players to learn to read and write in common.

Language: Dwarvish
Prerequisite: Language: Common unless a dwarf
Allows players to learn to read and write in dwarvish. It does not allow them to speak the language.

Language: Elvish
Prerequisite: Language: Common unless an elf
Allows players to learn to read and write in elvish. It does not allow them to speak the language.

Magic Skills

Aura Reading
Allows players to see auras on people or creatures represented by ribbons tied to them. Aura reading allows characters to see the aura, but they must find out the meaning of the colour within the game.

Read Runes: Power
Allows players to learn the read runes: power sigils, which represent knowledge about power found in items.

Read Runes: Spells
Allows players to learn the read runes: spells sigils, which represent knowledge about spells within items found.

Read Runes: Rare Magics
Prerequisite: Read Runes: Power and Read Runes: Spells
Allows players to learn the read runes: rare magics sigils, which represent knowledge about rare magics and the flow of magics.

Military Skills

Archery
Allows players to use bows and crossbows.

Pull Blow
Allows players to use any lethal weapon with which they are proficient to deliver a subdual blow with the flat of the blade. This can only be done within a controlled situation to a prone subject i.e. not within a line fight.

Stack Armour
Allows players to wear two suits of armour together, deriving benefit from both.

Use Great Weapons
Prerequisite: Use Weapons
Allows players to use any two-handed weapon.

Use Throwing Dagger
Allows players to use throwing daggers.

Use Subdual Weapons
Allows players to use any one-handed subdual weapon.

Use Weapons
Allows players to use any one-handed lethal weapon.

Wear Armour
Allows players to wear a single suit of metal armour.

Rogue Skills

Find Traps
Allows players to learn the find trap sigils which allow them to identify traps and some of their traits.

Pick Locks
Allows players to pick locks, given sufficient time and access to lockpicks. During downtime periods a character will be assumed to be able to pick a lock while at events the character may be expected to act out picking a lock via the representational mechanic of untying a complicated knot with lockpicks.

Remove Traps
Allows players to attempt to remove simple traps. At events this must be acted out but during downtime periods it will be assumed that anyone with this skill can remove a trap.

Savvy
Allows players to learn savvy sigils, which represent a combination of knowledge of the inscribed symbols used by the Thieves Guild and sigils which represent knowledge about the illicit. A player does not need to be a member of the Thieves

Guild to take this skill, though they may need to create an appropriate narrative to explain this knowledge.

Set Traps
Prerequisite: Find Traps
Allows players to set simple traps should they have access to appropriate equipment.

Tracking
Allows players to search for tracks or similar clues by asking a referee, or to read any tracking signs.