



Mythlore

1985

2009



GENERAL RULES OF CONDUCT AND SYSTEMS OF FAIR PLAY

Written in kind collaboration with *'Burnt is Clean'*



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Dear all - Herein you'll find pretty much all you need to know about the '**New And Improved Mythlore System**' © TM ® etc. We tried to keep it short – we really did! If you're coming to either of the Reunion events in 2009 then feel free to print this off for reference. All rights reserved, no part of this system may be reproduced without permission. Anyone wishing to use this system for any other purpose should contact either:
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Right, that's that bit out of the way...

Many thanks to Simon, Steve, Larry, Ian and Mike for their input and ideas, some old, some new, and some that have been pinched blatantly from the lovely *Burnt is Clean* system, and thanks to anyone who's given feedback on the previous version(s).

Some of it may be familiar and some of it will be completely new to you, so please take the time to have a look through it and familiarise yourselves with the relevant rules when you have time. The main thing we hope you will do is to take these rules as inspirations rather than restrictions. Wherever times are mentioned, (e.g. for spell vocals, berserk rage etc), they are not meant to be written in stone, but taken as general 'guidelines' as they say. The hope is that, if we all play in the spirit of the game, it should work well amongst players who've generally 'been there, done that, got the tee-shirt'. Just use common sense, play nicely and make sure you're home in time for tea – oh, and have fun with it.

And talking of tee-shirts – We are doing everything possible to ensure that the standard of costumes and props are of the highest order possible for these events, and we would urge everyone who's adventuring to try their hardest to get really good costumes together. We're well aware that many of you haven't adventured for years and probably have little or no LRP costume left. Obviously it would be nice if you've got the time and inclination to make your own costume, but for anyone who hasn't, some of us may possibly have extra personal kit we can hire or loan. Steve and Ian at *Lamia Trading* have kindly offered to run a workshop in Gloucester for anyone who fancies making their own bits and pieces - all you have to do is pay for materials! Alternatively there's the chance to hire some kit from Dave at *Dumnonni* (possibly including weapons), or even splash out on a bespoke costume and weapons from *Lamia* and let Steve and Ian do all the hard work...for cash. Contact details for everyone are on the site, so please: no Iron Maiden tees' or camo gear for this one ok?

For old and new characters we're keeping the choice of Skills as simple as possible – everything costs 1 POINT - we're trying to avoid the whole "*Ref! How many Experience Points have I got and what can I spend them on?*" scenario so beloved of Refs on a wet winters' morning... in the cold... in the rain... Just be assured that no one will be starting a new character at 'basic' level.

In the end, please remember that this isn't really a 'progressive' system any more, (unless you're planning to party on both events, in which case I'm sure we can slip you a point to spend for good behaviour). Generally we'll all be playing characters at pretty much the peak of their powers, albeit a bit creaky these days, and the rest of the game world will be balanced to reflect that. Hopefully we won't need '*Quad*' or 100 MP's to make that work...

And honest, it's really not as scary as it looks: Everyone should read SECTION 1: 'The Basics' first, then, if you already know what you want to play, just check out your Character Class (*Pages 12-17*) for skills & then find out how they work in the 'Skills A-Z'. (*Pages 19-25*) All Spells are listed by Class (*Pages 26-32*).

Cheers - Mark, Simon and Larry

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THE SYSTEM AND GENERAL RULES OF CONDUCT.

SECTION 1: THE BASICS.

REFS AND BATTLEBOARDS: The first 'Big Change': unlike the old system, there won't be 'battle-boarding' after each encounter, neither will there be a Ref constantly following the party around, (although, between Refs on hand via the monster crew, myself on the party trying *not* to Ref my own system, and that 'Strange Old Bloke'™ that will almost inevitably latch onto the party, we won't exactly be left alone). No battle-boarding means the flow of the adventure doesn't stop/start like it used to - it's also a good reason to reduce the HP's and MP's, making it easier for us to keep track of our own stats. Thanks to Larry we do have a nice little plan to help people keep track of their MP's (Mind Points) but we won't reveal that until the events.

GAME CALLS: These are the standard in-game calls that everyone should be familiar with:

"TIME IN", "TIME OUT" and "TIME FREEZE" (*where it's tradition to hum something like the theme tune from The Great Escape - generally to cover up the sound of a monster moving into position to twat you one when time in resumes*).

And a few which are either worth reiterating because they're especially important, or which are new to the system:

"MAN DOWN!": This **must** be called when you suspect that someone is actually hurt in real life. If you hear the cry of *Man Down* **all combat and in-game actions must cease immediately, the game has stopped**. If you think someone hasn't heard the call then call it yourself. Anyone with first aid training should make himself or herself known.

"SLOW TIME": If you hear the cry of *Slow Time* you should immediately take up the call and pass it on, so that everyone is aware that they are now in *Slow Time*, this will generally last about 30 seconds. Whilst in slow time, everyone must move and speak in s.l.o.w.m.o.t.i.o.n. **Spells should take twice as long to cast in slow time**. Be aware that there may well be one or two people who are not affected by the slow time and will be moving at normal speed, this will be because they have a special SKILL and are effectively moving at 'lightning speed' in relationship to those around them, i.e. they're probably not cheating. All damage or actions taken in slow time counts as usual, no unarmed combat is allowed, unlike '*Brawl*'.

"NORMAL TIME": Resume the game at normal speed... or "*Get On With It!*" may be an alternative?

“BRAWL”: *‘Brawl’ will only be used in situations like a Tavern fight and may only be called by a Ref.* In the event of a *Brawl* being called, **all players** will put their weapons, shields and any hazardous objects safely to one side and go into *Slow Time* hand-to-hand combat (unless you want to just sit it out and watch). Combat is of the exaggerated, theatrical kind, (anyone who’s watched the series ‘Spaced’ will know what we mean), and no weapons are allowed. Fists will fly (slowly), knees will connect with groin areas (carefully), and faces will be gurned (impressively). Obviously even in slo-mo, care should be taken at all times, as there are still likely to be candles and suchlike around. ‘Damage’ is only temporary and your character will recover from it at the end with little more than a sore head. Suitable bar props will be available for the brawl and generally after being whacked as many times as you have Body HP’s (ignoring armour), you’ll go down and crawl out of harm’s way. Neither the *Slow Time* skill nor any other special combat skills or spells may be used in this scenario; it’s purely for fun. Brawl lasts as long as it needs to or until we get bored.

SPELLS AND SPELL CASTING:

As you’ll soon see, if you’re a spell-casting kind of character, the spell list has been reduced and the Mind Point (MP) cost of spells has changed quite a bit from *‘Ye Olden Days’*, (*but then hasn’t everything...*). We’ve been brutal but fair I hope, and generally most of the good ones are still there in some form or another. More importantly: any spell caster will be able to use **all** spells available to their class, so no more having to choose which one to save up for. You’ll find that ‘magic’ is also referred to as *‘Lore’* for Lorereeves, and as *‘Aether’* for Mages – they’re all the same thing for the purpose of the system.

HOW SPELL CASTING WORKS:

The general principal for casting spells is: if you make it look good, others will play along with you, but if you try to skimp then it probably won’t work as well as you’d hoped, if at all.

It’s now as much about *how you do it*, as it is about how much it costs in MP’s, and as a general guide, the time spent casting the spell should equate to how powerful the spell is. Spell verbals (and any ‘extras’ to make the process look good), are up to you, but obviously the actual *title* of the spell should be included clearly, and of course the intended recipient of the spell should be made obvious so that the ‘target’ knows who they are and how to react. A few spells may require the presence of a Ref to cast them successfully, so make sure there’s someone around who can act in this capacity before casting these spells.

Each spell is now worth 1-4 MP’s, and the idea is that for 1,2 and 3 MP spells you should be looking at about 2, 4 and 8 seconds of good ‘spell casting’ respectively, however, if you put on a *really* good show the target/monster may well let you off a few seconds. If you do it badly, the target might decide not to take the full effect of the spell, or may even ignore it, which will generally be within their rights.

There’s now a new Skill of *Focus Spell* that will reduce the time spent in casting down to: *“I Focus The Spell Of...”* and then the spell’s name - it just costs an extra MP to do it.

4 MP spells can’t be focused alone and will either need about 16 seconds to cast alone, or can be focused by adding more casters to it in the form of a ritual. Basically: 1 person = 16 seconds, 2 people = 8 seconds, 3 = 4 seconds, and 4 = 2. The main caster takes the full 5 MP *Focus* cost, and each additional caster takes 1 MP cost.

The idea is that the big spells would blow your head off if you tried to focus them alone. All participants in a 'group focus' (or is that a *'Focus Group'*?) must be of the same general class, i.e. all Mage classes or all Reeve classes - other classes cannot participate.

Single Caster: 1MP = 2 Seconds. 2 MP's = 4 Seconds. 3MP's = 8 Seconds. 4MP's = 16 Seconds
Ritual: 1 Person = 16 Seconds. 2 People = 8 Seconds. 3 People = 4 Seconds. 4 People = 2 Seconds
For more information see the skill of 'Focus Spell'.

MIND POINTS AND RECHARGING:

If a characters' MP's are reduced to zero they'll suffer a massive migraine and be unable to perform any but the simplest of tasks until they regain at least 1 MP by whatever means. If for some reason they're reduced to minus points, the character will collapse unconscious and risks permanent reduction of MP's (i.e. brain damage).

MP's can only be recharged quickly at special places now, so unless you're lucky enough to find a potion somewhere, you'll need to locate a 'sacred' place or lay line. These places are called 'Channelling' locations and will be spread throughout the adventure area - they could take any form. All Mage and Reeve types have an innate ability to recognise these locations and it'll generally take a period of meditation to recoup the MP's. See the skill of *Channelling* for further information. (Note that only the Mage and Lorereeve classes have this Channelling skill, others will have to rely on potions or a good night's sleep to get their precious MP's back).

FAMILIARS: They were a bad idea – they're all dead. The end. Sorry for any inconvenience.

DAMAGE AND ARMOUR:

Damage is still taken in the traditional 2 ways: initially from your Armour Class (**AC** - permanently until repaired), and when that has been reduced to zero on any location, further damage is taken from your Hit Points (**HP**'s – permanently until healed).

A location reduced to zero HP's is out of action. You should all know what to do for limbs, and if it's your body then you should keel over and groan until someone comes along and heals you...hopefully before you die of blood loss. If you're in minus points you're in trouble and unconscious, and if you're -3 or more on a limb it's off. Minus points can only be bandaged for a short while, Advanced Field Surgery or Herblore (*see SKILLS*) won't work, it requires magic to repair such serious wounds.

As usual, Character Classes have Armour restrictions - whilst these may **not** be exceeded for the Body, you *may* be able to convince the Ref that one or two small locations (e.g. a vambrace or two) could exceed the Class limit for your Character, but the Refs' decision is final.

ARMOUR CLASSES:

AC Value

1 point
 2 points
 3 points
 4 points
 5 points

Type:

Thin Leather/padded cloth ('Gambeson')/furs.
 Thin Quilted/Studded leather, Medium leather
 Medium Studded/Ringed leather, Heavy Leather
 Chainmail/Metal Scale
 Plate Metal

Please note: Poor or light representations of Chain or Plate armour may reduce the effective AC at the Refs' discretion. Everyone's armour will be evaluated by a Ref prior to the adventure to determine its' AC value. The Refs' decision is still final though - so no bickering - please?

(And for anyone who can actually remember the old system, yes I know it's changed, but it was a stupid system back then - this is pretty much standard now and it's much simpler - honest).

Armour can now be 'stacked'. E.g. real Chain worn over padded leather will count as AC6, a layer of thin leather worn under furs will count as AC2 - just be prepared to sweat for your additional protection.

As always, head hits are potentially dangerous and are actively discouraged. A blow to the head will **not** count as having caused damage. However, to reflect the protection offered by helmets, they'll add 1-2 AC points to the **body location**. A *really* good helm will add 2 AC points but anything else will add 1 AC point. A plain cloth or thin leather headgear probably won't offer any additional protection. In any event, a blow to the head still won't count even if the opponent is wearing a helmet. Helmets/headwear may not be 'stacked' to increase the AC bonus effect.

For other means of increasing your AC protection, see also the Skills of 'Awe' and 'Woad' and the spells of 'Glamour' and 'Iron Skin'.

No location should exceed an AC8 total even via a combination of stacking, 'Awe' and helmets, any extra points will be lost - there probably has to be some limit after all...

(...and if you disagree then please take it up with Simon and Larry because my brain hurts).



WEAPON DAMAGE:

Firstly: All weapons, arrows and shields must meet minimum safety requirements for LRP. If you're bringing your own weapons then please present them to a main Ref, well before the game starts, so that they can be safety checked. In the event of an item failing a check, you'll be unable to use it for the game and it will be retained until the event is over. If this happens we may be able to provide a replacement but we can't promise. If in any doubt about the requirements for your weapons, arrows or shields, then please contact the forum and we'll point you in the right direction.

Gaffer weapons will, alas, be refused - except for comedy value.

SINGLE AND DOUBLE DAMAGE: Normally, all single-handed weapons will do 1 point of damage (Single) and all 2-handed weapons, arrows and crossbow bolts will do x2 damage (Double). There's no special skill for double damage - if your Character Class can use a 2-handed weapon etc, it's yours. If you take 'double' damage from any weapon you should recoil a bit under the force of the blow - fights should look good so Players and Monsters should react to blows as if they hurt. **At no time** during the adventures will anyone need to shout "*DoubleDoubleDouble*", because, to be honest, it makes you sound a bit silly. You can't wield a 2-handed weapon in a single hand and do double damage, and 'Bastard' swords will only do double if used with both hands.

ARROWS AND BOLTS: These pierce armour and do all damage directly to HP's rather than taking any points off the AC, as they just make a single hole and don't really reduce the effectiveness of the armour overall. All arrows and bolts do double damage.

QUARTERSTAFFS AND POLEARMS: Even though they are technically 2-handed weapons, quarterstaves don't do double damage as they're light and flexible, polearms however, are different, and *do* count as double damage due to the fact they generally have a bloody big blade on the end.

THROWN WEAPONS: Only weapons specifically made for throwing may be used and only with the appropriate Character skill.

WEAPON MASTERY: The skill of *Weapon Mastery* will allow a player (or monster) to do double damage with a single-handed weapon, but the opponent doesn't need to recoil from the blow as it's more to do with finesse than brute force. Any player/monster with the skill will have a red ribbon displayed on their weapon arm wrist. It is up to the players to display this 'tag' clearly to the opponent before the fight commences, if they don't see it, your blows won't count as double. Again there will be no calls of "*Double*" in any event. We'll probably resort to glo-bands for any night encounters.

TRIPLE AND QUAD DAMAGE: There isn't any, although who knows if any of the really *big* monsters might do it? Hmm...

DRUM ROLLING: The fine art of '*Drum Rolling*' is right up there with '*Air Guitaring*' for making you look 'a bit naff'. It involves hitting your opponent repeatedly, generally with two daggers or short-swords, so fast that it's actually impossible for the human eye to follow, let alone for the victim to count. Therefore they won't bother and all your hard work will count for naught. So don't do it.

AMBIDEXTROUS: If you can fight with a weapon in each hand then that's fine by us, no special SKILL is required. But don't try it with anything that looks like a 2-handed weapon or people might start to ask questions.

MAGICAL WEAPONS: If you used to have one, then you'll need to let us know and we'll discuss what to do about it – don't forget this is 20 years later, so many items may have exceeded their warrantee, or have developed odd 'quirks' – not unlike a Betamax VCR for example.

UNUSUAL WEAPONS: Anything not covered by the above categories (such as Barak's famed Tri-blade) will have to be cleared with Simon and Larry well in advance of the events.

SHIELDS: Shield sizes aren't set in stone, each Character Class will state whether one can be used and if so, what sort of size should be used - (S,M,L) – just be reasonable. During combat, unless you have *fully agreed* in advance about 'shield barging' with your opponent, you should never use them to strike or push your opponent. Please be sensible and careful.

.. so you want to be an adventurer ?



Ooh! Yes please!

HIT POINT AND MIND POINT AVAILABILITY:

Endurance: Endurance is the result of intensive physical training and field experience. It enables the player to endure more damage during battle by a combination of physical dexterity, increased stamina, resistance to pain and a subtle internal channelling of magic to toughen the body itself. Each Endurance increase = **+1 HP** to all locations.

Mental Discipline: By training the mind through practice and mental exercise, the player increases the amount of Lore/Aether he or she can store and use before needing to meditate/rest and replenish. Each Mental Discipline increase = **+ 2 MP**

CHARACTER CLASS:	STARTING POINTS:		MAXIMUM INCREASES:			
	Initial HP and MP for each class.		<i>ENDURANCE:</i>		<i>MENTAL:</i>	
	Body/Limb	Mind	Total Allowed:	Body/Limb Max:	Total Allowed:	MP Max:
WARRIOR	3/2	3	x2	5/4	x1	5
BARBARIAN	3/2	2	x3	6/5	x1	4
SHANGARIN	3/2	4	x2	5/4	x2	8
RANGER	3/2	3	x2	5/4	x1	5
DUELLIST	3/2	3	x2	5/4	x1	5
KNIGHT	3/2	4	x2	5/4	x2	8
LOREREEVE	3/1	6	x2	5/3	x4	14
SHAMAN	3/1	6	x2	5/3	x4	14
DRUID	3/1	6	x2	5/3	x4	14
HEALER	3/1	6	x2	5/3	x4	14
MONK	3/1	5	x2	5/3	x3	11
STALKER	3/1	3	x2	5/3	x1	5
ASSASSIN	3/1	3	x2	5/3	x1	5
THIEF	3/1	3	x2	5/3	x1	5
GYPSY	3/1	4	x2	5/3	x2	8
JOURNEYMAN	3/1	4	x2	5/3	x2	8
MAGE	2/1	7	x2	4/3	x4	15
ELEMENTALIST	2/1	7	x2	4/3	x4	15
WARGRIM	2/1	6	x2	4/3	x3	12
ALCHEMIST	2/1	7	x2	4/3	x4	15
BARD	2/1	7	x2	4/3	x4	15

RACES.

As in the past, you can play a number of races, although, unless Gavin decides to play *Grunt* again, there won't be any more Half Ogre players. Most races have some small modifier for HP/MP's but nothing drastic, and there are a few required attributes for costume etc. Unless we decide otherwise, any race can play any class - but you're probably pushing your luck with a Half Orc Knight...

Human. The base 'normal' – no modifiers.

Elf: Slightly weaker physically than Humans, but also slightly better with magic, elves are immune to paralysis. High Elf/Grey Elf etc, are all the same for the purpose of modifiers. Elves should wear pointy ears, but please, no crap ones from the joke shop! If I get time I may make up a mould for good elf ears, if not then there are some half-decent ones on the LRP market so please shop around.

Half Elf: As Humans: they have no modifiers but still need the ears. Half elves will go into 'slow time' if paralyzed, and move at half speed.

Dwarf: Obviously height should be a factor in deciding that you want to play a Dwarf, but we'll leave that one up to your own conscience. Dwarves are immune to Fear, but should have a nice bushy beard - preferably ginger but we won't push it. Female Dwarves will probably be let off with a small moustache...

Half Orc: Half Orcs are immune to disease, but we'd like to see some decent prosthetics and NO pig noses held on with elastic - despite what happened at a certain outdoor event back in '84 ok?

RACIAL MODIFIERS:

Human: None.

Elf: -1 Body HP/ +1MP at start. Immune to PARALYSIS.

Half Elf: None. Partial Immunity to PARALYSIS.

Dwarf: +1 Body HP at start/ Mental Discipline = +1MP per increase rather than +2. Immune to FEAR.

Half Orc: +1 Body HP at start/ Mental Discipline = +1MP per increase rather than +2. Immune to DISEASE.



SECTION 2: CHARACTER CLASSES WITH SKILLS AND LIMITATIONS.

Here you'll find a brief description of each class, followed by a list of SKILLS and LIMITS for each one. *(For a full description of each SKILL and the new 'Creeds' refer to Section 3. Hopefully the LIMITS are self-explanatory).* There are the usual 4 main Classes plus subclasses.

All Skills in Blue are 'Free Skills' – you won't have to buy them for that Character Class.

WARRIORS:

“As Dilli Purch says in his epic tome ‘Gainful Employment and Profitable Careers for Boys and Girls’: *“There are more ways to beat a bugger up than you can shake a club at – and if you're lucky, some other bugger will pay you to do it”*. And it is true that there are more ways of killing a man or creature than there are weapons to do it with. The disciplines of combat vary greatly around the world, as do the motivations for the act; from the noble aims of the Knight to the ignoble desires of the Mercenary. From the way of life that is combat for the Barbarian to the sport that is the delight of the Duellist. Choose your path, just make sure you're good and quick for the alternatives are limited and short.”

Excerpt from *'Trades and Professions from around the World'* by Olias Ringwold.

Warrior: Soldier, Archer, Mercenary, Bodyguard or Adventurer: whatever their profession, they're the rare men and women who will stand in the face of any challenge with sword and shield and courage...and then there's Ycore...

SKILLS: *Any Armour Use - Any Weapon Use - Any Shield Use - Range & Thrown Weapon Use - X2 Endurance – X1 Mental Discipline - Standard Armour Repair - Weapon Mastery – Advanced Field Surgery – Field Armour Repair – Herblore (levels 1,2,3)*

LIMITS: *No Spell Use.*

Ranger: The Nomads and Wardens of the Land. Proud and restless, they are well versed in the ways of bushcraft, and often act as guides or guardians for travellers. The Forest floor is their bed, the open skies their roof and the countryside their home.

SKILLS: *AC3 Armour Use - Any Weapon Use - Small Shield Use - Range & Thrown Spear Weapon Use - X2 Endurance – X1 Mental Discipline - Herblore (Levels 1,2,3,4) - Trail Lore – Advanced Field Surgery – Weapon Mastery - Field Armour Repair.*

LIMITS: *No Spell Use - Creed: The Land.*

Barbarian: *“Only the hard and strong may call themselves Barbarians - only the hard, only the strong...”* (King Leonidas). Their creed is simple: Come back with your shield or on it for there is no place in the Barbarian's heart for weakness.

SKILLS: *AC3 Armour Use – Almost Any Weapon Use – Thrown Spear Weapon Use - Medium Shield Use - X3 Endurance – X1 Mental Discipline - Berserk – Woad – Advanced Field Surgery - Standard Armour Repair – Herblore (Levels 1,2).*

LIMITS: *AC3 Use Limit (or at least 50% body must be bare skin if AC 4 or 5 is worn) - No Range Weapons – No Spell Use – Creed: Honour.*

Knight: The chivalrous knight represents the pure ideal of honor and bravery in battle and in life. He must be, at all times, gracious, true and humble, and always courteous towards others. Knights believe in Justice and the Greater Good above all things.

SKILLS: *Any Armour Use – Almost Any Weapon Use - Any Shield Use - Limited Spell Use - X2 Endurance – X2 Mental Discipline – Advanced Field Surgery – Standard Armour Repair - Weapon Mastery.*

LIMITS: *Creeds: Honour & Gallantry – No Range or Thrown Weapons – Increased Cost to all Spell Casting – No Focus Spell – No Group Focus.*

Shangarin: The Eastern Arts of Chi are ancient systems and traditions of combat training that teach the Shangarin to be ‘at one’ with the Lore – they are deadly opponents. Shangarin have a strong spiritual philosophy and live by a strict creed of honor.

SKILLS: *AC3 Armour Use - Blade Weapon Use – Range Weapon Use (bow) - X2 Endurance - X2 Mental Discipline - Weapon Mastery - Chi (Levels 1, 2, 3, 4) - Standard Armour Repair – Advanced Field Surgery.*

LIMITS: *Creed: Honour – Blade Weapons Use Only – No Thrown Weapons – No Shield Use.*

Duellist: Duellists, Buccaneers and Swashbucklers have honed the skill of the swordfight to something approaching an art form. Often flamboyant, never shy, they delight in the challenge of a worthy opponent and seem to treat combat as a game rather than a dance with death. Probably the most famous proponent of this art is Donovan the Brave.

SKILLS: *AC2 Armour Use – 1-Handed Weapon Use - X2 Endurance – X1 Mental Discipline - Weapon Mastery - Challenge – Disarm – Blag – Advanced Field Surgery – Evaluate - Standard Armour Repair.*

LIMITS: *Creed: Gallantry (occasional) – No Shield Use - No 2-Handed Weapon Use - No Range or Thrown Weapon Use.*

LOREREEVES:

“Whilst it is argued by some that Reeves and Mages are merely two sides of the same coin, both using as they do the magic left to us by the Myths, it ignores the principal difference: which is that the Reeves powers are deeply spiritual in essence. The Reeves are those among us who have been gifted with the ability to draw directly upon the pure Lore, the very essence of the Myths themselves. They create wonders of healing and life, they tread the spirit world and even shape nature itself, whilst Mages merely dabble in the formless vapours that rise from its’ pure source like smoke from a flame. Reeves throughout our world follow the countless cults and religions that have grown around the legends of the Myths: whether Shaman Monk or Druid, their callings are as varied as the desires of man and Kinkind. But whatever path the Reeve may follow, the fact is: They Believe and it is that which sets them above all others.”

Excerpt from “*Heresies, Lore and Reeves*” by Hannu Lish.

Lorereeve: Reeve, Cleric, Priest: They are called many things depending upon the belief system they follow, their paths are often guided by a single Myth; whether Unicorn, Hart, Gryphon or even Wyrn. But what unites them all, is their deep spiritual connection with the pure Lore and their unique ability to weave it into healing and spiritual miracles.

SKILLS: *AC3 Armour Use - Blunt Weapon Use – Any Shield Use – Spell Use – Focus Spell – X4 Mental Discipline – X2 Endurance – Advanced Field Surgery - Blunt Weapon Use – Standard Armour Repair Levels 1,2,3,4).*

LIMITS: *No Bladed Weapons – No Range or Thrown Weapons - Creed: The Lore.*

Druid: Often referred to as ‘Hedge Wizards’, there are none that have such a deep connection with the Lore of the land as the Druids. The forests and countryside are their home and as their guardians they protect them with a passion. Well versed in bushcraft and Herblore, they rarely venture into the towns and cities, needing nothing more than the land they walk upon to survive.

SKILLS: *AC3 Armour Use – 1-Handed, Range, Thrown Spear & Quarterstaff Weapon Use – Small Shield Use – Spell Use – Focus Spell – X4 Mental Discipline – X2 Endurance – Herblore (Levels 1,2,3,4) - Trail Lore – Basic Field Surgery (Bandage).*

LIMITS: *Creeds: The Lore & The Land.*

Shaman: The Shaman, Witchdoctor or Voodoo Priestess treads the most dangerous path of the Reeves, walking as they do upon the borders of the spirit world and delving into the *Wyrd* or ‘dark’ Lore. They are often the guardians protecting our world from the lands of the dead, but many have stumbled along that dark path into madness or evil...

SKILLS: *AC3 Armour Use – 1-Handed & Quarterstaff Weapon Use – Small Shield Use – Spell Use – Focus Spell – X4 Mental Discipline – X2 Endurance – Woad – Herblore (Levels 1,2,3) – Basic Field Surgery (Bandage).*

LIMITS: *No Range or Thrown Weapons - Creed: The Lore.*

Healer: The purest of the Reeve callings: the Healer has dedicated him or herself to the curing of ills and the protection of life. A healer will never willingly cause harm unless it is to protect the greater good. They are well versed in all manners of healing, including Herblore and Field Surgery.

SKILLS: *AC2 Armour Use – Dagger & Quarterstaff Weapon Use – Small Shield Use – Spell Use – Focus Spell - X2 Endurance – X4 Mental Discipline – Herblore (Levels 1,2,3,4) – Advanced Field Surgery*

LIMITS: *No Range or Thrown Weapons - Creed: The Lore.*

Monk: Using the Eastern Arts of Chi, the Monk learns to make themselves ‘at one’ with the Lore. This perfect balance of man and magic enables them to perform incredible physical feats. They vary around the world from Fakir to Hermit, but all have a strong spiritual philosophy and live by a strict creed.

SKILLS: *AC2 Armour Use – Dagger & Quarterstaff Weapon Use – Spell Use – Focus Spell - Chi (Level’s 1,2,3,4) – X2 Endurance – X3 Mental Discipline – Herblore (Levels 1,2) - Basic Field Surgery (Bandage).*

LIMITS: *Creed: The Lore - No Shield Use – No Range or Thrown Weapons.*

STALKERS:

“The derogatory term ‘Stalker’ is one coined throughout the lands of Albion and Greater Europa, to describe those who live on the periphery of our societies, those who ‘stalk’ the shadows and alleyways of our cities or travel the countryside visiting ‘civilisation’ only briefly to trade their wares or pursue some unknown end. Generally it could be said to describe those who seek their living by cunning and guile – or worse. It is a term that has been taken up with some degree of pride by those it seeks to insult. From the unfamiliar tinker or gypsy to the silent city thief, the common street mugger to the unseen assassin, all fall under the description of ‘Stalker’ and are seen by many as good reasons to keep your doors and windows locked tight at night.”

Excerpt from *‘Thief on a Hot Slate Roof’* by S.Fellwort.

Stalker: Part Scout, part Fighter, part Thief, the Stalker is a Jack-of-Trades. They’re both artful and versatile, living off their wits and taking opportunities as they come. A good Stalker is rarely at a loss for a plan.

SKILLS: *AC3 Armour Use – 1-Handed, Range & Small Thrown Weapon Use – Small Shield Use - X2 Endurance – X1 Mental Discipline - Burglary – Basic Field Surgery (Bandage) – Blag – Disguise – Evaluate – Sniff – Trail Lore – Field Armour Repair.*

LIMITS: *No Spell Use.*

Thief: From the common street Cutpurse to the professional Insman (trade joke; they’re good at getting into things), the thief makes their living from other’s fortunes. Provided with tools of the trade and Guild support the thief has a job for life – so long as they don’t get caught that is...

SKILLS: *AC2 Armour Use – 1-Handed & Small Thrown Weapon Use – Small Shield Use - X2 Endurance – X1 Mental Discipline – Lockpick - Basic Field Surgery (Bandage) – Blag – Disguise - Evaluate – Poison Resistance.*

LIMITS: *No Range Weapon Use - No Spell Use.*

Gypsy: The ancient tribes of travellers, canny and resourceful with a strong connection to the land and the Lore. They are said to wield secret magics, handed down through generations and guarded jealously from outsiders. They are a proud people with a wicked humour.

SKILLS: *AC2 Armour Use – 1-Handed & Quarterstaff Weapon Use – Small Shield Use - Limited Spell Use - X2 Endurance – X2 Mental Discipline - Basic Field Surgery (Bandage) – Blag – Curse – Fortune Telling – Herblore (Levels 1,2,3) – Trail Lore.*

LIMITS: *No Range or Thrown Weapon Use - No Focus Spell – No Group Focus.*

Assassin: Cutthroat, murderer, killer-for-hire: they may be known by many titles, but call them any of those to their face and you’re unlikely to see your next sunrise...

SKILLS: *AC2 Armour Use – 1-Handed, Range & Small Thrown Weapon Use - X2 Endurance – X1 Mental Discipline - Burglary (Level’s 1,2) – Basic Field Surgery (Bandage) – Disguise - Poison Resistance – Backstab – Deadly Accuracy – Sniff (poison identification only).*

LIMITS: *No Shield Use – No Spell Use.*

Journeyman: Travelling the world, the Journeyman investigates its' dark corners and uncovers hidden or forgotten secrets. Forever hungry for knowledge, they are the true explorers of our lands, documenting their discoveries for posterity.

SKILLS: *AC3 Armour Use – 1-Handed & Quarterstaff Weapon Use – Small Shield Use - Limited Spell Use - X2 Endurance – X2 Mental Discipline – Document – Basic Field Surgery (Bandage) – Blag – Evaluate – Speak Language – Herblore (Levels 1,2,3)*

LIMITS: *No Range or Thrown Weapon Use - No Focus Spell – No Group Focus.*

MAGES:

“There are those who claim the Mages’ power is all ‘smoke and mirrors’, and that we deal in the effluence of something greater which we can never hope to understand. Those who claim such things are those who would jealously guard such power for themselves, for it is truly the Mages that advance us towards the light of understanding. We have long understood the Aether that permeates our world and we know it for what it is: a radiant energy that can be harnessed and shaped to create wonders. It is quite possible that this aether does indeed flow from the remnants of the Great Beasts as many attest, and there are certainly concentrations of it to be found in countless places across the world, but it is not the sole province of the Reeves to harness it. The great Alchemist Isaac Becquerel called it the ‘First’ or ‘Prime’ Element, Reeves call it the ‘Lore’ or the ‘*Sacrum Particulae*’, many call it simply ‘Magic’.”

Excerpt from “*A Brief History Of Magic*” by Shemesar the Wondrous.

Mage: Wizard, Sorcerer, Magician, Those who take the study of ‘Aether’ go under many names, but with skill and dedication they learn to wield and shape the Aether into miracles.

SKILLS: *AC2 Armour Use – Quarterstaff & Dagger Weapon Use – Spell Use – Focus Spell - X2 Endurance – X4 Mental Discipline – Basic Field Surgery (Bandage) - Herblore (levels 1,2,3,4).*

LIMITS: *No Range or Thrown Weapon Use - No Shield Use.*

Wargrim: Sometimes called Battle Mages or Warlocks, the Wargrim is often a fine balance between devastating power and spontaneous combustion. Their training is said to be brutal for it’s only the strongest that can survive to wield both Armour and Aether together. Their spells are limited and dangerous.

SKILLS: *AC4 Armour Use – 1-Handed, Quarterstaff & Dagger Weapon Use – Spell Use – Focus Spell - X2 Endurance – X3 Mental Discipline – Basic Field Surgery (Bandage) – Standard Armour Repair – Field Armour Repair.*

LIMITS: *No Range or Thrown Weapon Use - No Shield Use – Creed: Honour.*

Elementalist: Specialists in the world of Mages, the Elementalist focuses their study on the manipulation of Aether to control the forces of fire and ice. By limiting their studies in this way they have expanded the range of spells available to them.

SKILLS: *AC2 Armour Use – Quarterstaff & Dagger Weapon Use – Spell Use – Focus Spell - X2 Endurance – X4 Mental Discipline – Basic Field Surgery (Bandage) – Herblore (levels 1,2,3,4)*

LIMITS: *No Range or Thrown Weapon Use - No Shield Use.*

Alchemist: The true scientist and inventors of the world: the Alchemist strives to understand the ‘Prime Element’ and transmute its’ power to create new materials and effects within the other elements. Alchemists are experts in the creation of potions and are often to be found tinkering with half finished contraptions and curious devices of their own design.

SKILLS: *AC2 Armour Use – Quarterstaff & Dagger weapon Use – Spell Use - X2 Endurance – X4 Mental Discipline - Advanced Field Surgery - Concoction – Herblore - Sniff.*

LIMITS: *No Range or Thrown Weapon Use - No Shield Use - No Focus Spell Skill (although they may assist in group focus).*

Bard: Poet, Minstrel, Musician, Troubadour, all practice the art that weaves together performance and magic to create charms and wonders. The greatest Bards are said to be able to tell a tale, sing a sonnet or play an instrument with such skill that they can captivate their audience so that the real world seems to fall away from them.

SKILLS: *AC2 Armour Use – Quarterstaff & Dagger weapon Use – Spell Use - X2 Endurance – X4 Mental Discipline – Challenge – Blag – Disguise - Basic Field Surgery (Bandage) – Herblore (levels 1,2,3,4)*

LIMITS: *No Range or Thrown Weapon Use - No Shield Use - No Focus Spell Skill (although they may assist in group focus) – Creed: Gallantry (generally - although there are some f***ing crude Bards out there too).*



SECTION 3: An A-Z of SKILLS.

‘BUYING’ SKILLS: Every Skill and every level of Skill will cost you **1 POINT**.

For an existing/surviving Character you’ll have **10 POINTS** to spend.

New Characters will have **8-9 POINTS** to spend – probably depending on how regular you were at Mythlore or how many non-sequential notes you slip us...

In some cases this will mean you can have almost all the skills and levels your Class is capable of having, in other cases you’ll have to decide which skills you’ll sacrifice. Generally it should all work out fairly as most players will have the same number of skills irrespective of Class.

Remember: Any Skills marked in Blue in the Class descriptions above are free – your Character already has those Skills.

POINTS COSTS: for additional Skills and Skill Levels (where available to each Class):

Endurance Increase – 1, 2 or 3 levels (1 Point per level)

Mental Discipline – 1, 2, 3 or 4 levels (1 Point per level)

Backstab – 1

Berserk – 1

Blag – 1

Burglary – 3 levels (1 Point per level)

Challenge – 1

Chi – 4 levels (1 Point per level)

Concoction – 1

Deadly Accuracy – 1

Disarm – 1

Disguise – 1

Documentation – 1

Evaluate – 1

Field armour repair – 2 levels (1 Point per level)

Field surgery – 2 levels (1 Point per level)

Focus Spell – 1

Fortune telling – 1

Gypsy curse – 1

Herblore – 4 levels (1 Point per level)

Lockpick – 3 levels (1 Point per level)

Poison resistance – 1

Sniff – 1

Speak language – 1

Standard armour repair – 4 levels (1 Point per level)

Trail Lore – 1

Weapon Mastery – 1

Woad – 2 levels (1 Point per level)

SKILL DESCRIPTIONS: Some old ones and some new ones - but hopefully all fun ones.

Awe: *(Not a skill as such, but available to all with good taste and a certain style...)* An overall suit of armour/clothing that is so well made or looks especially 'fine' will induce 'Awe' in the opponent, hesitating his hand in that all-important moment – effectively adding one additional point of AC to the Body location only. *(Yes, this is a blatant incentive to encourage good costume – an 'Awe' point is given at the refs' discretion; this may well increase a lovely suit of scale leather to the same defensive class as chainmail on the Body).* A full repair will restore 'Awe' to damaged armour but the repair time must be spent on that AC point as with any other. *(See: Armour repair skills).*

Backstab: If a player can get behind the victim without alerting him, he may use a dagger to backstab for 4 points of damage. Any player caught using this skill will be recognised for the vile assassin they are, and assassins aren't popular for obvious reasons. The player should whisper "*Backstab - four hits of damage*" to the victim to alert them to the act. ***Be sensible when 'backstabbing', take extra care with safety because you're so close to your opponent. And please: no 'throat-slitting'. Any bad or dangerous practice by the player may result in the skill being lost at the Refs' discretion.***

Berserk: A barbarian who works himself up into a *berserk* rage, (or becomes 'Blood Drunk' as it is often termed), becomes immune to all physical damage for 90-ish seconds. The player must build himself up into a mighty frenzy prior to battle. In this state the Lore swirls around him until he almost becomes at one with the land itself, so elemental is his rage. But there is a heavy price for such a rage; whilst in *Berserk* the player **must** continue to fight. If all opponents are dead or his companions get in his way, he will surely turn upon his friends with equal passion. The exertion of the rage will reduce all locations to 1 HP at the end of the 90 seconds and the player must collapse from exhaustion, *(but let's be honest: at our age we probably don't need to write that in as a rule do we?)*. Barbarians usually want to get horribly drunk once they come round, and sing songs about their courage and prowess long into the night. Any player with this skill is likely to become *berserk* if a mind-controlling spell of any sort is cast upon them, it would take a mighty will indeed to resist...

Blag: You may tell an outrageous lie, or present a forged document and you will be believed, make it convincing and you may fool a whole group of people, do it poorly and you're only fooling yourself.

Brawl (free skill available to all): Not so much a skill as a form of free entertainment for many taverns in Fesh. This is the 'art' of unarmed combat; **it must be done with great care, as there are likely to be dangerous objects around. It will only be used in situations like a Tavern brawl and may only be called by a Ref.** In the event of a *Brawl* being called, all players will go into slow motion and put their weapons to one side. Combat is of the exaggerated, theatrical kind - anyone who's watched the series 'Spaced' will know what we mean. Damage is only temporary and you will recover from it at the end with little more than a sore head. Suitable bar props will be available for the brawl and generally after being whacked as many times as you have Body Hp's (ignoring armour), you'll go down and crawl out of harm's way. Neither the *Slow Time* skill nor any other special combat skills or spells may be used in this scenario; it's purely for fun.

Burglary: The player has limited *Lockpick* skills but without a lockpick set, (being a common burglar rather than a trained thief with Guild support and equipment). The player will be given 1-3 numbers in any combination code depending on level of Burglary skill achieved. Levels 1-3.

Challenge: Also known as '*Throwing Down The Gauntlet*' or '*Goading*'. With this skill a player may challenge an opponent to a duel, it is up to the 'victim' to decide if he accepts the challenge or

not. If the challenge is successful, (i.e. made well and in a flamboyant manner, often ending in the ritual slapping of the face with a gauntlet), all those companions with the player and opponent will be convinced to stand back for the duration of the duel and cheer, due to some new-found (and short-lived) sense of ‘fair play’. If it’s done poorly you’re more likely to get jeered at and jobbed on the spot. There are no other benefits to this skill, and it’s often a good idea to have the skill of *Disarm* (or a good pair of running boots), as a backup if things don’t work out the way you’d hoped. **Cost 2MP.**

Channelling (free skill but only available to Reeve and Mage classes): Those who draw upon the power of the Lore or Aether will exhaust themselves mentally with repeated spell casting, a full night’s rest should replenish most mind points (MP’s) as magic is everywhere and will gradually ‘soak’ into a person over time. However, to replenish their mental strength more swiftly, the player must meditate without distraction at places in the land where the magic is strong, (e.g. sacred sites, stone circles, temples or where the Lore/Aether flows along ley lines). It is said that some spells may be cast whilst upon these special places that may be impossible to cast elsewhere. This skill gives the character an innate ability to recognise such ‘Channelling’ places.

Whilst meditating the player may undertake no physical activities nor engage in conversation with anyone – although gentle conversation may be conducted between a group of ‘Channellers’ as they know how to avoid disrupting the process. As a general guide: 2-3 mins of meditation should replenish 1 MP – a good bit of ‘ritual’ can shorten the duration at Refs’ discretion.

Chi: The pinnacle of combining body and Lore to perform amazing physical feats.

Chi level 1: Heal Self – as per *Healing Hand* spell but only works on self. Requires a few minutes meditation per HP healed. **Cost 1 MP** per HP healed.

Chi Level 2: Endure Heat and Cold – by intense concentration the player may avoid the damaging effects of heat and cold extremes at a cost of **1 MP for every minute**, (*think of the Indian Fakir who walks on coals*), to a maximum of 1 minute for every level of *Chi* achieved, (e.g. 3rd Level *Chi* means a maximum of 3 minutes at a total cost of 3 MP’s). It takes a few seconds of preparation so is of little use against sudden or unexpected attacks like *Flame Bolt* or *Fireball*. The player may do nothing other than walk whilst concentrating. Physical blows to the player or any attempt at conversation or complicated actions whilst in this state, may stretch their powers of concentration to the limits...

Chi Level 3 (Monk only): Iron Arm - enables the player to block blows from single-handed weapons or x1 damage thrown weapons with their bare forearms, (although a plain vambrace will be allowed for practicality and safety). Players effectively have infinite HP’s on their forearms only. ***Players may not attempt to grab, hook or otherwise entangle a weapon; they may merely use their forearms as a blocking device. Any bad or dangerous practice by the player may result in the skill being lost at Refs’ discretion.*** Blows from a 2-handed weapon or an arrow/bolt will cause full damage if blocked in this way. **No MP cost.**

Chi Level 3 (Shangarin only): Weapon Focus - by building the *Chi* within and then focussing it into a single blow via their weapon, a player may cause non-enchanted shields, weapons and bones to be shattered under the force of the strike. A suitably impressive build-up and flourish, (with accompanying “*Hiiii Yaaah!’s*”), will be required for this to work against your opponent, who will stand dumbstruck once he realises what’s about to happen, (*this is called the ‘Rabbit in the Coach-lights’ effect*). **Cost 3 MP.**

Chi Level 4: Slow Time – the ultimate skill of *Chi*. Whilst not actually slowing time, it increases the speed and metabolism of the player to such an extent that time appears to slow around them. In practical terms: the player must call *Slow Time* loudly and clearly at which point everyone within earshot will pass on the call and start to move in slo-mo whilst you continue at normal speed.

Think ‘The Matrix’ and make it look good! You can still be hurt whilst in Slow Time, but will only take your damage at the end of 30-ish seconds – it would be wise not to get hit too many times during this as you may end up dead at the end of it! The player must count out loud up to 30 during the combat so that everyone knows when to resume Normal Time.

Cost 3 MP and the player will collapse in exhaustion at the end of the 30 seconds and be unable to fight again for at least 5 minutes.

This is a ‘stacked’ skill – you must have LVL 1 before you can have LVL 2 etc.

Concoction: With this skill and a *really* good selection of tinctures, powders and accessories, the player may attempt to make almost any potion they can think of, (after clearing it with the Ref). As with spell casting, the better you make the whole process look, the more likely you are to achieve the desired effect, (although there’s always the possibility of things not working out quite the way you hoped...or just exploding in your face). Each potion should take some minutes to create, with more adventurous ones possibly taking far longer or requiring the use of the *Transmute* spell. Many ingredients for the more complicated or experimental concoctions may be difficult to obtain or expensive to purchase. Only one dose of a potion may be made at a time, so no batch making. For some reason, healing-type potions and tinctures are especially difficult to create and require much more equipment to produce that is practical to carry on an adventure. Obviously all liquids and powders used should be edible, nut-free, gluten-free, organic, macrobiotic, and probably free range - just be sensible. ...Mind you, they don’t have to actually taste nice...

Creeds: Again, not a skill exactly, but... Creeds are simple guidelines to how certain character classes should behave. Whilst they’re not set in stone, you should consider that they are ‘the norm’ for the game world and acting outside their boundaries will probably draw critical attention to yourself. E.g. If a Knight ignores the suffering of an old woman, or a Druid goes around merrily torching trees, someone will want to know why, you heartless bastard.

‘The Lore’ – All Reeves of all types follow this creed: The Lore is a sacred essence (think *Religion*).

‘The Land’ – The creed by which all Rangers, Druids and many Gypsy’s live: Treat nature with respect (think *Robin Hood* and *WWF* – *no not that one, the one with the panda*).

‘Gallantry’ – The creed by which all Knights and many Duellists live: Always conduct yourself with respect for others and yourself, and generally ‘do the right thing’ (think *Sir Galahad*, *The Princess Bride* and *The 3 Musketeers*).

‘Honour’ – The creed by which all Barbarians and many Shangarin and Knights live: No retreat, no surrender. An insult should never be allowed to go unchallenged (think *Conan*, *The Seven Samurai* and ‘300’).

Deadly Accuracy: A player with this skill can do x2 (double) damage with a special thrown weapon. The weapon must be tagged with a red ribbon. Players do **not** shout “*Double*” so it’s probably wise to only use this skill when the opponent’s looking at you. **Only usable with safe weapons made specifically for throwing, weapons must be checked and tagged by a Ref.**

Disarm: By a series of taunts and witty ripostes during **single combat**, the player may attempt to disarm his opponent, (*note that this skill will not be effective in mass combat, you need to focus on one opponent at a time*). The better the taunts and insults, the better the chance is that the opponent will allow the *Disarm* to be successful. In practice: insult the opponent for a while whilst fighting and, when you feel ready, declare “*Disarm*” to your opponent. Calling him a twat a couple of times

then shouting “Disarm!” whilst covering him in spittle is unlikely to succeed unless the opponent is in a very forgiving mood. **Cost 1 MP**

Disguise: People of this world aren’t quite as ‘savvy’ as they are today with all the communication possibilities we have, and as such, with the right skill, a player can adopt a fairly simple disguise and maybe change his voice, and get away with it. This skill will be unlikely to allow you to pose as someone known to the victim, but it will enable you to pretend to be someone other than yourself. For example, if you are robbed by a Spanish thief wearing a mask, and later meet someone wearing almost identical clothes but no mask or accent, you will not be able to recognise them, (*of course if evidence come to light that you may not be who you say you are, it’ll definitely throw up the question of what the hell you’re up to...*). Put simply: make it look good and others will play along with you.

Documentation: The meticulous observation and recording of an adventure may provide keys to understanding the mysteries of the world. It is an art perfected by the Journeyman, indeed it is often his sole drive in life. In practice: the player must make careful documentation during the adventure, (submitted at the end to the Refs for inspection), which details special events, skills or spells and more importantly shows an understanding or insight into their workings. If the document is of sufficient quality and insight, (*i.e. An entertaining page-turner and thoroughly recommended as a gripping holiday read*), they may, at the Refs’ discretion, negotiate to choose one skill or spell that has been used by another person on the event and learn it for themselves. Don’t expect to be able to learn *Slow Time* by going on one adventure with a Monk though!

Evaluate: Players with this skill have a natural knack of spotting valuable items and will gain a better price at the end of an adventure from any treasures they have found, they will also get a better price for anything they sell within the adventure.

Field Armour Repair: A player with this skill may make running repairs on leather armour whilst away from camp. Up to AC3 may be repaired in this way. As with *Standard Armour Repair*, approximately 2 minutes of ‘fussing’ over the damaged area will restore 1 point of AC. Phys reps of tools (e.g. needles and thread etc) **must** be used. Good ‘fussing’ may reduce repair time at the Refs’ discretion. If the damaged armour is removed from the player for repair, the duration of ‘fussing’ may be reduced by up to 50%. To repair the lower layers of ‘stacked’ armour the top layers **must** be removed.

Lvl 1 - Repair Leather Armour - The player is capable of repairing any soft leather, quilted leather/cloth or fur armour.

Lvl 2 - Repair Medium/Heavy Leather – The player is capable of repairing any heavy/studded/ring/scale- leather armour.

AC Value	Type:
1 point	Thin Leather/padded cloth (‘Gambeson’)/furs.
2 points	Thin Quilted/Studded leather, Medium leather.
3 points	Medium Studded/Ringed leather, Heavy Leather.

This is a ‘stacked’ skill – you must have LVL 1 before you can have LVL 2.

Field Surgery: This skill has a basic and advanced level. To have the advanced skill you must first have learned the basic one.

Basic - Bandage: The basic skill of *Field Surgery* involves cleaning and bandaging wounds and staunching blood flow until proper medical assistance can be obtained. Bandaging will hold off blood loss and HP loss for up to 15 minutes, a fresh bandage must be used each time.

Advanced - Field Surgery: An essential skill on the battlefield for any warrior. This skill allows the player to stitch open wounds to restore 1HP of damage to that location. The player must ‘fuss’ over the damaged area for a couple of minutes, cleaning out the wound and then stitching it back together, suitable props such as needle and thread will be required. This is painful and the patient should react accordingly. In cases of severe damage the location may need to be restricted, e.g. arms may need to be placed in a sling etc, until the wound has properly knitted, or else they risk re-opening the wound - use your own judgement as to how long this should take, but be reasonable.

This is a ‘stacked’ skill – you must have Basic before you can have Advanced.

Focus Spell: By using this skill, the player may cut the verbals and preparation time for any spell of 1, 2 or 3 MP’s down to almost its spell title. To use *Focus* the player must insert the words “*I focus the spell of...*” and then the spell title. The victim will react as if the spell had been said in full. However, the use of this skill increases the MP cost of the spell being cast by +1 MP’s due to the increased effort involved in stopping your head exploding. (e.g. a 2 Mp spell cast as a *Focus* will cost 3 MP’s). 4 MP spells can’t be focused alone and will either need about 16 seconds to cast alone, or can be focused by adding more casters to it. Basically: 1 person = 16 seconds, 2 people = 8 seconds, 3 = 4 seconds etc. The main caster takes the full 5 MP *Focus* cost, and each additional caster takes 1 MP cost. The idea is that the big spells would blow your head off if you tried to focus them alone. It’s also more fun to share. All participants in a ‘group focus’ must be of the same general class, i.e. all mage classes or all Reeve classes & it will only be the **principal caster** that’s affected by the spell (e.g. ‘Teleport’ won’t transport the entire group). Other Classes (i.e. not Reeves or Mages) may not participate in any group focus even if they can cast spells.

Fortune Telling: “*Cross my palm with silver and I shall tell you your fortune good Lady...*” The tradition of fortune telling is a closely guarded one among the Gypsy community, and always involves a bit of haggling first. Make it look good; it’s all in the show. **Any person agreeing to have their fortune told must abide by their fate, and they’ll be informed in due course of the results... or maybe it’ll just happen without warning.** This must be made clear to the ‘victim’ prior to the telling, you can’t ‘tell’ an unwilling person.

In practice: The gypsy will be provided with a special deck of 10 ‘tarot’ cards complete with a separate card explaining their various meanings. The 10 cards are given to the ‘victim’ to shuffle and then returned to the gypsy. The cards are then laid out one by one to form a 4-3-2-1 pyramid. Each card is explained with relevance to the victim as it is turned over. Once you have completed the telling, the Gypsy should find a Ref as soon as possible and inform them of the identity of the victim and the outcome of the reading. The Ref will then decide upon the fate and when/how it will take effect.) There are both good and bad outcomes depending on the cards drawn. **No MP cost.**

Gypsy Curse: The Gypsy’s curse; the crooked finger pointed at your heart, the mad staring eyes and the voice like a banshee. The gypsy’s curse instils a cold dread of expectation in anyone foolish enough to cross one. In practice: ***the player may only successfully cast this upon someone who’s crossed them badly***, (so no cursing someone for not passing the salt quickly enough ok?). The player must make a big show of the dreadful curse they are about to bring down upon the victim, make it big and make it scary. The player has no actual control over what the effects of the curse will be, but once they’ve informed the Ref of the curse being placed and the reasons for it’s casting, the Ref will

have great fun dreaming up something suitable to inflict upon the hapless victim – maybe not today, maybe not tomorrow, but sometime...only the Ref will know. However, far worse is the Gypsy's dying curse! Unfortunately you'll have to die to do that one, **and** have enough MP's left to cast it, but be assured it'll be a good-'un! **Cost 3 MP's.**

Herblore: Many medicinal herbs and plants are available freely in the countryside, some require a little more searching to find. The skill of *Herblore* is an ancient tradition and will allow the player to properly recognise, collect and prepare these 'medicinal' plants for in-game use.

In practice: The plan is to 'seed' the area around the adventure with in-game herbs and 'medicinal' plants. Many of these will be quite obvious like bright blue turnips, or they'll be simple things like tree moss or dock leaves. The player will be provided with a copy of *Cudweed's Complete Herbal and Country Physician*, which will detail all the plants and processes involved. Obviously, in the event of **any doubt at all**, players should always consult with a Ref, wherever the instructions state that the concoction should be drunk, the player should just mime the action – just be sensible.

('Preparation' will mean working the plant with a mortar and pestle or similar, and using any additional paraphernalia or herbs to make a suitable mixture. Preparation should take a couple of minutes for each level of the herb, although putting on a nice display could shorten the time at the Refs' discretion, but then again, you should be putting on a good display anyway.

Some herbs may be used without major preparation so ensure you consult your copy of *Cudweed's Complete Herbal and Country Physician* to familiarise yourself with the individual plants).

There are 4 levels of Herblore.

This is a 'stacked' skill – you must have LVL 1 before you can have LVL 2 etc.

Lockpick: Only players with this skill will be able to use a lockpick set, they have official sanction and training by the Thieves Guild, any player found in possession of a lockpick set without the proper authority (Skill) will almost certainly invoke the wrath of the Guild who guard their secrets jealously. The player will also automatically have the *Burglary* skill and will be given 1-3 numbers in any combination code depending on level of *Lockpick* skill achieved.

Levels 1-3.

Poison Resistance: By repeated and careful exposure to small doses of poison, the character has developed a limited resistance to many poisons. Effects as per *Slow Poison* spell, duration variable.

Sniff: A player with this skill has trained to heighten his olfactory senses. This usually enables the player to identify potions by their smell alone or even to identify the presence of poisons...usually.

Speak Language: A player with this skill may attempt to converse with any creature that doesn't speak the Common tongue (English). The results are up to the people involved. Waving your hands about in futile gestures, talking s.l.o.w.l.y and loudly may or may not help.

Standard Armour Repair: Armour repair cannot be done 'in field' with this skill, it must be returned to camp for repair. Approximately 2 minutes of 'fussing' over the damaged area will restore 1 point of AC. Phys reps of tools (e.g. needles and thread for leather, hammer etc for metal) **must** be used. Good 'fussing' or removing the item to repair it may reduce repair time at Refs' discretion. To repair the lower layers of 'stacked' armour the top layers **must** be removed.

Lvl 1 - Repair Leather Armour - The player is capable of repairing any soft leather, quilted leather/cloth or fur armour.

Lvl 2 - Repair Medium/Heavy Leather – The player is capable of repairing any heavy/studded/ring/scale-leather armour

Lvl 3 - Repair Chainmail/Scale – The player is capable of repairing any chainmail or metal-plated armour.

Lvl 4 - Repair Full-Plate – The player is capable of repairing any full-plate metal armour.

AC Value	Type:
1 point	Thin Leather/padded cloth ('Gambeson')/furs.
2 points	Thin Quilted/Studded leather, Medium leather.
3 points	Medium Studded/Ringed leather, Heavy Leather.
4 points	Chainmail/Metal Scale
5 points	Plate Metal

This is a 'stacked' skill – you must have LVL 1 before you can have LVL 2 etc.

Trail Lore: The art of interpreting secret signs and traces in the landscape. Simple arrangements of stones or twigs may go unnoticed to the casual observer, but to those who have the knowledge, they can reveal the correct path, indications of numbers and types of creatures and even the whereabouts of hidden treasure. Obviously these signs are a closely guarded secret amongst the travelling folk, so it's up to the player to reveal as much of the information as they see fit.

In practice: The player will be provided with a list of the meanings of various small signs that are seeded around the adventure area, such as arrangements of pebbles and twigs at junctions etc.

Weapon Mastery: A player with this skill has had years of practice under the best teachers of the art. It enables a **single-handed** weapon to be used with masterful finesse to do x2 (double) damage by the player by finding all those weak spots in the opponents' armour. You may have *Mastery* in up to 2 types of weapon, but must buy each *Mastery* separately. **You may only use Weapon Mastery in your 'primary' hand and may not fight with two weapons at once.** In practice: the player must have a red ribbon displayed clearly on their primary wrist and must present this clearly to the opponent before combat begins. "*Double! Double! Bloody Double!*" will **not** be called at any time! If your opponent doesn't see the ribbon you don't do x2 damage – simple as that. Barbarians think this whole 'finesse' thing makes you look like a ponce, so they don't bother with the skill.

You cannot have Weapon Mastery with a 2-handed, range or thrown weapon.

Wood: This skill enables the player to paint themselves or others with sacred patterns, which work with the shifting sinews of the wearer to cause his outline to swirl and blur before the eyes. This effect makes the wearer difficult to hit and hesitates the blow of the opponent. However, the patterns are precise, and usually a glancing blow (i.e. the first one) will be enough to smudge or break the pattern and render it useless on that location until repaired. In practical terms a nice bit of painting on any location that is **bare skin only** will add +1 AC to that location. Level 2 will add +2 AC.

Levels 1-2. **Cost 2MP per person irrespective of how many locations are covered or which Lvl is used.**

This is a 'stacked' skill – you must have LVL 1 before you can have LVL 2 etc.

SECTION 4: Spell lists for each Class.

Remember: 1MP = 2 Seconds. 2 MP's = 4 Seconds. 3MP's = 8 Seconds. 4MP's = 16 Seconds

Any Spell Marked with 'R' should probably have a Ref of some sort present to get the best out of the spell, 'T' means you must touch the recipient/item. And don't forget: *It's all in the casting!*

MAGE: (17 spells)

Counter Spell: This may be used to counter the effects of a spell at the **same cost +1** in MP's as the cost of the original spell.

1 - Flame Bolt: This spell will fire a 1 Point damage bolt of flame at 1 victim, who must beat out the smouldering area with a hand. It can also be used to ignite paper or a candle etc.

Ice Bolt: This spell will fire a 1 HP damage shard of ice at 1 victim. It ignores armour and takes damage directly off HP's.

Light: Creates a directional (torch type) or radiant (lantern type) light for 30 minutes. Once extinguished it must be re-cast as a new spell.

Pain Grasp: 1 HP of damage to the grasped area. Causes the victim to recoil a couple of paces in pain, it ignores armour and takes damage directly off HP's. T

Dumbstrike: Causes the victim to be struck dumb for up to 30 seconds depending on the mental strength of the victim.

Fumble: Causes the victim to drop anything held in his hands, he may immediately pick them up again.

Detect Aura: The caster may detect any magic or enchantment about an item of creature but not it's exact nature. R

2 - Repel: Causes a single victim to be knocked back by 5 feet or more from the caster. The spell may have limited or no effect on larger or more powerful victims. In extreme cases it may even cause the caster to be repelled!

Impervious: The caster and all his possessions will become impervious to fire, ice and area effect spells for 1 minute so long as they keep chanting.

Steel Wall: The caster may create an impermeable barrier by covering a doorway or entrance with a cloth large enough to fill the space. It will become inflexible steel as long as he has hold of it and concentrates. Any gaps are just that – gaps. R T

Entangle: The caster causes the vegetation around the victim to entwine him and bind him. The victim must struggle to break free. The success of this spell is purely based on the amount of vegetation available; grass or thick moss, will merely slow the feet of the victim, standing in or near bushes etc may well entwine the whole body. Effect and duration is up to victim or ref.

3 - Fireball: This spell will fire a 3 HP damage (to all locations) bolt of flame at 1 victim, knocking him off his feet and engulfing him in fire. The victim, if still alive, must roll around beating out the flames. It will ignite wood or cloth.

Iron Skin: Caster gains 2 HP's to all locations for 5 minutes, these points are the first to be lost if any damage is incurred during this period.

Glamour: The Spell of 'Glamour' can be cast upon clothing to add 1 point of AC – the spell creates a shifting and blurred outline of the wearer, making it difficult for an opponent to hit. However, this spell will only work effectively if it is cast upon cloth that either shimmers naturally or is patterned. Dull, or un-patterned cloth will not create the desired effect, at Refs' discretion. A connecting blow will damage/tear the weave of the fabric destroying the spell's effect for subsequent blows, the spell may not be cast upon the cloth again until it is repaired.

4 - Inferno: Area effect. Creates a blazing inferno of 15ft (5 strides) radius around a thrown beanbag. All within suffer the effects of a *Fireball* spell. R

Teleport: The caster may teleport instantly from one location to another up to 30 feet away. This will even transport the caster through solid walls etc. However, this must be cast with care; The location to which the caster wishes to travel *must be described in detail*, the more precise the description is, the closer the caster will arrive to his destination. If, for whatever reason, it's cast hurriedly or on the run, then the ref will choose the caster's final destination. R

WARGRIM: (9 spells)

Counter Spell: This may be used to counter the effects of a spell at the **same cost +1** in MP's as the cost of the original spell.

2 - Flame Bolt: This spell will fire a 1 HP damage bolt of flame at 1 victim, who must beat out the smouldering area with a hand. It can also be used to ignite paper or a candle etc.

Ice Bolt: This spell will fire a 1 HP damage shard of ice at 1 victim. It ignores armour and takes damage directly off HP's.

Pain Grasp: 1 HP of damage to the grasped area. Causes the victim to recoil a couple of paces in pain, it ignores armour and takes damage directly off HP's. T

Repel: Causes a single victim to be knocked back by 5 feet or more from the caster. The spell may have limited or no effect on larger or more powerful victims. In extreme cases it may even cause the caster to be repelled!

3 - Iron Skin: Caster gains 2 HP's to all locations for 5 minutes, these points are the first to be lost if any damage is incurred during this period.

Impervious: The caster and all his possessions will become impervious to fire, ice and area effect spells for 1 minute so long as they keep chanting.

4 - Fireball: This spell will fire a 3 HP damage (to all locations) bolt of flame at 1 victim, knocking him off his feet and engulfing him in fire. The victim, if still alive, must roll around beating out the flames. It will ignite wood or cloth.

Ice Blast: This spell will fire a 2 HP damage (to all locations ignores armour) shards of ice at 1 victim, knocking him off his feet. The victim, if still alive, will be stunned for quite a few seconds.

ALCHEMIST: (11)

Counter Spell: This may be used to counter the effects of a spell at the **same cost +1** in MP's as the cost of the original spell.

1 - Transmute: Transmute is cast if a potion or *Concoction* requires magic as one of it's ingredients. It acts like a transforming agent, imbuing something with magical essence. Depending on the concoction being created more than one Transmute may be required. *See the Skill of 'Concoction'*. R

Light: Creates a directional (torch type) or radiant (lantern type) light for 30 minutes. Once extinguished it must be re-cast as a new spell.

Flame Bolt: This spell will fire a 1 HP damage bolt of flame at 1 victim, who must beat out the smouldering area with a hand. It can also be used to ignite paper or a candle etc.

Slow Poison: This will considerably slow the effects and onset of any poison. The effects and duration of this spell are at ref's discretion R T

2 - Heat Metal: Will cause a single metal item to heat up to red-hot. If held or worn it will cause 1 HP of damage to any location affected after 30 seconds and again after another 60 seconds, after which the spell wears off.

Freeze Metal: Will cause a single metal item to freeze solid for 2 minutes. The item will become brittle after 1 minute and may possibly be shattered if struck with a heavy blow until the spell wears off.

Steel Wall: The caster may create an impermeable barrier by covering a doorway or entrance with a cloth large enough to fill the space. It will become inflexible steel as long as he has hold of it and concentrates. Any gaps are just that – gaps. R T

Neutralise Poison: This will neutralise the toxic effects of any poison already in a victim. It will not reverse any damage already done to the victim by that poison. **T**

3 - Impervious: The caster and all his possessions will become impervious to fire, ice and area effect spells for 1 minute so long as they keep chanting.

Glamour: The Spell of 'Glamour' can be cast upon clothing to add 1 point of AC – the spell creates a shifting and blurred outline of the wearer, making it difficult for an opponent to hit. However, this spell will only work effectively if it is cast upon cloth that either shimmers naturally or is patterned. Dull, or un-patterned cloth will not create the desired effect, at refs' discretion. A connecting blow will damage/tear the weave of the fabric destroying the spell's effect for subsequent blows, the spell may not be cast upon the cloth again until it is repaired.

4 - Teleport: The caster may teleport instantly from one location to another up to 30 feet away. This will even transport the caster through solid walls etc. However, this must be cast with care; The location to which the caster wishes to travel **must be described in detail**, the more precise the description is, the closer the caster will arrive to his destination. If, for whatever reason, it's cast hurriedly or on the run, then the ref will choose the caster's final destination. **R**

BARD: (6 spells)

1 - Dumbstrike: Causes the victim to be struck dumb for up to 30 seconds depending on the mental strength of the victim.

2 - Bewilder: By performing some 'tricks' such as juggling, a card trick or singing a song etc, the caster can bewilder 1 victim for as long as the single 'trick' or song lasts. The victim will be unable to do anything other than stand and stare in wonder, although they will be aware of actions around them, (*this is called the 'Rabbit in the Coach-lights' effect*). The caster must focus upon the victim, and if the 'trick' stops so does the spell. An outstanding performance or playing a musical instrument **well** may enable the caster to bewilder a group of victims. However, major interruptions may well break the effects of the spell, as will any perceived threats to the victim's wellbeing.

Mind Ease: Will remove the effects of a mind-controlling or fear-inducing spell. **T**

3 - Speak to Animal: The caster may converse with any animal, bird, fish, even insects and invertebrates for up to 3 minutes. The success depends to an extent upon the intelligence of the creature: A bird will probably have more to say than a slug for example. **R**

Inspire: By use of rousing speech the caster may inspire others to battle, protecting them from any mind affecting spells for the duration of that one battle. It must be good and it's at the refs' discretion as to how well it's worked. **R**

4 - Story Weave: The caster entrances the victim by weaving him into a tale, the victim will follow the directions of the caster, enacting the story, for as long as the tale continues. However, major interruptions or talking to someone else, may well break the effects of the spell, as will any perceived threats to the victim's wellbeing.

ELEMENTALIST: (9 spells)

1 - Flame Bolt: This spell will fire a 1 HP damage bolt of flame at 1 victim, who must beat out the smouldering area with a hand. It can also be used to ignite paper or a candle etc.

Ice Bolt: This spell will fire a 1 HP damage shard of ice at 1 victim. It ignores armour and takes damage directly off HP's.

2 - Heat Metal: Will cause a single metal item to heat up to red-hot. If held or worn it will cause 1 HP of damage to any location affected after 30 seconds and again after another 60 seconds, after which the spell wears off.

Freeze Metal: Will cause a single metal item to freeze solid for 2 minutes. The item will become brittle after 1 minute and may possibly be shattered if struck with a heavy blow until the spell wears off.

3 - Impervious: The caster and all his possessions will become impervious to fire and ice spells for 1 minute so long as they keep chanting.

Fireball: This spell will fire a 3 HP damage (to all locations) bolt of flame at 1 victim, knocking him off his feet and engulfing him in fire. The victim, if still alive, must roll around beating out the flames. It will ignite wood or cloth.

Ice Blast: This spell will fire a 2 HP damage (to all locations ignores armour) shards of ice at 1 victim, knocking him off his feet. The victim, if still alive, will be stunned for quite a few seconds.

4 - Inferno: Area effect. Creates a blazing inferno of 15ft (5 strides) radius around a thrown beanbag. All within suffer the effects of a *Fireball* spell. R

Blizzard: Area effect. Creates a whirling blizzard of ice shards of 15ft (5 strides) radius around a thrown beanbag. All within suffer the effects of an *Ice Blast* spell. R

REEVE: (9 spells)

1 - Healing Hand: By laying-on of hands, the caster may heal 1 HP of damage to one location. T

Wound Transfer: By laying one hand on each location, the caster may transfer 1 HP from one location to another reducing the donor location by 1 HP while increasing the damaged location by the same value. This will work on a single person or between 2 people, one being the donor. T

Slow Disease: This will considerably slow the effects and onset of any disease. The effects and duration of this spell are at ref's discretion. T

Slow Poison: This will considerably slow the effects and onset of any poison. The effects and duration of this spell are at ref's discretion. T

Mind Ease: Will remove the effects of a mind-controlling or fear-inducing spell. T

2 - Ward Undead: Causes all undead creatures to keep their distance from the caster (about 5 feet) while he continues to chant. They will not attack him until he ceases to chant at which point the spell is broken. If the chant is particularly good, it may be possible to protect one or two other people, but they'll need to keep *very* close to the caster. The spell may have limited or no effect on larger or more powerful undead creatures. R

Flesh Meld: If a limb has been *recently* severed, it may be re-woven onto the body and will restore 1 HP to the newly attached limb. The effectiveness is dependent on time elapsed, the general state of the severed limb and ref's discretion. This will *not* restore life. T

3 - Sanctuary: By drawing an unbroken circle on the floor and standing within it the caster and those with him will be protected from undead and creatures of the spirit world. The creatures may not attack anyone within the circle, but the caster must expend one additional MP for every minute of the spell's duration beyond 10 mins. If anyone steps over the circle from within, or breaks the drawn circle the spell is immediately broken.

Remove Paralysis: This will remove the effects of any paralysis from whatever cause. T

4 - Remove Curse: By use of ritual, the Reeve may remove a curse placed upon a person or a place - the duration of the ritual is dependent upon the power and nature of the curse. Duration at refs' discretion, but the ritual can last for up to an hour or more and involve rare items. R T

SHAMAN: (9 spells)

1 - Healing Hand: By laying-on of hands, the caster may heal 1 HP of damage to one location. T

Spirit Speak: Converse with any dead body for up to 3 minutes – the results depend on the freshness of the corpse. T

2 - Ward Undead: Causes all undead creatures to keep their distance from the caster (about 5 feet) while he continues to chant. They will not attack him until he ceases to chant at which point the spell is broken. If the chant is particularly good, it may be possible to protect one or two other people, but they'll need to keep *very* close to the caster. The spell may have limited or no effect on larger or more powerful undead creatures.

Slow Disease: This will considerably slow the effects and onset of any disease. The effects and duration of this spell are at ref's discretion. T

3 - Sanctuary: By drawing an unbroken circle on the floor and standing within it the caster and those with him will be protected from the undead and creatures of the spirit world. The creatures may not attack anyone within the circle, but the caster must expend one additional MP for every minute of the spell's duration beyond 10 mins. If anyone steps over the circle from within, or breaks the drawn circle the spell is immediately broken.

Shamanic Life Leech: The caster may draw the life essence from another creature/human, (willing or unwilling), and use it to heal a damaged location on himself or a recipient. All HP's are drawn from the victim's body location, but may be directed to any location upon the recipient. It's quite possible that the victim could die from this process, even if his HP's aren't reduced to zero, due to shock. If contact with the victim is lost during the process, the Shaman's own HP's are used to heal all remaining damage in the recipient and could easily result in the death of the Shaman! T

Remove Paralysis: This will remove the effects of any paralysis from whatever cause. T

4 - Speak to Object: The caster may converse with any inanimate object for up to 3 minutes. The results of such an attempted conversation are purely up to the ref. R T

Ethereal Walk: The caster enters the ethereal plane where he may walk around observing the material plane for up to 2 minutes, at which time he will re-enter the material plane. The caster may not affect the material plane or be affected by anything within it, but may be attacked by those creatures that walk between the planes... R

DRUID: (8 spells)

1 - Healing Hand: By laying-on of hands, the caster may heal 1 HP of damage to one location. T

Slow Disease: This will considerably slow the effects and onset of any disease. The effects and duration of this spell are at ref's discretion. T

Speak to Animal: The caster may converse with any animal, bird, fish, even insects and invertebrates for up to 3 minutes. The success depends, to a great extent, upon the intelligence of the creature: A bird will probably have more to say than a slug for example. If the animal leaves, then it just got bored and the spell is broken. R

2 - Speak to Plant: The caster may converse with any living and rooted plant for up to 3 minutes. As a general rule, the larger the plant, the more it will have to say. R

Entangle: The caster causes rooted vegetation around the victim to entwine him and bind him. The victim must struggle to break free. The success of this spell is purely based on the amount of vegetation available; grass or thick moss, will merely slow the feet of the victim, standing in or near bushes etc may well entwine the whole body. Effect and duration is up to victim or Ref.

3 - Druidic Life Leech: The caster may draw the life essence from a plant and use it to heal a damaged location on the recipient. An average bush may restore 1 HP, and a large tree may restore a number of HP's at the ref's discretion. The plant will die from this process and the Druid will *only* ever use this as a last resort, as it goes against the creed of *The Land* somewhat. T

Earth: By crouching down, to be as close to the ground as possible, the Druid may become 'at one' with the land itself. They become immovable and impervious to **all** harm for as long as they remain silent and motionless.

4 - Speak to the Land: The caster may attempt to converse with the very Land itself for up to 5 minutes. The Land is wise beyond calculation, some even say they have conversed with the Myths themselves via this spell, but who knows what, if any, success you'll have with it? This spell may **not** be focussed - it's a solitary process. *PS: Any jokes to the effect of "... 'cos the face ain't listening."* don't generally go down too well with Druids, who tend to mutter dire threats about casting *Entangle* on that broccoli you ate last night... R T

HEALER: (11 spells)

1 - Healing Hand: By laying-on of hands, the caster may heal 1 HP of damage to one location. T

Slow Disease: This will considerably slow the effects and onset of any disease. The effects and duration of this spell are at ref's discretion. T

Slow Poison: This will considerably slow the effects and onset of any poison. The effects and duration of this spell are at ref's discretion. T

Mind Ease: Will remove the effects of a mind-controlling or fear-inducing spell. T

Wound Transfer: By laying one hand on each location, the caster may transfer 1 HP from one location to another reducing the donor location by 1 HP while increasing the damaged location by the same value. This will work on a single person or between 2 people, one being the donor. T

2 - Cure Disease: This will remove all traces of disease from the victims' body but will not reverse any damage already done by that disease. T

Neutralise Poison: This will neutralise the toxic effects of any poison already in a victim. It will not reverse any damage already done to the victim by that poison. T

3 - Flesh Meld: If a limb has been *recently* severed, it may be re-woven onto the body and will restore 1 HP to the newly attached limb. The effectiveness is dependent on time elapsed, the general state of the severed limb and ref's discretion. This will *not* restore life. T

Remove Paralysis: This will remove the effects of any paralysis from whatever cause. T

4 - Regenerate: This will regenerate up to one large limb on a live recipient back to its' original state. The limb will have 1 HP until further healing is applied. T

Revitalise: By laying-on hands, the caster can restore the victims' HP's back to full. This will not restore HP's otherwise lost permanently by wraith touch etc. *This spell may not be 'Focussed'*. T

MONK: (6 spells)

1 - Pain Grasp: 1 HP of damage to the grasped area. Causes the victim to recoil a couple of paces in pain, it ignores armour and takes damage directly off HP's. T

Repel: Causes a single victim to be knocked back by 5 feet or more from the caster. The spell may have limited or no effect on larger or more powerful victims. In extreme cases it may even cause the caster to be repelled!

2 - Slow Poison In Self: This will considerably slow the effects and onset of any poison. The effects and duration of this skill are at ref's discretion

Slow Disease In Self: This will considerably slow the effects and onset of any disease. The effects and duration of this skill are at ref's discretion.

3 - Iron Skin: Caster gains 2 HP's to all locations for 5 minutes, these points are the first to be lost if any damage is incurred during this period.

Remove Paralysis: This will remove the effects of any paralysis from whatever cause. T

GYPSY: (3 spells)

2 - Bewilder: By performing some 'tricks' such as juggling, a card trick or singing a song etc, the caster can bewilder 1 victim for as long as the single 'trick' or song lasts. The victim will be unable to do anything other than stand and stare in wonder although they will be aware of actions around them. The caster must focus upon the victim, and if the 'trick' stops so does the spell. An outstanding performance or playing a musical instrument *well* may enable the caster to bewilder a group of victims. However, major interruptions may well break the effects of the spell, as will any perceived threats to the victim's wellbeing.

3 - Slow Disease: This will considerably slow the effects and onset of any disease. The effects and duration of this spell are at ref's discretion. T

Slow Poison: This will considerably slow the effects and onset of any poison. The effects and duration of this spell are at ref's discretion T

JOURNEYMAN: (2 spells)

2 - Slow Disease: This will considerably slow the effects and onset of any disease. The effects and duration of this spell are at ref's discretion. T

Slow Poison: This will considerably slow the effects and onset of any poison. The effects and duration of this spell are at ref's discretion T

KNIGHT: (5 spells)

2 - Light: Creates a directional (torch type) or radiant (lantern type) light for 30 minutes. Once extinguished it must be re-cast as a new spell.

Healing Hand: By laying-on of hands, the caster may heal 1 HP of damage to one location. T

3 - Slow Disease: This will considerably slow the effects and onset of any disease. The effects and duration of this spell are at ref's discretion. T

Mind Ease: Will remove the effects of a mind-controlling or fear-inducing spell. T

Inspire: By use of rousing speech a player may inspire others to battle, protecting them from any mind affecting spells for the duration of that one battle. It must be good and it's at the refs' discretion as to how well it's worked. R



And finally:

GREAT ACTS OF HEROISM: There's always the chance of a last-ditch heroic act to save the day - maybe you *are* able to Focus a major 4MP spell on your own when all around you have failed, maybe you *can* hold on a little longer with that Berserk Rage or continue to fight when a lesser man would've fallen – all things may be possible for a True Hero. But be warned: That heroic act may well come with a heavy penalty - but then again, does a real hero worry about mere consequences when the world's at stake and his back's against the wall...?

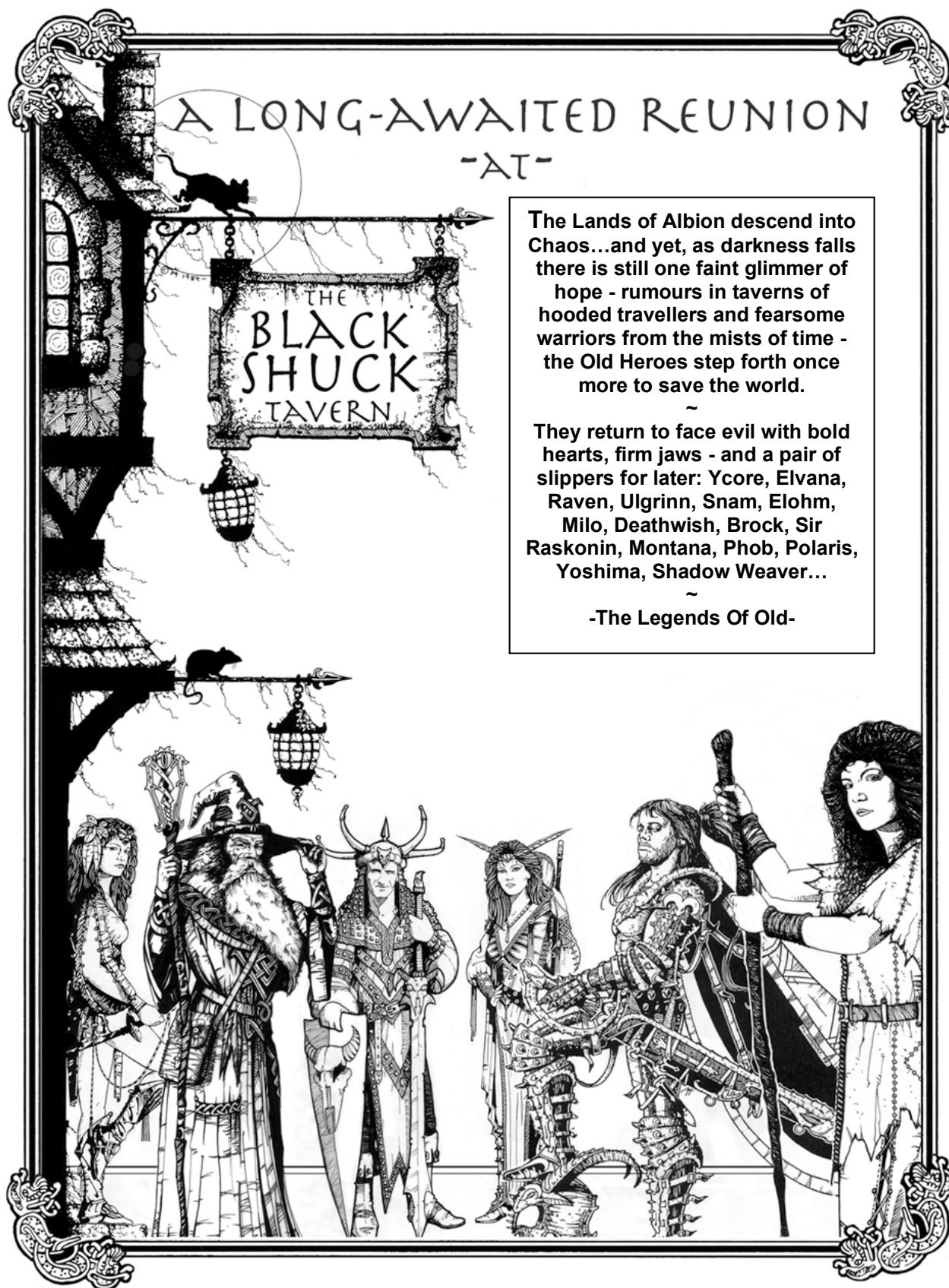
Monsters will be well briefed, but to ensure everyone knows you're not cheating you'd have to put on a good show and make it look like a *real effort* to achieve. Anyone attempting such a heroic act can only do it once and it's a pretty safe bet that you should collapse afterwards and probably kiss goodbye to some major aspect of your character...if you survive the act that is...

~

Epilogue: So, that's about it really. The main hope is that the system will be fun to play and that it encourages good role-playing. In the end though, it's all about having a laugh with your mates and pretending 20 years haven't passed since the last time we did this... See you in 2009!

Cheers

Mark. 01-05-08



The Lands of Albion descend into Chaos...and yet, as darkness falls there is still one faint glimmer of hope - rumours in taverns of hooded travellers and fearsome warriors from the mists of time - the Old Heroes step forth once more to save the world.

~
They return to face evil with bold hearts, firm jaws - and a pair of slippers for later: Ycore, Elvana, Raven, Ulgrinn, Snam, Elohm, Milo, Deathwish, Brock, Sir Raskonin, Montana, Phob, Polaris, Yoshima, Shadow Weaver...

~
-The Legends Of Old-

All illustrations are from the original Mythlore promo material from the 80's.

-In memory of Barak-