

# *The World of Oz*

**Version 2.0**

A Live Action Experience

By L.A.S.T. Games

[www.lastgamesnw.org](http://www.lastgamesnw.org)

# THE WORLD OF OZ, CREDITS

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## **Special thanks:**

We at LAST games want to give a big, “thank you,” to all our staff, past and present. Without our wonderful, volunteers, we couldn't bring you the game that we've all grown to love. We would also like to thank our players for bringing all the little touches to the game that make it special.

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# GENERAL INFORMATION

## PRINCIPAL OF THE RULES

If an action is not described in this book, then assume you cannot do it. This applies to actions that potentially affect the rules and/or safety i.e. there are no rules to cover climbing a tree, therefore, climbing a tree is not allowed. This is due to a number of factors; including, being up in a tree would protect you from combat in an unintended way and safety concerns. While we try to think of as many scenarios as possible, we can't think of them all. If you have a question regarding the written rules, please feel free to ask. If you have an idea of an addition, please post on the forum.

## STAFF

Staffers are players who assist with running the game and have the final say in any rulings. Their duties include but are not limited to: safety checking toy weapons and props, answering rules questions, approving characters, issuing warnings, removing combat and character switch privileges, and escorting a person to an OOG area for safety or warning reasons. Please go to staff anytime you have questions.

## LOGISTICS

Logistics is an out of game area of the campsite that you must visit **first** to sign in, pay the cover fee, have your toy weapons safety inspected, collect character cards, collect tags and receive currency for your character. If you are going to arrive after 11pm, please contact the logistics staff either through the contact form on the website, or via the forums. **Logistics Hours:** Friday of event, 6pm – 11pm.

## CHARACTER GUIDES

Character guides are our “lore masters” of the game. They can help answer many of the core canon questions you may be seeking and can lend their assistance with creating characters that fit in the game. Their knowledge spans both what can be found in books and what has been adapted for the Oz LARP. If you voluntarily submit your character background to the character guides, you will be awarded 2 player points. It is highly recommended that your first character go through the character guide

## STORY COORDINATORS

Story coordinators (SCs) are staffers responsible for creating some of the adventure that you can participate in during the course of an event. The SC's can create characters, called non-player characters or NPCs, using the rules listed here and the bestiary. Player points are not spent on NPCs. SC's are free to use their best judgment to assign skills, spells, etc. to an NPC as needed for the story, but such assignments must adhere to the rules. SC's are not permitted to play any of their characters stored in the online database due to conflict of interest nor are they permitted to bend or break the rules for their stories. SC's must adhere to the same rules as the players.

SC's use a building at the campsite known as SC Camp. SC Camp is an out of game area and players should refrain from entering SC Camp unless they have been directed by staffers to do so or a player is playing an NPC for the SC's.

## FIRE AND FLASHLIGHTS

Fire in designated fireplaces and pits are permitted with someone watching at all times. Wax candles and oil lamps are not allowed, instead use battery or electric lighting sources producing any light color. You may replace bulbs in the buildings with your own during an event. Dim lighting is highly encouraged. Please refrain from using white/bright flashlights except in emergencies; they hurt night vision.

## GAME BOUNDARY AND HOURS

Game hours are from Friday at 6pm to Sunday at noon. After 6pm Friday, you can begin acting as your character anytime and use hand signals if you are not ready to “get into game”. During game hours, game-play is not permitted outside the boundary marked on a campsite map on the Oz website under “Events”.

## MODERN ANACHRONISMS

The Oz television show, movies and books have a certain aesthetic we would like to recreate. Therefore, we ask for you not to walk around with modern technology, soda cans, food packaging, or water bottles. Instead use decorative containers such as wooden cups, fancy glass bottles, or dented tin bowls. Bring drapes to cover unsightly areas of the building you sleep in. Cover any modern logos on your clothing or footwear. Do what you can to help maintain a believable Oz, and dark fantasy themed gaming atmosphere, and if you have any questions, please feel free to post on the Oz Forums.

## PHYSICAL ROLE~PLAY

This is a style of role-play where players will actually physically interact beyond a simple touch. Participating is entirely up to the individual players. If you want to do this with another player, ask first. All players who agree to physical role-play must do so carefully as not to injure the other players. You may not use physical role-play to prevent players from using the rules. Realism is nice but not when people get hurt. Please be safe!!!!

## STAND DOWN: PAUSE THE GAME

A **Stand Down** pauses the game, usually in cases of possible injury, where all persons stand still and quiet in place while the matter is attended to. Anyone can call a “Stand Down” when there is an emergency situation or an immediate safety concern. The person who called “Stand Down” or a staff member can end it by calling out “3, 2, 1, Game on!” when resolved.

## WHAT YOU SEE...

...is What You Get. That's our motto. Do not describe to other players what they are seeing or what you are doing. Show it with props, costuming, masks, and makeup. The reactions are longer lasting if you actually see what you are supposed to be seeing.

## HONOR SYSTEM

This game operates mainly on the honor system. It is up to you to tear your tags and track your character's HP and MP. Please don't cheat; it defeats the purpose of the game.

# TERMINOLOGY

## BOFFER

A foam weapon used in combat reenactment. Boffers are made of soft padding and foam that must meet the safety standards defined in the weapon specifications on page 32 to ensure that everyone can participate in a combat scene safely.

## CHARACTER CARD

A character card lists your character's current information such as skills and HP. Cards are provided by logistics if mobile service and internet access is not available at the campsite. If cards are issued, you must carry the card on your person at all times while you play that character. Only staff may review your character information. Please use the honor system when playing your character.

## CHARACTER MANAGER

This is an online system used by both players and staff to submit, record and track character stats.

## CURRENCY

There are two types of currency of Oz; coins, called bits, and gems, called emeralds. Logistics provides currency for new characters, and currency can be earned through various means while playing the game. Five bits equal one emerald. Staff is not responsible for lost or damaged currency.

## HEALTH POINTS (HP) / MAGIC POINTS (MP)

Health points (HP) represent how much damage a character can take before dying. Magic points (MP) represent how many spells a character can cast before becoming exhausted.

## IN~GAME

A term used to indicate an action between characters or an item in the game world during an event. During game hours, please stay IG as much as possible by continuously acting as the character you are portraying to help create a believable atmosphere.

## NPC

NPC stands for non-player character. While story coordinators and NPCs are still playing the game, they participate in a different capacity than the average PC. They are players who volunteer for the story coordinators to play a number of roles throughout the event and help to populate the world with interesting characters and creatures within the land of Oz. NPCs are still required to play by the game rules. PCs may volunteer to NPC at anytime at the story committee's discretion.

## OUT OF GAME

A term used to indicate actions and items in real life during game hours at an event i.e. when not acting as your character, you are out-of-game (OOG). Players currently IG won't interact with you while you are OOG, which is indicated by wearing an orange headband, holding up crossed fingers, or holding a weapon on top of your head. Being OOG during game hours is frowned on, but you are permitted to be OOG if you arrive late, ask a

question about the game, ask a player to explain an effect, your character was killed, walking from a game boundary to character switch, remind a player of proper rules use, are injured, sick or tending a personal issue (please let staff know).

OOG areas are restrooms, the main parking lot, under bunks, SC camp, outside game boundaries, and logistics during logistics hours.

## PACKET

Also called a "birdseed packet", these are small, soft bean bags handmade with cloth and birdseed. Packets are then used to represent magical and alchemical attacks. Since packets are thrown at other players, it is important that each and every packet meets the safety standards detailed in weapon specs on page 32.

## PC

PC stands for "player character"; a fictional persona created by you to play the game represented by the costume you wear, and how you act and talk during game hours of an event. PCs can switch between three characters during the course of the event. PCs are expected to play by the game rules and policies honestly at all times to ensure the game is fun and safe for all.

## PROP

Props are items that exist in the game world. While some props are simply decoration or belongings of a character, such as a fancy goblet, other props are used to represent items that have effects governed by the rules herein. A nerf blaster or a belt with an attached tag is such a prop. All props must fit within the steampunk/fantasy theme of the game. All player-provided props must be returned to their rightful owners at event end, even if the tag was stolen. Staff is not responsible for lost or damaged props.

## SIGNATURE (SIG) CALL

This is an OOG statement when you are using an IG effect to convey to the opponent player what you are using so they know how to react. Pause long enough between calls to give your opponent time to react.

## TAGS

These are small pieces of paper issued by logistics containing information to represent various items and effects governed by the rules herein. The rules will be either outlined on the tag or within this book. **For your character to read a chemical, spell, art, or item tag, your character must have the skill to create the tag or be told what the item in question does.** A tag must be attached to a prop to exist in-game with the exception of chemicals as described in bottles (page 4). Staff is not responsible for lost or damaged tags.

## VISUAL INDICATORS

- **Crossed Fingers Held Up:** Temporarily Out-of-Game while asking rules question.
- **Fist/Weapon above the head, Orange Headband:** Out-of-Game. Ignore them as if they are not there.
- **Yellow Sash:** Non-combatant, do not hit them
- **Red Ribbon:** Staff warning, tied on belt or arm

# PLAYING THE GAME

## TELLING YOUR STORY

Now that you have a character, you can use that character's concept and goals to create intrigue and action for other players to interact with.

Your story idea does not need staff approval. However, staff holds the right to stop any story if it is destructive or does not fit in the game. For example:

- Target a player you do not like personally.
- Over target a character, based on player complaint.
- Portray characters and ideas from beyond 1899
- No time or space travel.
- Portray characters based on real or fictional people i.e. do not play Billy the Kid or The Tin Man.

## PCING

These characters are intended to be played for long durations over many events. Sometimes referred to as a "primary character, a PC is created using the character creation rules (page 7) and is stored in the character manager online. Player points can be spent on these characters and require approval by staff.

You may have 3 PCs in the system at any given time. Your PCs may in no way deliberately benefit each other and any attempts to circumvent this by using intermediary characters is also considered cheating. This doesn't mean that your character won't end up with an item your other character made but it should be avoided if possible and should never be deliberate.

## NPCING

You may volunteer to NPC for the entire event or for brief periods while PCing. These characters are meant to be a part of a short story including, but not limited to, message deliverers or monster attacks. While these kinds of characters are considered disposable and usually not played more than once, you can play the character as many times as your story requires.

If you have an idea you think will greatly impact the event or that you wish to have help with, please let the story coordinators know.

To create a NPC, record the following on a 3x5 card: Species from this rulebook or the online Bestiary, the Ability and Restriction, and two skills up to level 3 that does not produce items.

You may use items and currency you acquired while playing any of your other characters for a short term character in order to offer 'loot' or to use in general.

## CHARACTER SWITCHING

You must play a character for one hour minimum before switching to another with these exceptions; death or detainment (page 6). You may switch between your 3 PCs or play a NPC.

## CHANCE OF RECOURSE

If your character commits a crime, other characters may want retribution. Give them the chance by leaving stolen items in IG areas until the end of the event, or stay IG longer then you need to. Play the villain later the same event, or at the next event, carrying any stolen items on your person. If your character is alive and not being chased, go to a game boundary (not SC Camp

or other OOG area) then go OOG. If chased, stay IG until no one is chasing you.

## ITEMS

This is a list items that you will find throughout the game that your character may or may not be able to use, depending on skills.

## AMMUNITION

Nerf ammunition is difficult to keep track of and easily destroyed. Please do not expect to take any home with you. It is legal to reuse ammo, but it is difficult to identify. If there is any special ammunition you are attached to, please do not bring it. At the end of the game, do try to take only the equivalent of what you came with and leave anything else you pick up at SC camp. To assist us in keeping the site clean, you are encouraged to pick up unclaimed spent ammo when you see it, especially in remote areas.

## APPARATUS

Appearing machine-like and steampunk in design, an apparatus combines a spell scroll with a certain chemical to give any character the use of that spell without destroying the spell scroll or chemical. Which chemicals to use are described in the spell descriptions.

You may not carry more than one apparatus with the same spell, on your person. Otherwise, there is no limit to the number of apparatuses you may carry beyond the physical limitations of the props. While an apparatus can be attached to other objects, the effect of the apparatus does not apply to the affixed object.

**Using an apparatus:** Follow the instructions of the spell scroll attached to the apparatus, use up one of the charges on the apparatus which should be tracked on the back of the spell scroll or another visible location. This counts as one use. You can reload by using the invigorating mechanism. You may also spend a chemical to fire a single shot.

## FIREARM APPARATUS

Firearm and archer weapons can be used as an apparatus base. Apparatus weapons are used the same way a regular apparatus is used above except the arrow/foam dart takes the place of the packet delivery method while still issuing projectile damage. Thus the Sig Call might be "magic atrophy 4". Only spells that use the packet delivery method may be used on a weapon apparatus. You can choose to fire the ammo without the spell effect by simply not saying the Sig Call.

## ARMOR

Wearing armor that covers the torso provides some protection against damage. Any other armor pieces are considered costume. Armor does not protect against magic or chemical damage unless modified. Any character can wear armor. While wearing metal armor, spells cost 2MP to cast. Armor can be made of any material as long as the finished product looks like the real armor it is supposed to represent.

- **Light Armor (Padded, Quilted, or Leather):** Reduce brawler attack (black boffer) damage to 1.
- **Medium Armor (Chain, Studded Leather, Transitional, or Scale):** Reduce melee fighter attack damage to 1.
- **Heavy Armor (Plate):** Reduce gunslinger attack damage to 2. Spells cost 2MP to cast while wearing heavy armor.

## ARTIFACT

An artifact is a magical item that grants the wearer a magical effect named on the tag. Any character can use an artifact, but may be restricted by the nature of the artifact. For example, the augment magic artifact affects only those characters with the Witch or Practitioner Skill. There is no limit to the number of artifacts you may carry on your person except the physical limitations of the prop.

## BOTTLE

Any container designed to hold liquid can be used as a prop for a chemical tag. Bottles must be 1 ½ inches or larger. One tag attached to a bottle is called a "single use bottling", and multiple tags of the same type attached to one bottle is called "storage bottling". Tags must be either attached to the outside of, or stored inside, the bottle and easily removable. When using the chemical effect, remove a tag for each use and destroy it. Transfer a tag to another bottle by miming the action of pouring liquid.

## CHEMICAL

A chemical is a potion created by an alchemist that any character can use to cause a variety of effects. A chemical is either represented by a bottle with a chemical tag attached as described above or by a birdseed packet used to throw the effect at another character. The chemical tag must be destroyed when used and **a character can be afflicted with multiple chemicals at once with their own durations.**

## FIREARM

Represented by store bought dart shooters such as Nerf and Buzz Bee, any **non-electric** model of dart shooter can be used. The darts cause 4 damage regardless of the type of shooter it is fired from. Only characters with the gunslinger skill can use a firearm and you can use one or two at a time of the type allowed per your skill level.

## LOCK

Locks come in two common varieties, padlock and door lock, both of which can be made by locksmiths. Opening a lock requires unlocking or pantomiming unlocking the lock with the corresponding key. Locks can be "picked" or bypassed by characters with specific skills, paths, and/or artifacts.

- **Padlock:** Use real or prop padlock in medieval, fantasy, or antiques style. To use a lock on a door, hang it on the door handle with string and place a note or door hanger on the other side that states, "Locked from the Inside". You cannot lock or unlock a padlock if you don't have physical access to it. A door locked from the inside can only be bypassed by the level 3 Outlaw path. To lock a container, fasten the lock or locks to the container. You cannot physically lock an IG box, door, container, etc; since the skill used to open them doesn't require actual lock picking.

- **Door Lock:** Door locks are applied to a door, permanently, and the door handle acts as the lock, for the purposes of "picking the lock". A small sign that reads, "Two Way Door Lock" should be prominently displayed on both sides of the door. The lock tag should be attached to one of the two signs. To lock a door lock, hang a sign on the handle that states, "Locked" on both sides of the lock. If a door lock is unlocked from either side, both locked signs should be removed.

## MELEE WEAPON

This is a catch all for swords, daggers, clubs, and any other weapon used to strike another character to cause damage. Represented by foam toys either handmade or store bought, all melee weapons cause 2 damage regardless of the weapon. Only characters with the Melee Skill can use a Melee Weapon and you can use any type one or two at a time of the type allowed per your Skill level.

## SHIELD

A character must possess the shield skill in order to use a shield. A shield can have a maximum diameter of 28"/28" and must be boffer safe per weapon specs page 32. Shields can defend against melee, brawl, thrown, and firearm weapons based on the skill level of the user. Shields cannot normally defend against magic or chemical without the Enchanted Aegis path.

## ART SCROLL

An art scroll, not to be confused with a spell scroll, is a paper prop gained at logistics. Only characters with the practitioner skill can perform arts. Once an art is performed, the tag on the scroll must be destroyed unless stated otherwise in the art description found on the scroll.

## SPELL SCROLL

A spell scroll is a 2" x 2" minimum sized item, provided by you, with an attached scroll label, and inscribed with at least one symbol of your choosing or at least one word in any language. Additional information is optional. Please use a prop that you are okay with other players using as this is a tagged item under the thieving rules. Scroll props cannot be weapons, ammo, or tagged bottles, and cannot double as an apparatus base. Scroll scribes use scrolls to cast a spell once and destroy the scroll tag. Inventors use scrolls in the creation of an apparatus (page 23) and a practitioner can install a scroll on a construct (see art descriptions page 27).

## THROWN WEAPON

This is a catch all for small foam coreless daggers, sticks, rocks, and any other weapon used to strike another character to cause damage. Represented by coreless foam toys either handmade or store bought, all throwing weapons cause 4 damage regardless of the weapon. Any character can use throwing weapons, but you can throw only one at a time.

## NPC DEATH

Sometimes NPCs are needed for additional roles or to play another monster to torment and entertain you. Because of this, NPCs may die earlier than their 10 minute death count, if they feel it won't impact the scene. If you have intentions to use a NPC body for any reason, such as dead speak, construct rebirth, etc. let the NPC know and place them in a comfortable place to wait, if possible.

# COMBAT

## QUICK REFERENCE TABLE

Melee Damage	2 (swords, clubs, Brawler, etc.)
Projectile Damage	4 (dart, arrow, packet, thrown)

## HEALTH

All characters have between 10 and 14 HP (HP), based on race and pure blood, that determine how much damage your character can take before falling unconscious.

**Losing HP:** There are various means of losing HP. Deduct the specified amount from your current HP tracking HP on your card or mentally. Act out being injured by walking with a limp, holding your arm, etc. Not only does this alert allies that you need help, but it adds to the believability of the game. **NOTE:** healing effects also include a number in the Sig Call stated as “heal #”.

**Gaining HP:** HP is restored by a variety of methods, but your character’s HP can never exceed the maximum. This prevents the use of a healing method if your HP is full.

## ILLEGAL STRIKING AREAS

Damage will not be counted against a character if the player is struck in the following areas: head, hands, feet, and groin. Alternately, intentionally using an illegal striking area to block/deflect a strike to avoid taking damage is not permitted.

## ATTACK TYPES

As a general point to remember, if your attacks are so quick between each strike that your opponent cannot say “resist”, then your strikes are too quick and you may be asked to slow down.

## BOFFER AKA MELEE

Each strike must be a full 45-degree swing with a different striking area each attack. If you are attacked by a boffer weapon, you can take the damage, physically dodge, ignore the damage using a protective effect, or block the blow with a shield or a boffer.

If a boffer strike accompanied by a Sig Call starting with “magic” or “chemical” and ending with a word, the attack has both an effect and the normal damage. Resisting the Sig Call will resist both the damage and the effect.

A boffer strike accompanied by a Sig Call starting with “magic” or “chemical” and ending with a number, the damage is ignored with a “Aetherial resist” effect.

You can choose to pull your blow and strike a character without causing damage by calling “Zero” each strike.

## INGESTED

Represented by a single tag on a bottle, bottom of a cup, or edge of a plate. You may voluntarily “drink” from a bottle, involuntarily “drink” from the cup or plate, or a player may mime pouring the contents of a bottle into your mouth. You can act out the effect for 5 minutes\* or ignore the effect using a protective effect.

**\*Beneficial chemicals are instant effects.**

## GESTURE

Some effects call for you to hold two fingers like a peace sign, or a tagged prop, up in front of the player. Gestures are accompanied by a Sig Call and the player must see the gesture. **Gesture effects cannot be resisted by any means.**

## PROJECTILE

Includes thrown weapons, darts/disks fired from a firearm, birdseed packets, and boffer arrows shot from a bow. Projectiles cannot be blocked or deflected by weapons. If the projectile hits anywhere on your person including clothing, except illegal striking areas, that counts as a hit.

If you are attacked by a projectile, you can take the damage, physically dodge, ignore the damage using a protective effect, or block the blow with a shield (if you have the proper skill level).

If a projectile is accompanied by a Sig Call starting with “magic” or “chemical” and ending with a word, the attack has both an effect and deals the normal weapon damage. Resisting the Sig Call with the proper defense will negate both the damage and the effect.

A projectile accompanied by a Sig Call starting with “magic” or “chemical” and ending with a number is ignored with a “Aetherial resist” effect. Ranged attacks that begin with “skill” cannot be resisted.

## TOUCH

If you are touched by a player’s hand or prop followed by a Sig Call starting with “magic” or “chemical”, you can immediately act the stated effect for 5 minutes or until you drink a curing effect, or ignore the effect using a protective effect.

You must take extra care when delivering touch attacks to avoid incident. Be aware of where you are touching your opponent, as not to cause offense. Do not charge your opponent with hand outstretched, as it can result in injury. Use discretion and play smart. Touch attacks that begin with “skill” cannot be resisted.

## WEAPON STRIKE DELIVERY

Some abilities allow a character to deliver a special effect, spell, chemical, etc. with a weapon, as apposed to the normal gesture, touch, and packet delivery methods. If the effect being delivered via weapon has a duration, it is reduced to 30 seconds. This rule applies to apparatus weapons as well as special effects given by paths, skills, etc. Weapon attacks that begin with “skill” cannot be resisted.

## DAMAGE REDUCTION

There are various ways to have damage reduced. The most common form is wearing armor or the bless skill. Always round up when halving damage.

**Example:** Baron Von Fluffernutter is wearing metal plate armor and has an active bless spell. He is struck with a dart from a gunslinger weapon. He would halve the damage from his armor, taking the total from 4 to 2, then halve it again because of bless, resulting in a total of 1 damage.

## EFFECTS

In the World of Oz you can be under the effect of multiple spells, chemicals, signature effects, etc. If a new effect would cause you to act contrary to the instructions of another effect, the previous effect is overridden by the new one. The only exceptions to this are arts and artifacts. Arts and artifact effects cannot be overridden by signature call abilities, spells, and chemicals, unless specified in the art or artifact.

## UNCONSCIOUSNESS

If your character's HP reaches zero, immediately act unconscious for 10 minutes answering "Unconscious" to examiner inquiries. If not healed appropriately by the end of 10 minutes, your character is now **dead**. While unconsciousness you cannot do or use anything, except "Recovery".

## DEAD

If your character was not healed by the end of the unconscious duration, play the body for a minimum of 10 minutes. After 10 minutes, you can continue to play the body for as long as you like. When you decide to go OOG, the body rots away, you may choose to leave IG items you were carrying on your person where you died. While your character is Dead, answer "Dead" to Examiner inquiries and respond to effects that can be used on Dead characters. NPCs are not required to play their bodies for 10 full minutes but should when practical.

## CARRYING / MOVING AN INCAPACITATED CHARACTER

Any character can move an immobile character. Tell the player "I'm picking you up" and hold their hand on your shoulder while you lead them around, or ask the player if you can physically move them then do so. You may only carry one character at a time and must move at a walking pace while doing so. You cannot engage in combat while doing this. If an attack strikes the character you are carrying, that character is affected.

## DETAINING A CHARACTER

These rules are here to make it possible to detain a character while still maintaining the safety of the player. Never should any room or binding impede or restrict a player's movement.

**Locked Room:** Any character can lock another character in a room, including a jail/cage area, by simply putting the player in a room and locking the door per Lock (p10). If the detained character is left unguarded with no one around for 30 minutes, he may 'escape' by walking out the door assuming he climbed out the window, a bar was loose, etc. The presence of a guard negates this form of 'free' escape. Actually climbing out windows, breaking props, ignoring locks (when guard is present and without IG means of doing so) and character switching/NPCing is not permitted.

**Binding:** Any character can tie up another character to prevent him from doing anything that requires his hands and/or feet. Give the rope/cuffs/shackles to the player to hold and pretend to be tied up. Do not bind ankles in any way. The bound character can work free allowing the player to drop the rope after 10 minutes, or sooner depending on artifacts and skills. The duration is reset, and unfettered interrupted, if a character mimes retightening the rope. **Note:** break-away cuffs and other such bindings, that a child can pull apart, are also permitted.

- **Long Term Detention:** If a character is to be detained for longer than four hours, such as a prison sentence, then escort the character to the game boundary where the player can character switch.

## CARRYING / STORING ITEMS

IG items carried on your person must be carried in these areas: hands, forearms, head, neck, boots, belt pouches/bags, satchels/packs, and vest and coat pockets. Pant pockets are not permitted nor are secret pockets in clothing. You can have secret compartments in bags and boxes.

You must store IG items for the character you are actively playing in an IG area, even if its hidden somewhere in the woods within the game boundary. IG items for your other characters should be kept in an OOG area.

## SEARCHING AND THIEVING

This section refers to pretend theft. Real life theft of anything that does not belong to you, including food, will not be tolerated. Now let's talk about how your character can take items from other characters.

**In-Game Items:** Props with official Oz game tags included tagged weapons and armor, bits and emeralds, completed apparatus' (scroll and bottle attached to a base), apparatus weapons, IG flags/banners, and books/papers containing IG information such as maps, notes and journals. You cannot take anything else, including non-tagged weapons and armor, ammo, shields, unless you have express permission from the prop owner. Some ammo is hard to distinguish so we ask you do not leave with more ammo than you brought.

**Handling Props:** Using a prop that is not your own is your responsibility while you have it. Intentionally damaging props is expressly forbidden. You can move weapons and ammo out of reach from a fallen foe or carry the items with you if you are moving the prop owner's character elsewhere. All player provided props (except ritual and currency props which are game provided) taken during an event must be returned to the prop owner, who can choose to allow your continued use of the prop, before you leave the campsite.

**Thieving from an Area:** Physically search an IG area for IG Items. You may only take items that have tags. Do not take personal property such as clothing, weapons, decorations, etc.

**Thieving from a Character:** Search for IG items in these areas only: hands, forearms, head, neck, boots, belt pouches/bags, satchels/packs, and vest and coat pockets. Ask the player if he or she accepts physical role-play. If yes, then physically search the above stated areas. If not, then touch the player's shoulder and say, "Searching you 1, searching you 2, searching you 3", then the player must truthfully reveal all IG items stored in the above stated areas, not including secret compartments in bags and boxes. If you do not finish the counted action Sig Call, you do not "search" the character.

## COURTESY CALLS

When fighting in low visibility situation, it is good to announce to your target what you are attacking them with, if it isn't obvious. For example, if striking an opponent with a black "fist" boffer state, "brawler" with your first attack, so your opponent knows what kind of damage they are taking.



# CHARACTER CREATION

Creating a character is done in several easy steps beginning with creating an account on the Oz website. Once you have an account, visit the character manager, click "Create Character" and follow the steps below. You may have up to three characters in the database at anytime. If you work with a Character Guide to make your character, you will be awarded 2 PP. This can be done through the character manager.

## STEP I: SPECIES

While the world of Oz is home to many species, only a few are available for players to base their character upon. Selecting a species for your character determines his/her ability, restriction, and appearance. Once you select a species, the ability and restriction will automatically be recorded. For species details, please read the online wiki on our website. Races can come from any region of Oz, listed under the human species.

### CHANGELING

Changelings are shapeshifters with the ability to change their form between that of a human and that of an humanoid animal. Changelings are known as being the best teachers of magic, and also the best of spies.

- **Ability:** Shapeshift
- **Restriction:** Breed
- **Costume Requirement:** Human form does not have any requirements. Shapeshift form requires an animal mask or make-up.

### CONSTRUCT

These creatures are not born, they are made when a practitioner of arts performs the construct rebirth experiment. Since the appearance of a construct is the whim of the practitioner (creator), there is a wide range of construct types. Constructs may be in the service of another or free to do as they choose.

- **Ability:** Resilient
- **Restriction:** Fragile Life; Constructs cannot be healed by the examiner skill or the doctor path. Constructs are healed by the gearsmith and mystic healer paths, alchemy, and magic.
- **Costume Requirement:** Makeup/mask inspired by Tin Man, Scarecrow, Patchwork People, or otherwise obviously humanoid non-animal like creatures.

### HUMAN

Humans come in many varieties. Humans are either a native of Oz or a traveler from Earth. Native humans often identify themselves by the region they are from as opposed to just "human". They are also known for adorning themselves in the colors of their region.

- **Ability:** Adept
- **Restriction:** None
- **Costume Requirement:** None

**Emerald City Citizens:** The Emerald City is central in the land of Oz. The people of the Emerald City are used to a life of luxury

and ease. They are known for treating themselves to the finer things in life. Their favored color is green.

**Gillikins:** Gillikins are the people who live in the Gillikin Country, the northern quadrant of the Land of Oz. They are known to be a prosperous and industrious. Their favored color is purple.

**Munchkins:** Munchkins are family-oriented people with small, tight-knit communities of mostly herders and farmers. They are known for having a shorter stature than most humans but this is not a hard rule. Their favored color is blue.

**Quadlings:** Quadlings are citizens of Quadling Country, the southern quadrant of the Land of Oz. They are ruled by Glinda the Good. They often have ruddy complexions and are used to a rugged lifestyle. Their favored color is red.

**Storm Riders:** Storm Riders are humans native to Earth. No one knows how it truly works but it seems large storms are responsible for transporting people to Oz. Storm Riders can be from anywhere on Earth from a time period of 1899 or earlier. The sudden appearance of a human from Earth, sometimes causes confusion for both parties. Please be respectful of the cultures you borrow from for your character.

**Winkies:** The Winkies are residents of the Winkie Country, the western quadrant of the Land of Oz. The Winkies were once ruled by Nick Chopper the Tin Woodsman, who was disposed by the witch, Azkedelia. Their favored color is yellow.

### IMMORTAL

Immortal is a loose term to describe elves, fairies, and other creatures of magic. Where changelings are known for teaching magic, Immortals are known for being made of it.

- **Ability:** Magical
- **Restriction:** Fragile Life
- **Costume Requirement:** Pointed ears to be worn at all times. Additional costuming may be added such as wings for Fairies, blue hair for Nymphs, etc.

### MANGABOOS

Mangaboos are an edible plant based species that live in the subterranean land of the Mangaboos, also called the Vegetable Kingdom. They tend to display plant features and attractive clothing which grows on their bodies. All mangaboos are grown on bushes or in the ground and are picked when ripe. There are men and women, but no children. They are expressionless, rarely showing any emotion on their faces. They are often perceived as cold and heartless by other races. They are notably short lived compared to the other races of Oz, usually only living 5-10 years after being picked.

- **Ability:** Nourished
- **Restriction:** Wilting
- **Costume Requirement:** Vegetable or fruit and plantlike features through make-up, clothing, and or prosthesis.

## NOME

Tinkerers and inventors, Nomes tend to care more about a machine than a person. They come from a deep underground kingdom, which is considered an independent nation.

- **Ability:** Consume
- **Restriction:** None
- **Costume Requirement:** Grey (stone) make-up on all exposed skin. A red pointed cap at least 10" tall that is worn or carried is suggested, but not required.

## VIEWER

The telepathic Viewers are known for their gentle, patient, and kind ways despite their sometimes ferocious feline appearance. While lion Viewers are the most common, Viewers are made up of all cat species. Viewers are seen in Tin Man.

- **Ability:** Telepathy
- **Restriction:** Vulnerable Mind
- **Costume Requirement:** Cat makeup or mask.

## SPECIES ABILITIES

Each species has its own unique abilities. These abilities may greatly alter your character choices. All races have access to a secondary species ability by purchasing "Pure Blood".

## ADEPT

Humans are the most adaptable species of Oz and receive 2 additional player points at character creation. Additionally, you may have up to 4 skills instead of the normal 3 Skill limit.

## CONSUME

Hold any tagged item other than an apparatus or artifact; mime eating it for 10 seconds. Destroy all tags from the prop and replenish 2 MP or 2 HP per tag.

## MAGICAL

All Immortals have a MP of 4 points. These points are added to other MP sources i.e. if you buy the witch skill at level 1, you will have 14 MP.

## NOURISHED

Mangaboos are so well nourished by the food they eat it can also heal them, up to 3x/day gain back 2HP by eating a meal.

## RESILIENT

Constructs are far hardier than their fellow denizens of Oz. As a Construct, you have 14 total HP.

## SHAPESHIFT

You can 'shift' between forms anytime by putting on or taking off a creature mask or make-up. At character creation, choose one that you can use while wearing the mask/make-up.

- **Pelt:** Reduce brawl damage by half, without wearing armor.
- **Natural Weapons:** Use up to two black boffers following the same rules as the brawler skill.

## TELEPATHY

Touch a conscious or unconscious character to open a line of communication that's between you and the other character. You can also grant the use of telepathy to two people, as long as you are touching them.

## SPECIES RESTRICTIONS

Many species have restrictions and weaknesses associated with them. Please play these to the best of your ability.

## BREED

Changelings have two forms, human and humanoid creature form. Choose one creature, that can include fantasy creatures and Oz monsters from the bestiary, that is the only creature your character can shift into. You do not gain any special abilities normally associated with your chosen creature.

## FRAGILE LIFE

Creatures of magic aren't as anchored to this plane of existence as their counterparts. You cannot be turned into a construct or resurrected.

## WILTING

Mangaboos, like most picked fruit or vegetables, don't do well in the heat. Mangaboos suffer a -2 penalty to HP from April 20<sup>th</sup> to September 20<sup>th</sup>, giving them a total of 8HP during that time.

## VULNERABLE MIND

Viewers are emotional creatures and thus cannot resist the inspire and provoke spells.

## STEP II: SKILLS

A skill represents what a character has learned to do. A character must have at least one skill, and not more than 3 different skills, or 4 for humans. Once the skills are selected, a character can improve a skill. Using player points, buy the next level in the skill, in order (1 to 2 to 3) and up to level 3, at a cost of 1 PP per level. The limitation placed on skills is to prevent a single character from being completely self-reliant and to encourage partnerships and alliances.

**Enter your chosen skills into character manager.**

### ALCHEMIST

With this skill, your character knows how to mix certain ingredients together to create and use chemicals for a variety of effects, see alchemy page 20. To receive a chemical tag, visit logistics while open, and pay a number of bits based on skill level per chemical of your choice. Alchemists cannot also have the witch skill. At character creation, you will receive 1 tag per skill level of the chemicals of your choice for free. You will receive two free chemical fuel tags at logistic every game after the first at any level you are capable of making.

- **Level 1:** You have access to level 1 chemicals. Additional tags costs 4 bits at logistics.
- **Level 2:** You have access to level 2 chemicals. Additional tags costs 3 bits at logistics.
- **Level 3:** You have access to all chemicals. Additional tags costs 2 bits at logistics.

### ARCHER

This skill allows you to use a bow or crossbow weapon (see weapon specs page 22) to fire a boffer safe arrow or bolt and cause 4 damage. You may fire only one arrow at a time, as fast as you can safely pull and release. If an opponent is within 10-15 feet of you, you may not use your bow to attack. Archer weapons cannot be used as a melee weapon in any way.

### BRAWLER

With this skill, your character knows how to “fist fight” represented by black boffers (see weapon specs). Use one in each hand to cause 2 damage (see Combat) per hit, but not to deliver magic/chemical attacks. The fumble spell has no effect on Brawl weapons. It is preferred, but not required, that they are carried in a full sheath hanging off your belt when not in use.

### EXAMINER

Your character has the medical knowledge to assess another character’s HP and perform first aid. You cannot use this skill on yourself. Touch another character and say “Skill, what are your current HP?” or “Skill, are you Unconscious or Dead?” or “Skill, how long have you been Dead?” The player must answer truthfully OOG.

- **Level 1:** If a character is within their 10-minute unconscious count, suspend the timer and mime performing healing acts for 1 minute to restart the character at the beginning of the 10-minute unconscious count.

- **Level 2:** Mime the application of a bandage for 15 seconds for each HP to be healed. You may not heal a character above 8 HP with bandages. Constructs cannot be healed in this way.
- **Level 3:** Administer a petrolatum and instantly heal another character 5 HP, instead of the normal 2 points from the Petrolatum. “Skill, heal 5”.

### GUNSLINGER

You are skilled in the art of gun play. You can use firearm weapons one or two at a time. You may not use battery operated dart shooters.

- **Level 1:** You may use dart shooters that carry and fire a single dart per reload, such as the Nerf Nite Finder.
- **Level 2:** You may use a non-clip fed max of 6 darts per reload dart shooter, such as the Nerf Maverick.
- **Level 3:** You may use a clip fed, max of 8 darts per clip, dart shooter, such as the Nerf Recon.

### INVENTOR

Your character can build, alter, or destroy an apparatus by adding, removing or replacing scrolls and/or fuel bottles depending on your skill level. See apparatus page 23 for details on using, altering, and destroying an apparatus.

- **Level 1:** You can create an apparatus using a level 1 spell scroll. You may create 1 apparatus per event.
- **Level 2:** You can create an apparatus using a level 1 or 2 spell scroll. You may also destroy an apparatus. You may create 2 apparatuses per event.
- **Level 3:** You can create an apparatus using any level spell scroll and alter an apparatus. You may create or alter 3 apparatuses per event.

### JACK OF ALL TRADES

This skill allows you to have basic skills across a range of skills. If you choose jack of all trades, you may buy examiner, brawler, gunslinger, melee fighter, inventor or locksmith, individually, but gain no benefits beyond the normal skill and don't get double benefits.

- **Level 1:** You can use level 1 examiner and brawler.
- **Level 2:** You can use level 1 gunslinger and level 1 melee fighter.
- **Level 3:** You can use level 1 inventor and level 1 locksmith.

### LOCKSMITH

Your character can build and pick locks. To receive a lock tag or a key tag, visit logistics and pay 4 bits for a lock and 1 bit for a key. The lock will be assigned a number and any key with a matching number can open that lock. At character creation, you will receive a number of lock and key tags based on your starting skill level for free.

- **Level 1:** You can create 1 lock and key per game. May pick a lock by using appropriate props (like lock picks, hair pins, etc.) for 1 minute. You cannot pick locks that you don't have access to, i.e. doors that are locked from the inside.

- **Level 2:** You can create 2 locks and keys per game. May pick a lock by using appropriate props for 30 secs.
- **Level 3:** You can pick a lock by touching it for 10 seconds. The cost to make a Lock is now 2 bits. You may make keys for your existing locks for 1 bit each.

## MELEE FIGHTER

This skill allows your character to fight with melee weapons (see weapon specs), one or two at a time.

- **Level 1:** You can use melee weapons with an overall length of 20 inches.
- **Level 2:** You can use melee weapons with an overall length of 30 inches.
- **Level 3:** You can use melee weapons with an overall length of 40 inches.

## PRACTITIONER OF ARTS

Your character can perform and create arts (rituals and experiments) as described on page 27, or on the art scroll itself.

- **Level 1:** You can perform level 1 arts. You can create art scrolls at 6 emeralds each.
- **Level 2:** You can perform level 2 arts. You can create art scrolls at 4 emeralds each.
- **Level 3:** You can perform level 3 arts. You can create art scrolls at 2 emeralds each.

## SCOUNDREL

This skill represents a character's aptitude for trickery and the art of larceny.

- **Level 1:** You are able to escape a binding after one minute, instead of the usual 10, per the binding rules.
- **Level 2:** You can touch an unconscious, dead, or otherwise immobilized character and ask, "skill: where is your currency?" The character must answer truthfully OOG.
- **Level 3:** You may hold up two fingers like a peace sign towards a character within roughly 10ft and ask "skill: are you carrying any currency?" the target must truthfully answer yes or no OOG.

## SCROLL SCRIBE

With this skill, your character can create spell scrolls and cast from them. You can select any spell from any path within the level allowed by your skill level. You can select any art within the level allowed by your skill level. To receive a scroll tag, visit logistics and pay the cost based on your skill level below. At character creation, you will receive a number of tags of the spells/arts of your choice based on your starting skill level for free.

- **Level 1:** You can create spell scrolls of any level at 2 emeralds each. You can cast spells from level 1 spell scrolls.
- **Level 2:** You can create spell scrolls of any level at 1 emerald each. You can cast spells from level 2 spell scrolls.
- **Level 3:** You can create spell scrolls of any level at 2 bits each. You can cast spells from level 3 spell scrolls.

## SHIELD

Your character can use a shield to block damage, and understands how best to make use of one. Shields cannot be used to block blows with the magic call, whether packet or weapon delivered.

- **Level 1:** You can block Melee and Brawl weapons.
- **Level 2:** You can block Thrown Weapons and Arrows, say "resist"
- **Level 3:** You can block Nerf Darts, say "resist"

## WITCH

Your character can cast magic for a variety of effects, see magic page 15. Witches cannot also have the alchemist skill. At character creation, select either the light or dark path (the common path is for the light and the dark to use). Then choose one level 1 spell for free.

- **Level 1:** You gain access to level 1 spells. Gain a base MP to 10.
- **Level 2:** You gain access to level 2 spells. Increase your base MP to 11.
- **Level 3:** You gain access to level 3 spells. Increase your base MP to 12.

## STEP III: CUSTOMIZE

### BEGINNING CURRENCY

Each new character is given a total of 10 emerald to begin the game with, and may use those coins in various places and situations during the game or to purchase the following items from Logistics when they first create a character.

Lock	4 Bits
Key	1 Bit
Spell Scroll	2 Emerald
Art Scroll	4 Emerald
Chemical	1 Emerald

**Exchange Rate:** 5 bits equals 1 emerald

### PLAYER POINTS

Player points (PP) are used to customize your character. The the character manager allots 7 PP for human characters and 5 PP for all others. The system will also include any additional PP you may have earned to spend on the character. Not all items listed below will be available for your character.

	PP Cost w/Skill	PP Cost w/o Skill
Artifact, Common	5	5
Current/New Skill	1	1
Current/New Path*	2	2
Pure Blood**	3	3
Chemical	1	3
Lock and Key Set	1	3
Art Scroll	2	4
Spell***	1	N/A
Spell Scroll	1	3
Emerald	1 PP for 1 emerald, limit 1	
Lower Fee	1 PP per \$5 up to \$15/3 PP	

\*You must meet its prerequisite skills before purchasing a path.

\*\*See the pure blood description on page 11.

\*\*\*You must have one level 1 spell for each level 2 spells and one level 2 spell for each level 3 spells within the same Path.

## STEP IV: LOGISTICS

The final step is to check in with logistics at the campsite and only while logistics is open (p2). Logistics will provide you with currency and tags, if any, for your character. If you submitted a character online before the event, you may be given a player packet containing those items. Logistics will collect the event fee and answer any questions you may have before sending you out into the World of Oz.

### CHARACTER ADVANCEMENT

You can add or upgrade skills and spells (if you have the Witch Skill) by spending player points. After character creation you can purchase up to one of each item per event at logistics

with PP: spell scroll, art scroll, chemical, lock and key. Artifacts cannot be purchased. Costs are based on the chart in Step 3.

After a character has been played for one event they are able to spend player points on an path, as long as they meet the prerequisites for the skill.

You may spend your player points anytime during an event if mobile and/or internet access is available by logging in to the character manager and managing your characters. Tags cannot be collected until logistics opens at the next event.

Player points can be transferred to other players by logging in to the online character manager and making the transfer there.

### EARNING PLAYER POINTS

A participant can earn player points through the following methods:

Attend Event	1 per event attended for any duration
Staff	1 per event attended for any duration
Donation	Variable, check the Forum
\$15 Cash Donation	Buys 1 Player Point

Logistics records earned player points in character manager where you can then use them to update your character.

### PURE BLOOD

Pure blood shows a characters deep ties to their species. Pure blood can be purchased for 3 player points by a character of any race. If a character with pure blood permanently changes races they immediately lose the pure blood species ability and must purchase it again for their new race. The player points are lost.

Characters with pure blood gain one of the following benefits, based on species.

- **Changeling:** If you chose natural weapons, your brawler boffers may now be up to 30 inches overall length. If you chose hide, you gain the additional benefit reduce melee damage by 1.
- **Construct:** You take half damage from chemical based attacks.
- **Human:** Gain two additional HP or MP.
- **Immortal:** You may sense the current MP of another by touching them and saying "Skill What is your current MP?" that character must immediately answer truthfully with the number.
- **Mangaboos:** At logistics you will receive two blank alchemy tags. Twice per event you can grow a fruit or vegetable that acts as a piece of alchemy. Fill out one of the tags with one of the following: elixir, petrolatum, refresh, or laudanum. Attach this tag to a real fruit or vegetable, or a fruit or vegetable prop. To activate the alchemy any character must eat or pantomime eating some of the produce, and then tear the tag. This alchemy must be use at the event it's created at or it spoils between events and becomes unusable.
- **Nome:** Hold an apparatus or artifact; mime eating it for 30 seconds. Destroy all tags from the prop and replenish 4 MP or 4 HP per tag. This power does not work on Cursed items effecting another character. You

may use this ability if your Nome is the one that has the Cursed item.

- **Viewer:** You may sense the emotions of another by touching them and saying "Skill Sense Emotion; what are you feeling?" that character must immediately answer truthfully with how she currently feels.

## **PATHS**

Paths represent a field of expertise or special abilities a character has gained. Paths will always have 2 prerequisite skills. No character may possess more than one path. A character may purchase a path, when they have the PP available.

### **ALCHEMICAL WARRIOR**

Alchemical warriors are master alchemists able to deliver their chemicals through a specific weapon type. This path can be applied to archery, gunslinger, or melee fighter. You must choose which skill this path applies to, upon selecting it. This path may not be used with thrown weapons or brawler. To use this ability tear a chemical tag and state the sig call of the chemical with the next attack. If the attack is successful the target takes the effects of the chemical plus the weapon's damage, except in the case of chemical acid, where you only take the damage from the chemical. If the attack is blocked or misses, the chemical is spent but has no effect.

You may apply chemicals to the weapons of others. If you do not intend to use the chemical immediately, attach the torn chemical tag to the weapon until used. Only one chemical may be applied to a weapon at one time.

**Prerequisites:** Alchemist 3; Archer, Gunslinger 3, or Melee Fighter 3.

- **Level 1:** You can apply level 1 chemicals to archery, gunslinger, or melee fighter attacks.
- **Level 2:** You can apply level 2 chemicals to archery, gunslinger, or melee fighter attacks.
- **Level 3:** You can apply level 3 chemicals to archery, gunslinger, or melee fighter attacks.

### **ARTIFICER**

Artificers are master ritualists and inventors able to create wonders through the use of arts.

**Prerequisites:** Practitioner of Arts 3; Scroll Scribe 3

- **Level 1:** Whenever you scribe a scroll you may create an additional spell scroll of the same kind for free.
- **Level 2:** Once per event your character may reduce the cost for performing an art by half, round up. This benefit only applies to chemicals, scrolls, HP, and MP.
- **Level 3:** Your character can recognize any art being performed. Stand within 10ft of the art performer and hold your fingers out in a peace sign, state: "skill, what art are you performing." The target must answer truthfully.

### **CALLIGRAPHER OF THE ARCANES**

Calligraphers of the arcane are masters of scroll magic and its various applications in and out of combat.

**Prerequisites:** Practitioner of Arts 3; Scroll Scribe 3

- **Level 1:** You may cast from a scroll twice before discarding the scroll. If a scroll has been cast from once, it cannot be used for anything else, other than the second casting and can't be handed off to another player.
- **Level 2:** Reduce the cost for spell scrolls by 1 bit and ritual scrolls by 1 emerald.
- **Level 3:** Once per game you may copy a ritual being performed in front of you. This ability can only be used if the caster must discard the ritual at the end of the ritual. Instead of discarding the ritual scroll, the scroll is given to your character. To activate this ability touch the caster on the shoulder, before the ritual scroll is ripped and state: "skill: Copy ritual, give me your ritual scroll" and they must oblige. The caster doesn't know this occurred and the ritual is completed successfully. This ability can be used with rituals "cast" at logistics, with the permission of the caster.

### **DOCTOR**

Oz is full of many perils making healers vital to the survival of the people. A doctor is able to mend wounds faster and create more potent alchemy than the average character.

**Prerequisites:** Alchemist 3; Examiner 3

- **Level 1:** You may touch another character and examine them for 10 uninterrupted seconds. When the time is up say "Skill what kind of wounds do you have?" The person being examined must answer with the skill or skills used to reduce their HP (gunslinger, brawler, melee fighter, or witch).
- **Level 2:** You now heal 2 HP every 15 seconds when bandaging another. Call "skill heal 2 HP" every 15 seconds of bandaging.
- **Level 3:** Alchemy tags related to restoring HP or MP now cost 1 bit. You may also heal a person to full health using bandages, instead of up to 8.

### **FORTIFIER**

The fortifier applies the art of invention to the practicality of locksmithing.

**Prerequisites:** Inventor 3; Locksmith 3

- **Level 1:** You may create a master key that can open up to 3 locks that you own. The key will be tagged with all 3 lock's numbers.
- **Level 2:** You may lock an apparatus by attaching a tagged lock to the base. The apparatus cannot be altered or destroyed until the lock is removed.
- **Level 3:** You may produce a signature lock that may only be opened by the appropriate key. You may only ever have one signature lock and key. Signature locks and keys must be gold colored. If locking a door, you must place a note on the opposite side stating "Golden Locked".

## GEARSMITH

Gearsmith's are master construct engineers. They are capable of repairing and manipulating constructs far beyond their peers.

**Prerequisites:** Alchemist 3 or Examiner 3; Inventor 3

- **Level 1:** You may pantomime "repairing" a construct, healing 1HP every 10 seconds of uninterrupted RP. You may heal a construct to full HP, using this method.
- **Level 2:** You may force a construct character to shut down by RPing tinkering with them for 10 seconds. After 10 seconds of RPed tinkering, touch the construct and say "skill feign death". The construct acts as if under the effects of a touch delivered feign death spell. This ability may not be resisted, via ability or spell. A construct doesn't need to be the willing recipient but the ability is interrupted if the construct walks away, attacks, etc. A gearsmith may only do this 3/day.
- **Level 3:** The Gear-Smith may use a construct's entire body as a base for an apparatus. Each Construct may only be used for one apparatus. Only Gear-Smiths may use Constructs as base's, and are the only ones who can manipulate the apparatus on a Construct. All other apparatus rules apply.

## INVESTOR

Investors are masters of financial gain. They are able to pull resources from their various assets to hoard great wealth.

**Prerequisites:** Any 2 production skills at level 3 (production skills include: alchemist, inventor, locksmith, and scroll scribe).

- **Level 1:** Gain 1 emerald at the start of each game.
- **Level 2:** Gain 2 emeralds at the start of each game.
- **Level 3:** Gain 3 emeralds at the start of each game.

## MACHINIST

You are an adept with machines of all kinds. Machinists can make amazing apparatuses, beyond their peers.

**Prerequisites:** Inventor 3; Scroll Scribe 3

- **Level 1:** You may create spell scrolls for 1 bit, instead of the usual costs.
- **Level 2:** You may create or alter one additional apparatus per game, bringing your total to 4/game.
- **Level 3:** You may apply two scrolls to apparatus bases, allowing them 2 different spell effects. Each spell gains 3 charges/event and should be tracked somewhere on or attached to the base. You may not apply this ability to constructs. If the spells have different fuels you must have both fuel types represented at item creation and must use the proper fuel with the proper spell effect.

## MARTIAL ARTIST

A martial artist is adept at striking opponents in their most vulnerable points, disabling them in devastating ways.

**Prerequisites:** Brawler or Claws; Examiner 3

- **Level 1:** Hit an opponent with a successful brawler or claw attack and say the signature call "skill: cease gunslinger 2" and the target may not use the gunslinger

skill for the next 30 seconds. You may use this ability 3x/event.

- **Level 2:** Hit an opponent with a successful brawler or claw attack and say the signature call "skill: cease melee fighter 2" and the target may not use the melee fighter skill for the next 30 seconds. You may use this ability 3x/event.
- **Level 3:** Hit an opponent with a successful brawler or claw attack and say the signature call "skill: cease witch 2". The target may not cast spells for the next 30 seconds. You may use this ability 3x/event.

## MYSTIC HEALER

The mystic healer is the epitome of magical healing, channeling healing energies through themselves into another.

**Prerequisites:** Examiner 3; Light Witch 3

- **Level 1:** You have learned the basics of channeling healing energies. You no longer need a bandage prop when using the examiner level 2 ability. Instead, hold hands with the target or place your hand on their shoulder and concentrate for the duration. This ability can be used to heal constructs.
- **Level 2:** You are adept at sensing the unnatural energies surrounding another. You may touch a target and ask, "skill: what spells are you under the effect of?" or "skill: what chemicals are you under the effect of?" and the target must answer truthfully.
- **Level 3:** Your healing energies improve in strength and complexity. You can now heal a target to their full HP with the examiner skill. Also, after casting the cure health spell, you may immediately cast the cleanse spell on the same target for free. You must know both spells to be able to do this.

## OUTLAW

An outlaw is a master of larceny and banditry. They make their livings by preying upon the unsuspecting people around them and use there versatility to avoid detection.

**Prerequisites:** Jack of All Trades 3; Scoundrel 3

- **Level 1:** You are able to "fence" stolen goods. At check-in you may exchange up to two tagged items for items of similar type and value or their currency value (based on the beginning currency chart on page 11).
- **Level 2:** You may store one tagged item in an OOG area on your person (like a pants pocket). This item becomes unstealable, by any means. The item must remain completely hidden while being stored. Once it is removed, the item becomes stealable, per the thieving from a character rules on page 6.
- **Level 3:** You may spend 1 minute RPing jimmying open a door locked from the inside. When the time is up you may pass through the locked door, except for doors locked by the unique golden lock created by fortifier level 3. These doors will be clearly marked and you will be unable to tell IG if a door is locked with a golden lock until tried.

## PIT FIGHTER

Pit fighters are vicious and tough opponents who focus on harming their opponents in the worst ways. There is no honor, when it comes to winning a fight.

**Prerequisites:** Brawler, Claws, or Jack of All Trades 3; Scoundrel 3

- **Level 1:** Sucker punch, hit an opponent with a successful brawler attack and say the signature call: "skill: wimp 2". If not resisted, your opponent must act as if under the effects of a wimp chemical for 30 seconds. You may use this ability 3x/event.
- **Level 2:** Tough skin, your skin acts as studded leather armor (half damage from brawler and melee fighter). If you possess this ability, you are unable to wear armor.
- **Level 3:** Dirty strike, hit an opponent with a successful brawler attack and say the signature call: "skill: wrack 2". If not resisted, your opponent must act as if under the effects of a wrack spell for 30 seconds. You may use this ability 3x/event.

## SPELL WARRIOR

The spell warrior combines martial might and skill with the powers of a dark witch, leading to a truly destructive force. You may deliver packet or tough delivered spells that you know with a successful weapon attack. If the attack is blocked or misses, the spell is spent but has no effect. This path can be applied to archery, gunslinger, or melee fighter. Only one spell or sig call can be applied to your weapon at a time. For example: If you have a reaver sword you must choose whether to call the reaver sig call or the spell sig call.

Spend the MP to cast the spell you are applying to your weapon. If your weapon strike is successful, the target will be inflicted with the spell effect plus the weapon's damage. Damage cannot be higher than 4. Make the sig call. A spell warrior attack with a sword would sound something like, "magic wrack 2." When using the destruction spell with a melee weapon, the damage is raised to 4, for that strike (for example: magic fire 4).

A spell warrior attacks, damage included, are resisted using the resilience spell.

**Prerequisites:** Archer, Gunslinger 3, or Melee Fighter 3.; Dark Witch 3

- **Level 1:** You can channel level 1 spells to archery, gunslinger, or melee fighter attacks.
- **Level 2:** You can channel level 2 spells to archery, gunslinger, or melee fighter attacks.
- **Level 3:** You can channel level 3 spells to archery, gunslinger, or melee fighter attacks.

## UNMOVABLE AEGIS

Combining the defensive nature of witchcraft or the determination of the warrior and the art of shield play, an unmovable aegis become walls of perfect defense.

**Prerequisites:** Shield 3; Melee Fighter 3 or Witch 3

- **Level 1:** Taunt: 3/day, an enchanted aegis can hold a peace sign at a target and say "Skill: Taunt" and the target must target the unmovable aegis until one of the parties is unconscious. The aegis may "play dead or unconscious" if they wish, this breaks the taunt but doesn't guarantee their opponent won't continue to attack. The target may flee if attacked by another character.
- **Level 2:** Shields can be used to block signature calls with "chemical" in them. Call "resist" when blocking.
- **Level 3:** Shields can be used to block signature calls with "magic" in them. Call "resist" when blocking.

## WEAPON MASTER

The weapon master is supreme in martial skill, dedicating their lives to battle. Few leave a fight against a weapon master unscathed.

**Prerequisites:** Gunslinger 3; Melee Fighter 3

- **Level 1:** 3x/event you may use the signature call, "skill: fumble 4," with a successful gunslinger attack. The target must act as though they were hit with a fumble spell. This attack is only used up if it lands or is resisted in some way. This ability also does 4 points of damage if successful.
- **Level 2:** 3x/event you may use the signature call, "skill: knock-back 2," with a successful melee fighter attack. The target must take 3 steps backward, if possible. If the target cannot safely move back, they should instead not attack for a slow, silent 3 count. This attack is only used up if it lands or is resisted in some way. This ability also does 2 points of damage if successful.
- **Level 3:** 3x/event you may use the signature call "skill: daze 2 (for melee) or 4 (for ranged)," with a successful gunslinger or melee fighter attack. The target must act as though they were under the effects of a packet delivered daze spell (1 minute duration). This attack is only used up if it lands or is resisted in some way. This ability also does 2 or 4 points of damage if successful.



# MAGIC

## MAGIC FOR WITCHES

Once you choose the light or dark path, you cannot use spells in the other. Example: A dark witch cannot use light spells. The common path is available to both light and dark.

## BUYING SPELLS

The purchase of magic spells is done in a pyramid structure. You must have a level 1 to purchase a level 2 and a level 2 to purchase a level 3 all within the same path. This pyramid can have as wide a base as you desire within the same path, but each higher level must be supported by one beneath it. For example: 1-1-2-3 would be permitted, 1-2-2 is not.

## MP

MP (MP) are used to cast spells and perform arts. Each time you use a MP, subtract 1 MP from your current MP rating. These points are tracked on your character card or mentally.

## REFILLING MP

You begin each event with full MP. Anytime during the event, you can consume refresh and restore chemicals, and perform the witch's cauldron or corrupted cauldron artifact to refill your MP. You cannot regain more MP than your maximum pool rating i.e. if your MP is 10 and you've spent 1 MP for a total of 9 MP left and you drink a refresh, you will refill only 1 point to 10, not 11.

## CASTING SPELLS

Follow the instructions in the spell description and spend 1 MP. If you are wearing Armor (not leather), casting a spell costs 2 MP.

## MAGIC FOR SCROLL SCRIBES

As a scroll scribe, cast a spell directly from a spell scroll by following the instructions in the spell description and destroying the spell scroll tag.

## MAGIC FOR APPARATUSES

See using an apparatus on page 23.

## DELIVERY METHODS AND SPELL DURATIONS

Spells cast by a witch can be delivered in the following methods:

- **“Weapon” Strike:** Any effects delivered through a brawler boffer, melee weapon, or firearm, including signature calls, magic, alchemy, etc.
  - **Duration:** 30 seconds
- **Packet:** Throw a packet that meets the weapon specs at a player and say the spell Sig Call.
  - **Duration:** 1 Minute
- **Touch:** touch a player and say the spell Sig Call.
  - **Duration:** 5 Minutes
- **Peace Sign:** Hold up two fingers like a peace sign in front of the player so she can see it.
  - **Duration:** Immediate

## RESISTANCES

A spell afflicting a character ends when the character is attacked by another offensive spell.

- **Avoidance:** Resist normal weapon attacks. Skill attacks cannot be resisted, if landed.
- **Aetherial Armor:** Resist magic or chemical damage.
- **Resilience:** Resist projectile effects w/o damage call.
- **Withstand:** Resist touch attacks.

Common Path Spells	Dark Path Spells	Light Path Spells
Level I	Level I	Level I
Detection	Aetherial Armor	Cleanse
Sense Emotion	Atrophy	Daze
Withstand	Dead Speak	Detect Undead
	Forgetting	Fabricate Armor
	Provoke	Inspire
	Stench	Pin
Level II	Level II	Level II
Avoidance	Destruction	Cure Health
Fumble	Drain Health	Lay to Rest
Meditate	Nightmare	Paralyze
	Raise Zombie	Pleasant Dreams
	Wicked	Riddles
	Wrack	Virtuous
Level III	Level III	Level III
Recovery	Aetherial Weapon	Bless
Resilience	Curse	Clarity
Ward	Illusion	Feign Death
	Lunacy	Harm Undead
	Raise Lich	Hero's Stand
	Silence	Protection

## SPELL DESCRIPTIONS

Each time you cast a spell, it is one use. That single use costs either 1 MP, 1 chemical tag, or 1 spell scroll tag depending on the casting method described on this page.

The player, whose character is afflicted with a spell, must role-play the intended effect to the best of their ability.

**Durations:** Weapon delivered (30 seconds), packet (1 minute), touch (5 minutes), and peace sign (immediate).

## **AETHERIAL ARMOR**

**Method:** Self

**Sig Call:** "Resist"

**Apparatus Fuel:** Petrolatum

Say the Sig Call to ignore the damage of the last magical or chemical attack. Normal damage caused by weapons cannot be resisted with this spell.

## **AETHERIAL WEAPON**

**Method:** Self

**Sig Call:** to cast "Magic aetherial weapon", to use "Magic strike 2"

**Apparatus Fuel:** Ink

You can either cast this spell on an existing melee fighter weapon by saying the Sig Call and tying a **red** ribbon at the cross guard. Or, you can Sig Call and pull your aetherial weapon boffer (weapon specs page 32) out of its sheath. Either way, aetherial weapon remains active as long as you hold it by the hilt in your hand. Say "magic strike 2" with each attack that causes 2 magic damage. The melee fighter skill is not required to use this spell.

## **ATROPHY**

**Method:** Packet; Touch

**Sig Call:** "Magic atrophy, your X is unusable."

**Apparatus Fuel:** Whiskey

Use a method and say the Sig Call where X is a single limb (finger, hand, arm, leg, etc) of the body atrophied.

## **AVOIDANCE**

**Method:** self

**Sig Call:** "Resist."

**Apparatus Fuel:** Petrolatum

Say the Sig Call to ignore the damage of the last non-magical attack from any weapon and the skill effect of the attack, if there is one. Magic / chemical damage cannot be resisted with this spell.

## **BLESS**

**Method:** Touch; Packet

**Sig Call:** "Magic bless, take half damage."

**Apparatus Fuel:** Petrolatum

Use a method and say the Sig Call to force the character to take half damage from all sources. Bless will not lower damage below 1.

## **CLARITY**

**Method:** Peace Sign

**Sig Call:** "Magic cure touch effects."

**Apparatus Fuel:** Laudanum

Use the Method and say the Sig Call. This spell will instantly remove all active touch attack effects on the target character.

## **CLEANSE**

**Method:** Peace Sign

**Sig Call:** "Magic cure packet effects."

**Apparatus Fuel:** Petrolatum

Use the method and say the Sig Call. This spell will instantly remove all active packet attack effects on the target character.

## **CURE HEALTH**

**Method:** Peace Sign

**Sig Call:** "Magic heal to full."

**Apparatus Fuel:** Petrolatum

Use the method and say the Sig Call to restore HP to full. **This cannot be used to heal yourself.**

## **CURSE**

**Method:** Touch, Packet

**Sig Call:** "Magic curse, take double damage."

**Apparatus Fuel:** Ink

Use a method and say the Sig Call to force the character to take double damage from all sources.

## **DAZE**

**Method:** Touch

**Sig Call:** "Magic daze."

**Apparatus Fuel:** Whiskey

Use the method and say the Sig Call and cause the character to enter a trance-like state. The character retains her current HP and is unaware of anything around her. The character must sit, lay down, or stand motionless and unresponsive under the effects of this spell. Being struck with an offensive attack (such as weapon blow, wrack spell, beast chemical, etc.) awakens the character immediately.

## **DEAD SPEAK**

**Method:** Touch

**Sig Call:** "Magic dead speak."

**Apparatus Fuel:** Laudanum

Use the method and say the Sig Call to allow the dead character to hear and speak, but not see or move. The dead character can talk to you or anyone talking to him as long you maintain the touch. He will remember the conversation if he is revived, resurrected, or changed into a construct.

## **DESTRUCTION**

**Method:** Touch, Packet

**Sig Call:** "Magic X 4."

**Apparatus Fuel:** Ink

Use a method and say the Sig Call where X is a descriptor (Fire, Ice, etc.) causing 4 magical damage.

## **DETECT UNDEAD**

**Method:** Peace Sign

**Sig Call:** "Magic detect undead, are you an undead?"

**Apparatus fuel:** Laudanum

Use the method and say the Sig Call. The player must answer immediately and truthfully OOG Yes or No.

## **DETECTION**

**Method:** Peace Sign

**Sig Call:** "Magic detection, X."

**Apparatus Fuel:** Laudanum

Use the method and say the Sig Call where X is one of the following questions:

"... are you carrying any spell or art scrolls?"

"... are you carrying any Apparatus'?"

“... are you carrying any artifacts?”

The player answers immediately OOG truthfully yes or no. Spell must be recast for each question asked.

## **DRAIN HEALTH**

**Method:** Touch

**Sig Call:** “Magic drain 2.”

**Apparatus Fuel:** Ink

Use the method and say the Sig Call. The target character loses 2 HP and you gain 2 HP. Draining 1 HP is ok. Drain health cannot be used if your character has full HP or the target has 0 HP.

## **FABRICATE ARMOR**

**Method:** Touch

**Sig Call:** “Magic fabricate armor.”

**Apparatus Fuel:** Whiskey

Touch the sleeve of a shirt and say the Sig Call to turn a normal, non-tagged shirt into the equivalent of studded armor for 5 minutes. Wearing fabricated armor does not require the expenditure of additional MP when casting witch spells.

## **FEIGN DEATH**

**Method:** Touch

**Sig Call:** “Magic feign death.”

**Apparatus Fuel:** Petrolatum

Use the method on a conscious character, that may be yourself, and say the Sig Call to induce a magical sleep for 5 minutes. Answer “dead” to examiner inquiries. Healing methods will not revive the character, but will heal as normal if the character is injured. Effects meant for actual death will not work.

## **FORGETTING**

**Method:** Touch

**Sig Call:** “Magic forget the X 5 minutes.”

**Apparatus Fuel:** Laudanum

Use the method and say the Sig Call where X is either the last or next 5 minutes that the character permanently forgets.

## **FUMBLE**

**Method:** Touch, Packet

**Sig Call:** “Magic fumble.”

**Apparatus Fuel:** Whiskey

Use the method and say the Sig Call to force her to immediately drop, or set down, any item she has in her hands, except brawler weapons and packets. The items may be picked up as soon as they land on the ground.

## **HARM UNDEAD**

**Method:** Touch; Packet

**Sig Call:** “Magic harm undead 5.”

**Apparatus Fuel:** Ink

Use a method on an undead character (Zombie, Vampire, Spirit, etc.) and say the Sig Call to cause 5 points of damage that cannot be resisted by any means. If the target of this spell is not undead, there is no effect but MP is still spent.

## **HERO'S STAND**

**Method:** Self

**Sig Call:** “Magic hero's stand.”

**Apparatus Fuel:** Petrolatum

Plant one foot on the ground and say the Sig Call. For the next 5 minutes, your character is immune to normal damage from any weapon. Say “resist” if struck. Magical and chemical damage cannot be resisted with hero's stand. When you move your foot, or the duration ends, you will immediately fall unconscious at zero HP.

## **ILLUSION**

**Method:** Touch

**Sig Call:** “Magic illusion X.”

**Apparatus Fuel:** Laudanum

Use the method and say the Sig Call where X is a single sentence description of the illusion that the character believes to be real. Sample illusions are: “you're distracted by sparkling lights”, “everyone in the room are monsters trying to kill you”, and “you're on fire”.

## **INSPIRE**

**Method:** Touch

**Sig Call:** “Magic inspire X.”

**Apparatus Fuel:** Laudanum

Use the method and say the Sig Call where X is the positive emotion (love, happy, etc) you want the character to feel.

## **LAY TO REST**

**Method:** Touch

**Sig Call:** “Magic lay to rest.”

**Apparatus Fuel:** Ink

Use the method on a raised Lich or Zombie and say the Sig Call to resume the character's death count effectively ending the spell that raised her. If the target of this spell is not a raised Lich or Zombie, there is no effect and MP is still spent.

## **LUNACY**

**Method:** Touch; Packet

**Sig Call:** “Magic lunacy.”

**Apparatus Fuel:** Laudanum

Use a method and say the Sig Call to force them into an uncontrollable fit of lunacy. The character will scream, laugh and howl while running wild through the area. She will not be able to use her skills, attack, or defend.

## **MEDITATE**

**Method:** Touch

**Sig Call:** “Magic meditate on X.”

**Apparatus Fuel:** Laudanum

Use the method and say the Sig Call where X is an idea, describe in ten words or less, that you want the character to consider. The character must immediately sit down and consider the topic presented. The character may not take any other actions unless attacked, than this spell is broken.

## NIGHTMARE

**Method:** Touch

**Sig Call:** "Magic nightmare."

**Apparatus Fuel:** Laudanum

Use the method and say the Sig Call and make that character immune to all healing methods for 5 minutes.

## PARALYZE

**Method:** Touch; Packet

**Sig Call:** "Magic paralyze."

**Apparatus Fuel:** Whiskey

Use a method and say the Sig Call to force the character to immediately stand frozen. The character can speak and use effects that do not require movement to be performed.

## PIN

**Method:** Touch; Packet

**Sig Call:** "Magic pin."

**Apparatus Fuel:** Whiskey

Use a method and say the Sig Call to force him to immediately hold the foot of his choice firmly to the ground.

## PLEASANT DREAMS

**Method:** Touch

**Sig Call:** "Magic pleasant dreams."

**Apparatus Fuel:** Laudanum

Use the method and say the Sig Call to extend the 10-minute unconscious timer by 5 minutes. This spell cannot be stacked and must be used one at a time.

## PROTECTION

**Method:** self

**Sig Call:** "Magic protection."

**Apparatus Fuel:** Petrolatum

Cross your arms across your chest and say the Sig Call to be immune to all forms of damage attacks from any source for 1 minute. Say "resist" if struck. You cannot take any actions other than immediately walking away from attackers and combat. If you are trapped in a room, stay out of combat.

## PROVOKE

**Method:** Touch

**Sig Call:** "Magic provoke X"

**Apparatus Fuel:** Laudanum

Use the method and say the Sig Call where X is the negative emotion (hate, sadness, etc) the character feels.

## RAISE LICH

**Method:** Touch

**Sig Call:** "Magic raise lich."

**Apparatus Fuel:** Ink

Use the method on a dead character and say the Sig Call to temporarily turn him into a lich for 5 minutes. The ten-minute death count is suspended during this time. You must provide the necessary boffers if the player does not have any.

**Lich Abilities:** Infection (characters killed by a Lich become a Lich), Smarts (human intelligence), and Skill: Witch (Dark) level 2. Immune to bullet damage.

## RAISE ZOMBIE

**Method:** Touch

**Sig Call:** "Magic raise zombie."

**Apparatus Fuel:** Ink

Use the method on a dead character and say the Sig Call to temporarily turn him into a zombie for 5 minutes. The ten-minute death count is suspended during this time. You must provide the necessary boffers if the player does not have any.

**Zombie Abilities:** Infection (characters killed by a Zombie become a Zombie), Mindless (cannot talk, obeys basic commands), and Skill: Brawler.

## RECOVERY

**Method:** Touch; self only

**Sig Call:** "Magic recovery X."

**Apparatus Fuel:** Petrolatum

You may cast this spell on yourself at anytime by stating magic recovery X, X being a value of 1-10 minutes, whole minutes only. This spell doesn't activate until your character has been unconscious for the amount stated in the initial casting. After the allotted time your character awakens at 1HP. You cannot use recovery on other characters. The residual effects do not carry over between events.

## RESILIENCE

**Method:** Self

**Sig Call:** "Resist."

**Apparatus Fuel:** Petrolatum

Say the Sig Call to ignore the effect of the last packet, or projectile delivered, effect. Magic / chemical damage cannot be resisted with this spell. This spell is also used to defend against spell warrior attacks and damage.

## RIDDLES

**Method:** Touch

**Sig Call:** "Magic riddles X."

**Apparatus Fuel:** Laudanum

Use the method and say the Sig Call where X is a riddle that the character must try to solve. He cannot attack you for 5 minutes or until he provides the correct answer that you must acknowledge. The riddle must have an answer.

## SENSE EMOTION

**Method:** Peace Sign

**Sig Call:** "Magic Sense Emotion; what are you feeling?"

**Apparatus Fuel:** Laudanum

Use the method and say the Sig Call that the character must immediately answer truthfully with how she currently feels. Examples: Happy, sad, angry at the world, etc.

## SILENCE

**Method:** Touch; Packet

**Sig Call:** "Magic silence."

**Apparatus Fuel:** Whiskey

Use a method and say the Sig Call to render the character unable to speak, scream or cast spells targeting other characters, other than herself.

## **STENCH**

**Method:** Touch; Packet

**Sig Call:** "Magic stench."

**Apparatus Fuel:** Whiskey

Use a method and say the Sig Call to render the character uncontrollably ill. They are able to defend themselves, walk and talk, but they are unable to attack.

## **VIRTUOUS**

**Method:** Touch

**Sig Call:** "Magic virtuous X."

**Apparatus Fuel:** Laudanum

Use a method and say the Sig Call where X is a virtue you wish the character to act: peace, patience, faith, hope, humility, charity.

## **WARD**

**Method:** Self

**Sig Call:** "Magic ward, stay 10 feet away from me."

**Apparatus Fuel:** Petrolatum

Hold up the palm of your hand toward one character and say the Sig Call. The effect lasts until you lower your hand, are unable to aim your hand toward the target, or redirect your palm to a different target. Redirecting requires recasting of this spell.

## **WICKED**

**Method:** Touch

**Sig Call:** "Magic wicked X."

**Apparatus Fuel:** Laudanum

Use a method and say the Sig Call where X is a sin you wish the character to act: pride, wrath, gluttony, greed, envy, or sloth.

## **WITHSTAND**

**Method:** Self

**Sig Call:** "Resist."

**Apparatus Fuel:** Petrolatum

Say the Sig Call to ignore the effect of the last touch attack.

Magic / chemical damage cannot be resisted with this spell.

## **WRACK**

**Method:** Touch; Packet

**Sig Call:** "Magic wrack."

**Apparatus Fuel:** Whiskey

Use a method and say the Sig Call to force the character to fall to the ground in agony. He can speak, scream and defend against attacks, but is unable to do anything else.

# ALCHEMY

Alchemy works with raw and tangible materials, but is also contains properties only found in Oz. While only characters with the alchemist skill can create these chemicals, any character can use them.

## USING ALCHEMY

Chemicals are contained within a bottle, until used. The chemical tag must be attached to or placed inside the bottle and should remain readable. See bottle on page 4 for more information. Chemical tags must be destroyed after they are used up. Chemicals may be used in the following ways:

- **Ingested:** Ingested chemicals are contained in a bottle. Ingested chemicals remain active for 5 minutes or are resolved instantly (like healing):
  - **Drink:** Mime pouring the bottle's contents into your own mouth. You do not need to state the Sig Call, just read the tag and resolve the effect.
  - **Poured:** Mime pouring the bottle's contents into another's mouth and then state the Sig Call.
  - **Lacing:** Mime pouring the contents of the bottle onto food or drink. Place the chemical tag visibly on the plate/cup where the player can read it. The effect is activated with the first bite or drink of the laced food or drink. You do not need to state the Sig Call, just read the tag and resolve the effect.
- **Applied:** Represented by a bottle. Say the Sig Call and mime the application of the chemical to the item called for in the description for at least 3 seconds and place the chemical tag on the item. Applied chemicals remain active for 5 minutes.
- **Packet:** Use a birdseed packet to throw at the character and say the Sig Call. The effect of a packet chemical remains active for 1 minute, except damage is instant.

The descriptions of the chemical will list how the chemical's can be delivered to the target character. If a chemical has multiple delivery methods, the duration of the effect is determined by the delivery method. Example: If you use wimp and throw a packet at a character, wimp will affect that character for one minute.

Level I	Level II	Level III
Chemical Shield	Acid	Chemical Weapon
Clouded Vision	Beast	Dissolve
Disable	Gremlins	Elixir
Glue	Headache	Nightshade
Ink	Laudanum	Nullify
Melt	Refresh	Polymorph
Petrolatum	Reveal	Rage
Stench	Smelling Salts	Restore
Whisky	Tick-tock Cleaner	Trance
Wimp	Weakness	Ulcers

## CHEMICAL DESCRIPTIONS

Chemical durations are 5 minutes for ingested or applied and 1 minute via packet. The player, whose character is afflicted with a chemical, must role-play the intended effect to the best of their ability.

### ACID

**Method:** Packet

**Sig Call:** "Chemical acid 4."

Use the method and say the Sig Call to cause 4 chemical damage each packet thrown.

### BEAST

**Method:** Ingested; Packet

**Sig Call:** "Chemical beast X."

Use a method and say the Sig Call where X is the animal the target must act like.

### CHEMICAL SHIELD

**Method:** Applied

**Sig Call:** Apply "Chemical shield," use "resist."

Apply this chemical to a shield and say the apply Sig Call to ignore magical / chemical damage. Say the use Sig Call each strike. Any character with the shield skill can use the shield while holding the chemical shield tag in the same hand.

### CHEMICAL WEAPON

**Method:** Applied

**Sig Call:** Apply "chemical weapon," use "chemical strike 2."

Apply this chemical to a melee weapon and say the apply Sig Call to add a fiery effect. Say the use Sig Call each strike. Any character with the melee fighter skill can use the weapon while holding the chemical weapon tag in the same hand.

### CLOUDED VISION

**Method:** Ingested (special duration)

**Sig Call:** "Chemical clouded vision."

This chemical blurs the recipient's vision making distinguishing details difficult and impossible to read, including scroll use, until the end of the event or cured.

### DISABLE

**Method:** Applied

**Sig Call:** N/A

Apply this chemical to an apparatus or artifact to prevent its effects use. Attach the disable tag with a start time to the item. Apparatus weapons can fire ammo for normal damage.

### DISSOLVE

**Method:** Applied

**Sig Call:** "Chemical dissolve item."

Destroys any tagged Item. Apply the contents over the Item, say the Sig Call, and destroy both tags.

## **ELIXIR**

**Method:** Ingested

**Sig Call:** "Chemical elixir cure all chemical effects."

Immediately remove all ongoing effects caused by a chemical. Say the Sig Call when administering this to a recipient or consuming it yourself.

## **GLUE**

**Method:** Applied

**Sig Call:** Apply "Chemical glue," use "resist."

This chemical is used to "glue" an item to a hand to resist fumble. Apply the glue and say the apply Sig Call. Say the use Sig Call each fumble attack. The glue tag must be held in same hand as the item.

## **GREMLINS**

**Method:** Applied

**Sig Call:** "Chemical gremlins."

This renders an apparatus or weapon inoperable for 5 minutes. Write the start time on the tag and attach it to the apparatus or weapon. Gremlins may only be cleaned out with the use of tick-tock cleaner.

## **HEADACHE**

**Method:** Ingested (special duration)

**Sig Call:** "Chemical headache."

This chemical gives the recipient a terrible headache, until the end of the event or cured, that requires the expenditure of 1 additional MP each time the recipient casts a spell.

## **INK**

**Method:** Special

**Sig Call:** N/A

Ink is used to fuel certain apparatus'.

## **LAUDANUM**

**Method:** Ingested

**Sig Call:** "Chemical laudanum."

Inflict a euphoric, pleasurable light headed feeling. Say the Sig Call if administering. Laudanum is addictive causing the recipient to think about and crave another dose for the rest of the event. This is also used as fuel for certain apparatus.

## **MELT**

**Method:** Packet

**Sig Call:** "Chemical melt, your X is unusable."

Use the method and say the Sig Call where X is a single limb (finger, hand, arm, leg, etc) of the body that is rendered limp and unusable.

## **NIGHTSHADE**

**Method:** Ingested

**Sig Call:** "Chemical unconsciousness."

This chemical reduces the recipients HP to zero causing unconsciousness that will lead to death if the recipient is not healed. **Nightshade does not affect immortals and constructs.**

## **NULLIFY**

**Method:** Ingested; Packet

**Sig Call:** "Chemical nullify witch."

Use a method and say the Sig Call to prevent a witch from spending MP in any way.

## **PETROLATUM**

**Method:** Ingested

**Sig Call:** "Chemical petrolatum heal 2."

Instantly restore 2 HP. Say the Sig Call when administering this to a recipient or consuming it yourself. Petrolatum is amplified when used with the examiner skill and also serves as fuel for certain apparatus.

## **POLYMORPH**

**Method:** Ingested (special duration)

**Sig Call:** "Chemical polymorph X."

Change species until the end of the event or cured. Say the Sig Call, where X is the desired species, when administering this to a willing recipient or consuming it yourself. Replace all current species make-up and with the new species makeup. Abilities and restrictions do not change, only the appearance.

## **RAGE**

**Method:** Packet

**Sig Call:** "Chemical rage, attack nearest character."

Rage renders the target of this chemical an uncontrollable killing machine. Those under the effects of rage must attack the nearest living character (PC or NPC) to the best of their ability, utilizing any and all game skills to complete their task. Once their target is rendered unconscious, they will move on to attack the next nearest character until the duration of this chemical is up.

## **REFRESH**

**Method:** Ingested

**Sig Call:** "Chemical refresh magic 2."

Instantly restore 2 MP. Say the Sig Call when administering this to a recipient or consuming it yourself.

## **RESTORE**

**Method:** Ingested

**Sig Call:** "Chemical restore magic 5."

Instantly restore 5MP. Say the Sig Call when administering this to a recipient or consuming it yourself.

## **REVEAL**

**Method:** Ingested

**Sig Call:** "Chemical reveal truth."

Force the recipient to reveal the names of all effects from any source currently active on him. Say the Sig Call when administering. The character must answer immediately and truthfully.

## **SMELLING SALTS**

**Method:** Ingested

**Sig Call:** "Chemical smelling salts, awaken."

Instantly awaken an unconscious character to 1 HP, or a character affected by daze. Say the Sig Call when administering.

## **STENCH**

**Method:** Packet

**Sig Call:** "Chemical stench, you cannot attack."

Use a method and say the Sig Call to render the character uncontrollably ill. The character is able to defend, walk and talk, but not unable to attack.

## **TICK~TOCK CLEANER**

**Method:** Applied

**Sig Call:** "Chemical remove gremlins."

This cleans an apparatus of the gremlins chemical. After applying the tick-tock cleaner to an apparatus, it can work as per normal.

## **TRANCE**

**Method:** Ingested

**Sig Call:** "Chemical trance."

Induce a trance that restores 1 HP and 1 MP per minute while the recipient sits without moving, making a sound or taking any action. Say the Sig Call when administering to the recipient or consuming it yourself. Trance ends after 5 minutes or the recipient is attacked, speaks or takes any action.

## **ULCERS**

**Method:** Ingested; Packet

**Sig Call:** "Chemical ulcers."

Inflict 1 point of damage immediately and every 60 seconds thereafter until cured or the character's HP reaches zero. Say the Sig Call if administering.

## **WEAKNESS**

**Method:** Ingested

**Sig Call:** "Chemical weakness."

Inflict the recipient with a debilitating weakness that prevents her from effectively participating in combat. Every action is tiresome and difficult. Say the Sig Call if administering.

## **WHISKEY**

**Method:** Ingested

**Sig Call:** "Chemical whiskey."

Whiskey instills a drunken state for the recipient. The degree of drunkenness is determined by the inflicted player. Say the Sig Call if administering. This is also used as fuel for certain apparatus.

## **WIMP**

**Method:** Ingested; Packet

**Sig Call:** "Chemical wimp."

Use a method and say the Sig Call to prevent the character from using the brawler, gunslinger and melee fighter skills.



# APPARATUSES

An apparatus is a machine that is created with a mix of alchemy and a spell scroll. An apparatus allows the use of a spell without requiring a skill and without requiring the destruction of the spell scroll. Any character can use an apparatus so long as the machine contains all its required components.

## USING AN APPARATUS

Apparatuses begin each game with 3 charges that can be used throughout the event. Apparatuses built during the course of the event begin with 3 charges. Follow the instructions of the spell scroll attached to the apparatus and burn one charge of the apparatus or spend the appropriate chemical fuel for a single shot. You are responsible for tracking your apparatus' charges on the tag or another note on the apparatus.

You can reload the apparatus by using the invigorating mechanism experiment art, but this may only be done once per event for each of your apparatuses.

**Apparatus Weapons:** Firearm and archer weapons can be used as a base. Apparatus weapons are used the same way as a regular apparatus except the arrow/foam dart replaces the packet delivery method while still issuing projectile damage and any duration effect is reduced to 30 seconds. Thus the Sig Call might be "magic atrophy 4". Only spells that use the packet delivery method may be used on a weapon apparatus. Each shot, accompanied by the Sig Call, uses up one of the charges in the weapon. You can choose to simply fire the ammo with no effect by not saying the Sig Call.

Apparatus effects do not transfer to objects you attach them to. For example, if you had an apparatus gun scope and attached it to a gun, the apparatus effect is still in the scope and does not transfer to the darts of the gun.

## CARRYING AN APPARATUS

You may only carry one apparatus per spell type, for instance you could carry a wrack apparatus and a daze apparatus but you couldn't carry two wrack apparatuses. If you carry multiple apparatuses with the same spell those having the same effect will not work until you are only carrying one.

## BUILDING AN APPARATUS

To build, destroy or alter an apparatus, your character must have the inventor skill. Each apparatus is built with preexisting items obtained through other skills.

## PART 1: SPELL SCROLLS

A spell scroll determines what the apparatus can do. Only one spell scroll can be installed and the scroll prop must be attached to the base where the tag can be easily shown.

## PART 2: FUEL

Fuels are the chemicals ink, petrolatum, laudanum, or whiskey. The chemical you need is determined by the spell scroll on the apparatus and listed in the spell description (beginning on page 18). Attach at least one single use bottle with the appropriate chemical inside, to the base, at the time of item creation. The tags of each must be easily shown if not visible. Additional fuel can be spent for an additional use of the apparatus but this is a costly method. An apparatus base may hold up to 5 bottles at a time.

## PART 3: BASE

Much like a computer requires a case to hold all its parts together, so does an apparatus need a base. The base must be an object 2 inches or larger, and cannot be clothing, ammo, melee, thrown, brawl weapons, tagged items, or bottles. Wearable accessories are restricted to chest armor, hats, hair pieces, goggles, pendants, belts, packs, pouches, satchels, bracers, gloves, and greaves.

A construct's body may be used as an apparatus base by gearsmiths but they are still limited as their whole body (not the items they are carrying) is considered one base.

## PUTTING IT ALL TOGETHER

Only characters with the inventor skill can put together apparatuses. You should now have 3 parts in front of you: 1 bottle, 1 spell scroll, and 1 base. Attach the bottle and scroll to the base. That's it. Bottles can be permanently attached to the base, but the scroll must be removable. An apparatus cannot be attached to another apparatus in any way.

## DESTROYING AN APPARATUS

Your character must have the inventor skill at level two to destroy an apparatus. Destroying an apparatus involves removing and tearing the spell scroll and chemical tag, rendering the apparatus inoperable. The base can be used again for a new apparatus.

## ALTER AN APPARATUS

Your character must have the inventor skill at level three to alter an apparatus. Altering an apparatus involves removing the spell scroll and chemical tag from a base and then replacing them with new ones. When altering an apparatus the chemical tag is torn but the spell scroll is preserved for later use. An altered apparatus starts with 3 fresh charges. You may not use the same spell scroll that was used on the previous base.

# ARTIFACTS

These artifacts are created via an art. Any character can use an artifact. An artifact is considered “active” only when the tagged prop appropriately worn or used as described below.

You can carry as many artifacts on your person as you physically can. Artifact props must be at least 2 inches by 2 inches and cannot be used for multiple effects. For example, you cannot use a black leather vest for ensorcelled armor and use the same vest for augment magic.

**\*These artifacts may not be purchased from logistics in any way and must be obtained through game-play.**

## COMMON

### ALCHEMICAL LABORATORY

This artifact creates chemicals during an event. While logistics is open at event, present the tagged artifact and they will give you 5 blank chemical tags in return.

To fill in a blank chemical tag any time during an event, work in your laboratory for a minimum of 5 dedicated minutes of role-play per chemical you are making and write the name of the chemical on the blank tag. You can create any chemical within your alchemy skill level access. You may only ever create 5 chemicals an event using alchemical laboratories.

- **Drawback:** Must act fiercely protective of one's own laboratory.
- **Prop:** “Lab equipment” (at least 2’/2”) with 5 removable, empty bottles.

### AUGMENT MAGIC

While this artifact is worn on your person, your maximum MP limit increases by 1. For example, if your current MP is 10, this artifact increases it to 11 and so on for each augment magic you carry on your person. If you do not have the witch skill, you still gain and spend MP from this artifact.

- **Drawback:** The only skills you can use are the practitioner and witch skills.
- **Prop:** Any article of white for light, or black for dark, clothing worn as outerwear that can be easily removed. Items such as gloves, bracers, aprons, cloaks, jackets, scarves, etc. are acceptable as long as the clothing meets the specifications described in thieving on page 6.

### MONSTERS

The wearer of monsters sees every person, friend or foe, around him as a terrifying monster. This hallucination can drive a character insane, but the player is free to act this effect as he chooses and it must be acted.

- **Drawback:** This artifact can be carried in hand, but cannot be removed once the prop is properly worn. The remove artifact art is required to remove it.
- **Prop:** Non-animal mask.

### OBEDIENCE WEAPON\*

These weapons were made for the gladiator rings, but that has changed with the fall of the Great Spell. These weapons act just

like enchanted weapons but also do 1 point of damage to the person holding the sword for every time the character hits another person. You may not wield another melee fighter weapon while in possession of this cursed weapon.

- **Drawback:** This artifact can be carried anywhere on the body but cannot be removed once the prop's hilt is held in the hand. The remove artifact art is required to remove it.
- **Prop:** A legal melee weapon of any size.

### THIEF'S SCRY\*

This artifact allows you to locate secret compartments in bags and boxes carried on a person. Touch the character with the prop and say “magic thief's scry, reveal your secret compartments.” The player must answer immediately and truthfully OOG.

- **Drawback:** You cannot carry items that do not belong to you on your person.
- **Prop:** “Glass” eyeball.

### TOLERANCE

Wearing a tolerance belt allows you to ignore damage from brawler weapons up to 5x/event. You may choose when to use these charges by saying “resist” when attacked by a brawler boffer attack.

- **Drawback:** You cannot also wear armor.
- **Prop:** Belt.

### WEAKENED MAGIC

The wearer of a weakened magic artifact must spend one additional MP each time they use magic.

- **Drawback:** This artifact can be carried in hand, but cannot be removed once the prop is properly worn. The remove artifact art is required to remove it.
- **Prop:** Necklace or collar.

### WITCHES CAULDRON

The witch's cauldron can be used to regain MP during an event by drawing upon the mystic energies within. A cauldron requires a restore chemical to activate. A character may stand at the cauldron and begin chanting, saying incantations, singing, dancing, etc. For every 5 minutes of role-play the witch gains back 1MP. For each additional participant, reduce the time of the RP required to gain a MP by one minute. There may never be more than 5 total participants or less than one minute of RP per MP gained. A witch may gain back up to 14MP/event with the use of cauldrons.

- **Drawback:** If a witch who you shared a cauldron with dies in the same event you may not use the witch skill for the rest of the event.
- **Prop:** A cauldron.

## UNUSUAL

### BESTOW SKILL\*

When this artifact is created, the practitioner chooses a skill from his/her character sheet. The skill will be the skill this artifact bestows to the wearer at skill level 2 that will have no effect if

the wearer already has the skill either on his/her character card or another bestow skill artifact of the same skill. Bestowed skills do not appear on the wearer's character sheet, thus the following restrictions apply:

Tags received from alchemy, locksmith, and scroll scribe will not be included in player packets. The jack-of-all-trades, practitioner, and witch skills cannot be bestowed.

- **Drawback:** You cannot use rare artifacts.
- **Prop:** Wrist bracer, necklace, or belt.

### BLOOD LEECH

The wearer of blood leech must take one additional point of damage each time they take damage.

- **Drawback:** This artifact can be carried in hand, but cannot be removed once the prop is properly worn. The remove artifact art is required to remove it.
- **Prop:** Necklace or collar.

### CORRUPTED CAULDRON

The corrupted cauldron is a dark and twisted version of the witch's cauldron artifact. To activate a corrupted cauldron each participant must sacrifice 1HP that cannot be healed for the rest of the event. A character may stand at the cauldron and begin chanting, saying incantations, singing, dancing, etc. For every 5 minutes of role-play the witch gains back 2MP. For each additional participant, reduce the time of the RP required to gain a MP by one minute. There may never be more than 5 total participants or less than one minute of RP per MP gained. A witch may gain back up to 14MP/event with the use of cauldrons.

- **Drawback:** May only be used by dark witches and all users must make a green mark on their face that remains for the rest of the event.
- **Prop:** A black cauldron with dark symbols.

### ENSORCELLED ARMOR

While this artifact is worn on your person, it enhances leather armor so that it protects the same as chain or studded armor, or enhances chain or studded armor so that it protects the same as plate armor.

- **Drawback:** You cannot also use a shield.
- **Prop:** Chest armor.

### SOUL CRYSTAL

Hold up soul crystal in front of a character at eye level and rest a hand on the player's shoulder. Say "magic paralyze" to force the character to immediately stand frozen until you lower the crystal. The character can speak and use spells that do not require a touch, packet or movement to be performed.

- **Drawback:** If the victim resists the effect, you will be paralyzed for 1 minute that cannot be resisted.
- **Prop:** Black quartz, or similar material, minimum 2 inches in length.

### TALISMAN OF SPELL STORING

This artifact stores one spell indefinitely until used. To store a spell, hold the talisman in one hand and cast a spell from a spell scroll or via the witch skill. Attach the spell scroll tag to the

artifact prop. That specific spell can then be used by whoever wears the Talisman, no special skills required, but the description of the spell must be followed and the spell scroll tag attached to the Talisman prop destroyed. Once a spell is cast from the Talisman, the artifact is considered empty until another spell is stored into it.

- **Drawback:** The talisman must be worn openly around the neck.
- **Prop:** A glowing talisman or pendant.

### UNFETTERED

While you wear this artifact, you can remove any bindings from yourself at any time, and open and close locked or unlocked doors. This artifact will not allow you to open doors locked from the inside or golden locks.

- **Drawback:** You cannot use the locksmith skill.
- **Prop:** Wrist bracers or gloves.

### WAND OF THE AEONS

This wand is the pinnacle of a witches arsenal. This wand will give the holder of it 2 MP (as per Augment Magic).

- **Drawback:** This artifact will not work if you use, carry, or wield any other artifact(s), except augment magic.
- **Prop:** A white wooden (or wood like) wand for a Light Witch, or a black wooden (or wood like) wand for a Dark Witch, that is at least 12" long.

## RARE

### DEVOUR MAGIC

Touch a player and say "magic drain magic 2". The character loses 2 MP and you gain 2 MP. Draining 1 MP is okay. This can't be used if your character has a full MP or the target has 0 MP.

- **Drawback:** Exposure to natural rain burns like acid causing 1 damage every second that cannot be resisted. Shelter indoors or under an umbrella prevents this damage
- **Prop:** Witches hat, or full length cloak/cape.

### ENCHANTED WEAPON

This magical weapon causes 2 damage, say "magic strike 2" with each attack. The melee fighter skill is required to use enchanted weapon and there are no expenditures of any kind. This artifact is susceptible to fumble, theft, use by other characters, etc as with any tagged item.

- **Drawback:** You cannot use any other weapon or shield at the same time.
- **Prop:** Melee boffer sized per melee fighter 2 and per melee in weapon Specs.

### FOOL'S SHIELD\*

This shield is use to make someone a big target that may only defend against enemy attacks.

- **Drawback:** The character may not use guns, any melee weapons or any projectile spells. This item cannot be removed from the character until the remove curse ritual is performed on that character.
- **Prop:** A shield.

## GRIFTER'S GLOVES

These gloves are often used as punishment to prevent thieves from becoming repeat offenders. Grifter's gloves render the user unable to use the scoundrel skill.

- **Drawback:** This artifact can be carried in hand, but cannot be removed once the prop is properly worn. The remove artifact art is required to remove it.
- **Prop:** A pair of gloves.

## MIMIC

When this artifact is created, the practitioner chooses a species ability (playable character races only) that will be written on the artifact tag. The wearer will then be able to use that ability. Wearing multiple mimic's of the same ability does nothing. The adept and magical abilities may not be selected for this artifact.

- **Drawback:** You cannot use your character's species ability, but your character's restriction still applies. This does not affect pure blood. If you are human, you lose the 4<sup>th</sup> skill you chose as your bonus skill.
- **Prop:** Wrist bracers or gloves.

## REAYER<sup>★</sup>

This artifact can be used to cause 2 damage to the opponent and heals its wielder 2 HP by saying the sig call, "drain health 2" with each strike. A character cannot drain health, unless they are missing HP. A character may use a reaver sword, as a regular weapon by not making the sig call with each attack.

- **Drawback:** You cannot use any other weapon or Shield at the same time as using the reaver.
- **Prop:** Melee boffer sized per melee fighter 2 and per melee in weapon Specs

## SOFT SHELL

The wearer of soft shell cannot resist any damage by any means.

- **Drawback:** This artifact can be carried in hand, but cannot be removed once the prop is properly worn. The remove artifact art is required to remove it.
- **Prop:** Vest.

## TEARS OF SACRIFICE

This artifact is the ultimate display of self-sacrifice, allowing you to trade places with a dead character that has not yet rotted away. The sacrificing character must be a PC. Touch the dead character, while holding the tears, and say "magic sacrifice". The dead character, regardless of race, awakens at full HP, while **your character is instantly dead and cannot be brought back in any way.** Destroy the artifact tag after use.

- **Drawback:** This artifact kills you...
- **Prop:** A pair of clear glass or crystal marbles or tears.

## LEGENDARY

### EMERALD OF THE ECLIPSE<sup>★</sup>

This rare and unique artifact multiplies your maximum MP limit by 5 while it is worn on your person. It does not increase your current MP. The emerald will multiply MPs increased by augment magic. No one knows the current location of the emerald or the art that created it. The emerald is currently sought after by Azkadelia.

- **Drawback:** You can use the witch skill only and the only other artifact you can use is augment magic.
- **Prop:** A large glass emerald the size of a small fist.

### RUBY SLIPPERS<sup>★</sup>

This rare and unique artifact allows you to instantly teleport from Oz to Earth by putting the slippers on and clicking the heels together three times while saying the phrase, "There's no place like home". Legend has it that the slippers will also teleport from Earth to Oz ("There's no place like Oz"), but no one knows nor does anyone know the current location of the ruby slippers or the art that created them. They are shrouded in such mystery that even the color of the slippers is a matter of great debate. Some claim they are actually silver and the ruby slippers are just a decoy. The truth is known by only a select few.

- **Drawback:** You cannot use any other artifact or apparatus.
- **Prop:** Red glitter or sequin shoes.

# ARTS

Arts are divided into two groups, magical rituals and alchemical experiments. Arts are higher forms of magic and alchemy for a longer lasting, more powerful effect. Any character with the practitioner skill can perform any ritual or experiment. While the following descriptions are also found on the art scrolls used during game-play, the descriptions here override any wording found on the art scrolls. Performing an art requires the practitioner skill, components, time, and alchemy and/or MP.

Unless your character has already performed the art IG, your character doesn't know what art is being used, without seeing the scroll or schematic. No one but the primary art performer knows if the art worked, unless there is an obvious effect.

## PERFORMING A RITUAL OR EXPERIMENT

1. You must have the appropriate level of the art skill and the art scroll for the art you wish to perform.
2. Collect the components listed on the art scroll.
3. Set up the area as described.
4. When you are ready to perform the art, follow the instructions on the art scroll and destroy the ritual tag, unless otherwise stated in the instructions.

## ASSISTANT

Some rituals may call for an assistant. This is another character of your choosing who is present for your performance of the art and some assists you with that performance as described on the art scroll.

## NATURE

Each art has a specific nature that's passive or aggressive. Passive arts require a willing participant, if the target of the art is a character. With an aggressive art, you can target an unwilling character if all conditions of the art are otherwise met; ie the target must be in the circle, hooked to the machine, etc. The nature of the art doesn't effect any residual effects.

## AREA

The art scroll will indicate which set up to use:

**Ritual Circle:** The circle must be three feet in diameter or greater and drawn using a substance that is easily cleaned such as rocks, salt, chalk, etc, or etch the circle in the dirt. Nothing happens if the circle is broken during a ritual performance. The circle to be drawn is shown on the ritual scroll.

**Experiment Machine:** The machine is of your own design that incorporates the components of the experiment and/or the intended result. For example, set up a bed with wires and electrodes (imagine Frankenstein) to perform construct rebirth. Any attachments to campsite property cannot be damaging and must be removed at event's end. The same machine may be used for multiple experiments, as described. A machine must be at least three feet in length unless otherwise described. Nothing happens if the machine prop is "broken" or dismantled. Please decorate these props in steampunk/game appropriate themes as best as possible just like any other decoration.

The practitioner skill and the art scroll of the ritual you wish to perform are required to cast a ritual. Additional skills and requirements will be defined on the description.

## LEVEL ONE

### CREATE COMMON ARTIFACT

While logistics is open at event, present this tagged ritual scroll and the appropriate prop for the common artifact of your choice. Logistics will keep the tagged ritual scroll and give you the artifact tag in return. Your character will have 2 less MP that cannot be replenished during the event. MP from the augment magic artifact cannot be used to create artifacts. You can repeat as many times as you are able to meet the requirements.

- **Components:** MP and the appropriate artifact prop.
- **Nature:** Passive

### REMOVE ARTIFACT

Some artifacts are considered cursed as they cannot be removed once they are worn and impede the wearer without offering a benefit. This ritual will remove such artifacts from the wearer. Draw the circle and have the wearer stand inside. The wearer can be willing or not, conscious or not. Touch the (boffer) dagger to the cursed artifact, recite the incantation and spend 2 MP. The artifact can then be removed.

- **Components:** The wearer with attached artifact, MP, and a dagger.
- **Incantation:** Hac sica me maledicti in hoc removendum hoc item affligens animam pauperis
- **Nature:** Aggressive
- **Area:** Circle

### OATH MAKER

The subject pledges an oath to complete a task (limit to 10 words). The task must be some sort of physical quest and cannot be used as a "truth serum". Draw a circle and have the person pledging the oath stand inside. The caster holds the hands of the oath maker while the oath is pledged. If the caster is the subject, then only they must be in the circle and they must clasp their hands together while stating the oath. Once the oath is pledged the caster says the incantation and spends 4MP. The subject must do everything within his or her power to fulfill the oath until it is complete or until the end of the following event (whichever comes first).

- **Components:** The person making the oath and 4MP.
- **Incantation:** Iuravit ut non solvatur per dicta vel facta
- **Nature:** Passive
- **Area:** Circle

### SOUL CLEANSING

With this ritual, a light witch can change a dark witch to the light. Draw the circle and place the willing and conscious light character within. Place the virtuous spell scroll on the recipient character, spend 2 MP and recite the incantation. The switch is permanent but delayed until the changes are processed in the character manager online. All dark witch spells will be removed from the character and the PP is returned.

- **Components:** MP and virtuous spell scroll.
- **Incantation:** Quae facta est caligo tenebrosa, et in ignem aeternum.
- **Nature:** Passive
- **Area:** Circle

## SOUL CORRUPTION

With this ritual, a dark witch can change a light witch to the dark. Draw the circle and place the willing and conscious light character within. Place the wicked spell scroll on the recipient character, spend 2 MP and recite the incantation. The switch is permanent but delayed until the changes are processed in the character manager online. All dark witch spells will be taken from the character and the PP is returned.

- **Components:** MP and wicked spell scroll.
- **Incantation:** Averte mala in tenebris lucem istam magam
- **Nature:** Passive
- **Area:** Circle

## LEVEL TWO

### CREATE UNUSUAL ARTIFACT

While logistics is open at event, present this tagged ritual scroll and the appropriate prop for an unusual artifact of your choice. Logistics will keep the tagged ritual scroll and give you the artifact tag in return. Your character will have 4 less MP that cannot be replenished during the event. MP from the augment magic artifact cannot be used to create artifacts. You can repeat as many times as you are able to meet the requirements.

- **Components:** MP and the appropriate artifact prop.
- **Nature:** Passive

### ENCHANTMENT

Enchantment is a ritual, used to alter the mind and emotions of another. Draw a circle, touch the target of the ritual on the circle, state which enchantment is being used and who the target will be enchanted to, say the incantation, and spend 4MP. Enchantment can be used to apply one of three following effects:

1. **Loyalty:** Creates a strong loyalty to person of caster's choice. The target will do everything short of suicidal action to protect their charge from anything perceived as negative or a threat.
2. **Loves:** Creates strong feelings of love toward the person of the caster's choice. It is up to the player to determine how these feelings are expressed – they do not need to be expressed openly. This can be used to counteract the "loath" enchantment.
3. **Loath:** Creates strong feelings of avarice toward the person of the caster's choice. It is up to the player to determine how these feelings are expressed – they do not need to be expressed openly. This can be used to counteract the "love" enchantment.

Regardless of effect chosen, this ritual lasts until the end of the following event.

- **Components:** Target of enchantment, circle, and 4MP.
- **Incantation:** Cor et mentem mutavit oculos aspexerint.
- **Nature:** Aggressive
- **Area:** Circle

## SOUL PURGE

You must be a dark witch to perform this rite. Draw the circle and place a bottle in the center. Hold your hands over the bottle, recite the incantation and spend 4 MP and 4 HP. Remove the soul purge ritual tag from the scroll prop, add the current event date and affix the tag to the bottle. The recipient of the potion permanently loses conscience, positive emotions, and becomes immune to effects that cause positive emotions (say "resist"). If the recipient is a dark witch, his/her MP maximum permanently raises to that of an immortal. Say the Sig Call if administering to a recipient or consuming the potion yourself. Green skin is required that can be concealed via chemical / magical means.

- **Components:** Dark witch, MP, HP, and a bottle.
- **Incantation:** Et succendatur, et sanguis meus, anima mea accipies amet
- **Nature:** Aggressive
- **Area:** Circle
- **Potion Method:** Ingested
- **Potion Sig Call:** "Magic Soul Purge"

## WARD VERSUS

The recipient of this ritual gains the ability to resist a specific chemical or spell 5x or the end of the event, whichever comes first. Draw the circle and have the recipient sit in the middle. Recite the incantation then use the warded chemical / spell on the recipient spending 2 MP. Tear the chemical / spell scroll tag in two. Remove the Ward Versus tag from the prop, record the event date on the tag and attach it to the chemical / spell tag. The recipient player must carry the tags on her person at all times to provide proof of the ritual's active effect. Only one chemical and one spell may be warded on a character at a time.

- **Components:** Chemical / spell scroll to be warded, recipient, and MP.
- **Incantation:** Offero magiae condendi huius versus pupillo
- **Nature:** Passive
- **Area:** Circle

## LEVEL THREE

### CREATE RARE ARTIFACT

While logistics is open at event, present this tagged ritual scroll and the appropriate prop for the rare artifact of your choice. logistics will keep the tagged ritual scroll and give you the artifact tag in return. Your character will have 6 less MP that cannot be replenished during the event. MP from the augment magic artifact cannot be used to create artifacts. You can repeat as many times as you are able to meet the requirements.

- **Components:** MP and the appropriate artifact prop.
- **Nature:** Passive

### REMOVE

Remove the heart or brain from a willing or unwilling, conscious character, not yourself, leaving the character alive and unharmed. With the heart removed, the character is not able to feel emotions, except fear, and is immune to emotion-controlling effects (say "resist"). With the brain removed, the character does not remember who he was at all (not including skills/spells) or

anything that happened before the brain removal. He will also be forgetful and have trouble learning and problem solving. Draw the circle and place the recipient inside. Hold a heart/brain prop in one hand while holding your other hand over the recipient's chest/head. Recite the incantation, and spend 6 MP and mime grabbing the heart/brain and pulling it. Remove the ritual tag from the scroll, record the event date, and the recipient character's and player name on the back, and attach the tag to the heart/brain prop. The heart/brain can be placed back in the recipient by repeating the instructions above, except mime pushing the heart/brain in, and destroying the tag on the prop.

The heart/brain prop must be stored in an IG location each event. The heart/brain is susceptible to damage attacks and actions such as squeezing it to cause pain. Such actions, that cannot be resisted by any means, made on the prop must be done in front of the recipient so the player can act the effect. If the prop is removed from game by a player or is returned to the recipient's body, the effect of dislodge ends. If the recipient stops playing the character, the heart may remain IG or the tag removed.

- **Components:** Heart or brain prop, and MP.
- **Incantation:** Et auferam cor tuum mihi est
- **Nature:** Aggressive
- **Area:** Circle

## RESURRECT

This ritual will bring a dead character back to life and can be performed on the dead character anytime during the death count or while the player has continued to play the body. Once the player character switches per death page 6, the character cannot be resurrected. Draw the circle and place the dead character inside. After 10 minutes of dedicated role-play, spend 1 HP, 6 MP, and recite the incantation. The dead character will awaken at 1 less HP than his current maximum i.e. if his current maximum is 10, he awakens with a new maximum of 9. You will also have a new HP maximum of 1 less your previous. This lost HP is permanent and cannot be restored. Both you and the other player must update your characters in character manager online. Immortals and constructs cannot be resurrected. This ritual removes all active arts from the target, after resurrection.

- **Components:** Dead body, HP, and 6 MP.
- **Incantation:** Surge vitam vivere summa precor rursus
- **Nature:** Aggressive
- **Area:** Circle

## RITUAL BREAKER

This ritual has no immediate effect; what it does is protect the target from the next ritual cast on them. When the next ritual is cast on the target of a ritual breaker, it has no effect, though the person casting the ritual will assume it worked (if there is no obvious effect). To activate this ritual stand in the circle (with the target if the caster is not the target of the ritual), say the incantation, and spend 5MP. Ritual breaker doesn't differentiate from "beneficial" and "non-beneficial" rituals. Ritual breaker lasts until used or the target's death, meaning it won't stop a resurrection ritual used on a dead body.

- **Components:** Target and 5MP.
- **Incantation:** In manus tuas, ut non iuxta ritum
- **Nature:** Aggressive
- **Area:** Circle

## EXPERIMENT DESCRIPTIONS

The practitioner skill and the art scroll of the experiment you wish to perform are required to perform an experiment. Additional skills and requirements will be defined below.

## LEVEL ONE

### CONSTRUCT REBIRTH

Bring a dead character back to life by converting that character's species to construct. Create a machine large enough for the recipient to lay upon (perhaps like the bed from Frankenstein's lab) with at least four attached cables. Lay the dead character on the machine and 'connect' the body with the cables. 'Inject' the petrolatum into the dead character and 'turn the machine on' (represented by lights) for 1 minute. Turn the machine off and administer the smelling salts destroying the chemical and art tags. The recipient will awaken at 1 HP as a weak construct unable to use the ability or restriction until the change is processed through character manager online. Performing this experiment on an immortal or a construct results in failure.

- **Components:** Dead character, 1 petrolatum, and 1 smelling salt.
- **Nature:** Aggressive
- **Area:** Machine

### FIRE PORTAL

Create a fiery obstacle that causes 5 chemical damage each time a character walks through the machine prop from either direction. Create a machine that players can safely walk through, such as an archway. Attach a storage bottle. Tear the tags of the chemical weapon chemicals and place them in the bottle. Remove the art tag from its scroll, record the event date and start time on the back, and visibly attach it to the machine. Fire portal will remain active for 1 hour for every 2 chemical weapons used to activate it.

- **Components:** 2 minimum chemical weapon chemicals.
- **Nature:** Passive
- **Area:** Machine

### STASIS

Create a machine resembling a pod using your bed/bunk. Attach a storage bottle. Activate the machine with 2 MP, 2 spell scrolls or 2 chemicals of any kind, or any combination of the three. Record the day's date on the back of the partially torn tags, or tag-sized paper if only using magic, and place them in the bottle. The art tag is NOT destroyed. While you sleep inside the machine, stasis is active and your character is immune to all effects from all sources. This is meant to let you, the player, get a night's sleep.

- **Components:** 2 MP or 2 sleep spell scrolls or 2 chemicals of any kind
- **Nature:** Passive
- **Area:** Machine

## TIN MANS' ARMS

This experiment creates a machine that allows the wearer to carry one more person (for a total of two), or they may run while they “carry” another person. You must wear a metallic looking glove or bracer to represent the machine. Remove the art tag and attach it to the machine as well. This machine lasts until the prop is physically removed from the wearer and can carry on between events.

- **Components:** Metallic gloves or bracers, 4MP or 1 glue and 1 beast chemicals
- **Nature:** Passive
- **Area:** Machine

## LEVEL TWO

### AMPLIFY

Amplify is used to extend the duration of a chemical or spell scroll to 30 minutes. This does not affect chemicals with durations longer than 30 minutes. Create a machine with a tube and compartment large enough for a bottle or spell scroll prop. Place the chemical or spell scroll, complete with prop, inside the machine and either hold the tube and spend 4 MP or mime pouring 4 inks into the tube. Wait 10 minutes and destroy the ink tags, if any, and attach the art tag to the extended chemical or spell prop. Add “30 minute duration” to the Sig Call and destroy both the chemical/spell and art tags when the chemical/spell is used.

- **Components:** Chemical or spell to extend, 4 MP, or 4 ink chemicals
- **Nature:** Aggressive
- **Area:** Machine

### BLISSFUL SLUMBER

When used in conjunction with stasis, blissful slumber replenishes HP and MP to full. Create a machine that can be added to the stasis machine prop. Tear the art and 4 petrolatum/refresh tags. Pin the art scroll and 4 bottles to the foot of the bed on the outside next to the stasis art scroll and bottles. After you, the player, sleep at least 4 hours, your character’s HP and MP will be restored.

- **Components:** 4 petrolatum or refresh chemicals or a combination of both.
- **Nature:** Passive
- **Area:** Machine

### SHOCK COLLAR

This experiment creates a machine to keep flight risk slaves from running away. The machine is created in two components, a control box and a shock collar. Once created, remove the art tag and attach it to the control box. This machine lasts until the collar prop is physically removed from the wearer and can carry on between events. To activate, place the finished collar on an individual which causes the wearer to act as if hit with a packet delivered wrack spell after every 10 minutes they are not in line of site of the person with the control box. The wrack spell cannot be resisted in any way. Caster wears, openly, a glowing machine like object, (control box) and targets wear a collar with the same color glowing components (shock collar). The collar can only be removed by the wearer of the control box.

- **Components:** 4 MP and 4 chemical headache.
- **Nature:** Aggressive
- **Area:** Machine

### TIME RELEASE

Set a time or specific event that will trigger the activation of a spell scroll or chemical. When the time or condition is met, the spell/chemical activates whether you want it to or not. Create a machine with a tube and compartment large enough for a bottle or spell scroll prop. Place the chemical or spell scroll, complete with prop, inside the machine and either hold the tube and spend 4 MP or mime pouring 4 inks into the tube. Wait 10 minutes and destroy the ink tags, if any. Record the activation time or event on the back of the art tag and attach it to the chemical or spell scroll prop.

- **Components:** Chemical or spell to time release, 4 MP or 4 ink chemicals
- **Nature:** Aggressive
- **Area:** Machine

## LEVEL THREE

### BOTTLED MEMORY

This experiment removes the previous day worth of memories from the target. Place a helmet-like machine containing two headache chemical bottles on the target's head, with a hose running from the helmet to an empty bottle. On a 3x5 card, write the date and time of the start and end of the excised memory, which will always be the previous 24 hours, and brief description of any key events forgotten. Place the card inside a corked bottle (the card is considered OOG). The memory is now stored in the bottle. The memory is lost until the target “drinks” the memory from the bottle (the player must destroy the paper inside the bottle). Alternatively, someone else can drink the memory and gain it, instead of the target of the original experiment. The art scroll is used up after using this machine.

- **Components:** Helmet, hose, and 3 headache chemicals.
- **Nature:** Aggressive
- **Area:** Machine

### DISTILLED ESSENCE

Create a potion that restores MP and HP to full, and removes all effects from any source currently active on the recipient. Create a machine with six attached bottles, a soul crystal artifact at the end of an attached wire or hose, a seventh bottle connected by hose and detachable, and can be sat in i.e. a chair. Load each of the six bottles with the chemicals of refresh, petrolatum or elixir, or any combination of the three, and have a willing or unwilling, conscious character sit in the machine. Hold the attached soul crystal in front of the player’s eyes and say “magic paralyze” that can be resisted. If not resisted, continue to hold the soul crystal up for at least 10 seconds. When you lower the soul crystal, the victim bypasses Unconsciousness and is now dead. Destroy the six chemical tags, remove the distilled essence tag from the experiment prop, have the victim player sign the back, and attach the tag to the seventh bottle. The distilled essence potion can be used by anyone at any time.



- **Components:** 6 refresh, petrolatum, or elixir; or any combination of the three, 1 soul crystal, and 1 victim.
- **Nature:** Aggressive
- **Area:** Machine
- **Potion Method:** Ingested
- **Potion Sig Call:** "Chemical distilled essence."

## FORCE FIELD

Create a box-like machine sized a minimum of 4 inches by 4 inches. Wear the machine visibly on your belt and attach the torn tags of 2 chemical shield chemicals or avoidance spell scrolls or a combination of the two either inside or outside the machine. Remove the art tag, record the event date, and attach it to the machine as well. While you wear the machine visibly on your belt, you gain immunity to projectile damage (firearms, archery, thrown, and packets) 5x. Say "resist" each strike. However, you cannot use projectile attacks. The machine can be worn by any character as its effect remains active until the charges are used, end of the event, or destroyed.

- **Components:** 2 chemical shield chemicals or avoidance spell scrolls
- **Nature:** Passive
- **Area:** Machine

## INVIGORATING MECHANISM

This is a large, unmovable machine that recharges 1 apparatus at a time. The art tag is NOT destroyed, since the machine is reusable. Activate the machine with 2 MP, 2 spell scrolls or 2 chemicals of any kind, or any combination of the three. It takes 1 hour to recharge an apparatus and the machine can recharge 3 apparatuses per event. After the apparatus is recharged it is capable of using it's effect 3 more times (until it is recharged, or the next event). This is a large object at least 3'/3', that must have a machine/steam-punk aesthetic: wires, glowing lights, moving gears and vials. Requires an hour timer. Tear the fuel tags or spend the MP and attach the arts tag to the machine.

- **Components:** 1 unmovable machine, 1 hour timer, and 2 MP, 2 spell scrolls or 2 chemicals of any kind, or any combination of the three.
- **Nature:** Passive
- **Area:** Machine

# WEAPONS SPECIFICATIONS AND INDEX

## WEAPON SPECIFICATIONS

Weapons that do not meet these specifications cannot be used, and one may be loaned to you if you do not have one, if available. Weapons cannot be attached to each other or combined i.e. no bayonets or “gun-blades”.

Store bought latex weapons and For a Price Arms (<http://www.forapricearms.com/popguns.html>), Nerf, Buzz Bee, and Air Zone foam shooters are pre-approved, however if a staff member deems a weapon unsafe it must be removed from play. Homemade foam shooters are not allowed, while homemade boffers must be examined and approved by staff before use.

**Bow Weapon:** A real bow that:

- Must be a real straight bow, no compound bows
- 35lb pull or less
- Use boffer arrows (arrow shaft tipped with at least two inches of foam). These can be purchased online.

**Brawler Weapon:** A foam cored boffer that the:

- Color must be BLACK
- “Blade” length minimum 12”, overall 16 - 20” (30” with the changeling pure blood ability).
- “Blade” tip must have at least 2 inches of un-cored foam.

**Firearm:** A foam dart shooter that operates by single pump or spring action that:

- Painted realistic / steampunk colors. Parts may be added for looks or to meet the requirements for apparatus
- Shoot up to two foam darts per trigger reset
- No part of the original function can be modified in any way. Stock out-of-the-box operation ONLY
- Firing cannot be battery or air-can operated
- Clips / loaded shooter cannot hold more than 8 darts

**Melee Weapon:** A foam cored boffer that:

- Must be realistic / steampunk colors, NOT black
- Boffer must have a core
- 'Blade' length minimum 10” Overall 16 - 40”
- 'Blade' tip must be padded with at least 2 inches of foam
- Aetherial weapon striking area is RED or add a RED ribbon at the cross guard.

**Throwing Weapon:** A foam coreless boffer that:

- Must be realistic / steampunk colors, NOT black
- Boffer CANNOT have a core
- Overall length 4 - 20”

**Packet:** A cloth filled with birdseed: Use a piece of cloth (roughly) 6-8” by 6-8” in size, a rubber band, and bird seed that does not contain corn or sunflower seeds. Insert 1 or 2 tablespoons of birdseed into the center of the fabric, lift the edges, and seal closed with a rubber band. The packet should be soft and pliable.

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