

Multiverse

*They're handing out the weapons
And your armour's ready too
But the most important item
Has been left up to you
You must make a firm decision
And once it's made you'll find
That the form that you have chosen
Can entirely fill your mind*

*For the mask you have selected
Stands for Chaos or for Law
And you cannot take it off now
'til you're no longer in the War
And the Masks of War are grinning
And from under them you howl
Out the slogans of the part you play
for the Battle's starting now*

Michael Moorcock

SETTING

Multiverse is inspired by the chronicles in Michael Moorcock's Eternal Champion cycle of books.

Planes of Existence

Reality is divided into planes, also known as spheres or worlds. Each plane has defining characteristics, and different cultural and racial makeup. Travel between planes is rare, however, if a person has sufficient natural talent, or has a guide, they may travel from one plane to another. It is assumed that characters in *Multiverse* have experienced inter-planar travel.

There are many nodes where a multiplicity of planes intersect. Here, the forces of Chaos and Law are diminished, and the eternal city of Tanelorn manifests itself. Although Tanelorn has many manifestations, of late it has been small, often in the guise of a village or small keep.

Chaos and Law

The fundamental theme of *Multiverse* concerns the eternal struggle between the forces of Law and Chaos, the primary aspects manifest in all the planes that comprise the wider multiverse. Each plane is a canvas against which the skirmishes between Chaos and Law are writ large, sometimes with catastrophic effects.

Characters will face choices that can have repercussions for both Aspects. In a sense, when one Aspect gains, the other loses. Yet this view may overly simplify the nature of the relationship between Law and Chaos. Oftentimes, the fortunes of a faction of Law are in confluence with those of a faction of Chaos. These disparate factions may work together to accomplish an act that has common purpose, despite their outward discrepancies.

While the gods of Chaos make war against the gods of Law, it is important to remember that this animosity does not flow between adherents. Adherents of Law often have friends who are adherents of Chaos and vice versa.

The Aspect of Law

Law is concerned with order, hierarchies, predictability, unwavering loyalty, and obeisance. Tried and true structures alongside cut-and-dried rules enable the Lawful to concentrate on productive values rather than waste effort on unknown outcomes.

Teamwork and cooperation are held in high esteem by the followers of Law. Law can be organised towards common achievement at the expense of personal objectives.

Scholars of Law point out that Law is not dissimilar to an orchard. The rows of uniform fruit-trees enable enhanced

productive growth, with the greatest possible amount of fruit being made available to the local community. Thus, it is demonstrated that the Path of Law is that of Dynamic Growth, as displayed by the singular vertical *Arrow of Law*.

The Aspect of Chaos

Chaos maintains that Law is a weakening subset of what Chaos has to offer; that hierarchies breed uncaring aristocracies, predictability is akin to unthinkingness, uncritical loyalty is actually a disloyalty, and blind obeisance is an act of self-betrayal.

Those who follow Chaos are not necessarily disloyal, unpredictable or obeisant; however, they expect to have good reason to be loyal, predictable or obedient. For them, it is no blind choice, rather a considered position based on current information as opposed to a blind adherence to tradition.

Scholars of Chaos argue that Law is an attempt to bridle and censure free expression, and that the greater good is only achieved when each participant is free to create and express their own aspect of value-contribution. The notion that inherent value is enabled by maximum choice is apparent in the *Eight-Pointed Star of Chaos*.

Magik

In *Multiverse*, magik is real. Many creatures have innate magikal abilities, and some people have the rare talent of being able to cast spells.

Some items are magikal, and bestow a boon to the wielder. These are jealously guarded by their owners. Oftentimes an item has significance to a god, and many a quest has been launched at the behest (or is that whim) of a deity.

Patron Gods

All players worship a patron god. This is because all players are heroic, interplanar protagonists, and interplanar travel is deemed impossible without the aid of a god. The major gods are documented in these rules, and minor gods will themselves follow a patron god.

Multiverse contends that the fabric of the universe is woven through player character actions. When a character succeeds, so does their patron, and vice versa.

Gods often make requests of their adherents, and usually offer a reward if they deem the request suitably important. Although they can appear capricious, it is commonly understood that gods work towards a greater good (albeit from the standpoint of law or chaos), and it is a duty and an honour to participate in matters of planar importance.

It is also commonly understood that a god will know if you attempt to lie to them (which is altogether different from being

‘economical with the truth’. The consequences are typically dire.

Gods of Law

Arkyn –God of Knowledge

Arkyn is the god of philosophers, alchemists, aesthetic hermits, free thinkers, mathematicians, and inventors. He rewards worshipers with scientific successes. He is attributed with revealing the knowledge of natural cycles such as tides, moon and seasons.

Donblas – God of Justice

Donblas, often known as The Justice Maker, gives victory to those who worthy themselves through righteous, principled struggle. His adherents include lawmakers, judges, paladins and crusaders. Righteous revenge features significantly in the achievements of his followers.

Elgis - God of Harmony

Elgis is the deity of peace and civility. Elgis' worshipers bring love and harmony to the world by means of deeds and words. They specialize in diplomacy and believe in spreading Law and harmony by peaceful means (where possible).

Goldar - God of Commerce

Goldar promotes trade and wealth accumulation as Lawful virtues. By accumulating wealth, worshipers better themselves and prove they are among the virtuous by becoming more god-like and perfect in what they can achieve and consume. Merchants, bankers, and other traders are typical worshippers of this god.

Miggea - Goddess of Nature

Miggea is the deity of wild creatures and natural order. Her adherents possess a deep respect for the beauty and bounty of the natural world. They believe humans have lost much of their wild nature, and need to embrace the inherent Lawfulness of nature.

Mirath - Goddess of Healing and Mortality

Mirath is the deity of healing and, somewhat incongruently, mortality. Knowing that all Lawful dead shall eventually enter her eternal realm, she bestows healing upon those in need, that they may continue to strive for Law. Followers of Mirath are often healers, undertakers and herbalists.

Theril –Goddess of Artisans

Theril: the muse of creative forms for poets, painters, authors, and musicians. She bestowed the knowledge of musical craft to humankind. Her followers seek intriguing and challenging situations (such as adventures) from which to draw divine inspiration for their artworks.

Tovik –God of War

Bloodthirsty Torvik is often worshipped by War mages and those who embrace the Rage talent. He rewards the mighty and disdains the weak. His followers eschew diplomacy in favour of direct action.

Vallyn – Goddess of Learning

Vallyn is the goddess of puzzles, learning and scholarship. Scribes, scholars, and the tricksters often worship Vallyn. Followers of Vallyn seek to learn more about the multiverse through research and travel, and often implore others with the truths that they have discovered.

Gods of Chaos

Arioch - Knight of the Swords

Arioch is the patron deity of Melniboné. Like most Melnibonéans, he is fickle and cruel and is one of the most powerful Lords of Chaos. Some say that Arioch has no natural domain, and others say he is attuned to all domains. What is clear is that Arioch represents Chaotic ascendancy, and his worshippers seek to replicate actions that are sublime, fluent and flexible in attaining the goals of Chaos.

Balaan - The Grim

A god of pain in all its forms, Balaan is worshiped by some as a god of ecstatic agony, and by others as the god of agonising ecstasy. In other quarters Balaan is revered as the god of torturers. Those who follow Balaan delight in inflicting emotional, as well as physical, distress on those they deem deserving. Tricksters of all kinds and Mind mages are often drawn to Balaan's teachings.

Evenquill - The Scribe

Evenquill is the goddess of writers, historians, scribes and other seekers of unfettered, sometimes painful, truth. Her sphere encompasses the search for knowledge for its own sake. She is regarded as the most gentle of the Chaos gods, often seen as reaching the conclusion that Law's rigidity is a barrier to truth, and that only Chaos offers true, unfettered, insight.

Eequor - Blue Lady of Daring

Eequor is the goddess of knowledge, sorrow, solitude, and aspiration. She is known to dwell alone in a bluetone plane, fulsome in the knowledge of her Chaotic deeds, as well as her unfulfilled aspirations. Her worshippers seek higher knowledge through bold and daring action. They embrace risk and see failure, and its resultant melancholy, as but another step towards ultimate success. Her followers are renowned for their capacity to plan audacious, well-conceived missions.

Hionhurn - The Executioner

Brutal and sometimes cruel, Hionhurn is the god of Chaotic Justice, death and undeath. He rejoices in deserved bloodshed, where justice is dealt not by a courtly institution, but by the actions of those that would deliver justice without hesitation. Judges, paladins, crusaders and others who wish to redress wrongs are his typical followers, as well as Death mages and others who dabble in the mysteries of unlife.

Mabelode - King of Swords

Mabelode often appears with no face, only a smooth, blank expanse of skin where a face should be. He is the Sword King, the god of warriors and soldiers, whom he is known to bless with berserk rages in return for their devotion. His followers include War mages and those with the Rage talent.

Narjhan - Lord of Beggars

Narjhan is the god of beggars, thieves and spies. He eschews confrontation in favour of indirect action, especially that which involves deceit and cunning. His followers are often not what they seem, typically having a hidden agenda. Because of his modus operandi, Narjhan is often involved in the rivalries between other gods.

Slortar - The Old

Slortar is the oldest and most beautiful god, a deity of hedonism, debauchery, decadence, and self-indulgence. His followers believe in Chaos as a life path, seeking new sensations for their own sake, demonstrating the virtues and advantages of Chaotic existence as a source of never-ending self-centered adulation. Adherents include corrupt officials, decadent nobles, sex workers, drug dealers and purveyors of products of youth and everlasting comeliness.

Xiombarg – Queen of Swords

Xiombarg is the goddess of beauty, warfare and cunning, favouring subtlety and cruel revenge over violent destruction. Xiombarg is worshiped by those desiring love, as well as those seeking retribution for the slights of former lovers. Many of her followers are swordmaidens.

YOUR CHARACTER

Step 1: Choose a Race

You can be Mabden, Vadhagh, Nhadragh, Melnibonéan, Young Kingdomer, European or Granbretanian. See the **Races** section for details.

Step 2: Choose your Aspect and God

Do you follow Law or Chaos ? Make a choice. Once made, it must be adhered to for the lifetime of your character.

Select a God to whom you are adherent. If you wish, you may worship a minor deity who is not listed in the rules. If so, you must provide a description of this minor deity and which patron god they serve. In effect, you will serve that patron God.

See the **Setting** section for details.

Step 3: Choose your Advantages

All characters begin with 12 experience points (XP) to spend on starting advantages. Your race may affect the advantages you begin with, or the cost of acquiring advantages. Note that equipment proficiency is purchased as an advantage.

Any unspent XP may be kept and spent later, assuming your character survives.

See the **Advantages** section for details.

Step 4: Describe your Background

Describe the background of your character, and how you came to leave your home and become an interplanar traveller. Are you seeking something, or fleeing something ?

Step 5: Choose a Name

Choose a name for your character.

Step 6: Send in your Character sheet

Send an email to Mikaere.Curtis@gmail.com with the above 6 sections (Name, Race, Aspect & God, Advantages, Background) plus your personal contact details (your name, email, cellphone), and a medium-sized head & shoulders picture (IC if possible, but OK if not).

Step 7: Create your Costume

Choose a costume that reflects the garb aspect of the race you chose. Kit yourself out with any equipment that you are proficient in (that is, spent XP on in the Advantages section).

RACES

Vadhagh

The Vadhagh are true artisans. They built a civilisation centred on peaceful scientific endeavour and artistic sophistication. Of recent times the Mabden have hunted the Vadhagh almost to extinction. Few remain, of whom Corum is the most well-known.

But a few others escaped the Mabden hordes.

Research – Given enough documents, such as a library, you are able to descry specifically sought-after information. This typically reflects time spent between games.

Race Wars – Your race has historically been at war with the Nhadragh (although both sides prosecute war with mutual decency). The Mabden tried to kill your folk and you harbour deep resentment against the barbaric Mabden for evil way they destroyed your family and civilisation.

Grace – You wear the finest available garb and display greatly civilised manners. Many Vadhagh are excellent musicians, and often play for entertainment of other adventurers.

Equipment– Vadhagh possess excellent equipment made of only the finest materials. You begin with a **3 XP** bonus that may only be spent on equipment.

Garb– Vadhagh prefer to wear ornate and finely wrought armour and clothes. They all wear rings on as many fingers as is practical. Vadhagh ears are pointed, and they have almond-shaped eyes (use makeup to achieve this effect).

Mabden

Mabden are of human stock from the world of the Vadhagh and Nhadragh. They are wild, uncivilised, tribal and deeply suspicious of non-humans. They believe magik to be inherently dangerous, albeit useful at times. Few Mabden become mages. Oftentimes Mabden are characterised as barbarians.

In recent times they have risen to ascendancy in their plane, which is also home to the venerable adversaries, the Nhadragh and Vadhagh. They have enslaved the Nhadragh and attempted genocide against the Vadhagh.

Slaver – Your family keeps Nadagh slaves. At any time, one may be sent to be your servant/observer, whom you must protect – for it is your family honour to do so. You may also bring a slave with you in your retinue.

Warriors – Mabden are natural warriors and begin with the **Tough** advantage. It costs 2 XP less than normal for Mabden to take additional **Tough**, and only **7 XP** to take **Rage**.

Honour– Mabden hate to lose face in front of other Mabden, so will always keep their word when it is given directly to another Mabden.

Garb– Mabden favour skins, furs, and strong facial markings for their outward appearance.

Nhadragh

Nhadragh are an ancient, civilised race that is the counterpart to their adversaries the Vadhagh. They are more numerous than Vadhagh, but similar in many respects. Unlike the Vadhagh, the Nhadragh have no capacity for magik.

In recent times the Mabden have enslaved the Nhadragh and attempted genocide against the Vadhagh.

Slave – You are a slave to a Mabden family. It is preferable that you are enslaved to a player character. They are responsible for your actions and safety. You must do their bidding, or face the inevitable consequences.

Race Wars – Your race has historically been at war with the Vadhagh (although both sides prosecute war with mutual decency). The Mabden have enslaved your entire race.

Magik –. Nhadragh are immune to magik. They are unaffected by spell effects, including potions. Herbalism does effect Nhadragh, and is the only way they can heal. They may not take *Magik*, *Arcane Power* or *Magikal Essence*. .

Garb – You will wear simple Mabden garb. Your family's insignia will be tattooed on your forehead, and you will wear a metal slave's collar around your neck. Your eyebrows must be brightly coloured.

Melnibonéan

For 10,000 years the Melnibonéans ruled the plane currently referred to as the Young Kingdoms. They did so with the aid of Chaos, daemonic alliances and their trained dragons. So complete was their dominion that after thousands of years they became introspective and debaucherous. Their empire was more interested in taking drugs than affairs of state and they eventually became isolated on an island whilst human civilisation developed.

Elric, the Last Emperor of the Bright Isles, saw fit to reave the Melnibonéan *Dreaming City of Imyrr*, and now all Melnibonéans are homeless, and are largely freebooters.

Chaos – Long ago your culture chose the path of Chaos. You may only follow a god of Chaos.

Magik – Melnibonéans have a natural capacity for learning magik. When they learn their first Novice college, the also learn another one at no XP cost.

Loyal – Despite the destruction of their empire, Melnibonéans are fiercely loyal to their aristocracy. They will

seek to support or protect any member of the ruling classes in any way they can.

Garb– Like the Vadhagh, Melnibonéans prefer to wear ornate and finely wrought armour and clothes. However, they adorn themselves with large, elaborate body piercings, especially nose and ears. Melnibonéans ears are pointed.

Young Kingdom

This race is so-named after the human culture in Elric's world. It is a conglomeration of many subcultures across several continents, so affords a wide variety of cultural characteristics.

Most notable, however, is the fact that Chaos has been in ascendancy in this plane for thousands of years.

Chaos – this is the norm for the Young Kingdoms, and if you choose this Aspect you will likely find many others who will assist you in your quests.

Law – The gods of Law smile on those that seek the path of Law in the Young Kingdoms. If you choose to follow Law, you will receive **3XP** starting bonus. However, Chaotic Young Kingdomers will attempt to kill you for your apostate beliefs.

Fast Learners – Young Kingdomers are fast learners, and gain an extra **2 XP** per weekend game, and **1 XP** per daygame.

Garb– Young Kingdomers favour practical garb that is functional rather than elegant. If they do dress up for an occasion, they will favour garments that allow good movement, just in case.

European

Europeans are humans from the world of Hawkmoon. The world is a parallel of Earth where magik is real. The only inhabited continent is Europa, which closely resembles our Europe. The subcultures in Europa may be described as derivatives of Renaissance Europe, but without gunpowder.

Law – this is the norm for Europeans, and if you choose this Aspect you will likely find many others who will assist you in your quests.

Chaos – The gods of Chaos smile on those that seek the path of Chaos in Europa. If you choose to follow Chaos, you will receive **3XP** starting bonus. However, Lawful Europeans will attempt to kill you for your apostate beliefs.

Fast Learners – Europeans are fast learners, and gain an extra **2 XP** per weekend game, and **1 XP** per daygame.

Garb– Europeans are typically dressed in clothes as depicted in Renaissance Europe.

Granbretanian

Granbretan is a country in Europa where Law has a complete hold. They are similar to other Europeans, except:

- They all follow Lady Miggia (Law).
- Each Granbretanian has a personal animal that they identify with. This animal is strongly represented in their garb and equipment.

ADVANTAGES

You start with **12** experience points (XP). You may spend these on the following starting skills and items:

Spellcasting (5 XP)

You are a Novice in a college of Magik. Select a college from the *Magik* section. When you begin, you the Novice spells in the Generic college (*Light, Protection From Magik, Negate Magik*). This advantage must be taken for each college you wish to learn. You receive 4 Power Points (4 PP) for each college you begin with, excluding the Generic college.

You must personally write each spell you know into your spell book. Magik is heavily cyclical, and spells may only be written into spell books at specific, arcane junctures. Happily, these coincide with *Multiverse* games.

Advanced Magik (8 XP)

Adept – If you are a Novice in a spell college, you can purchase the ability to become an Adept in that college. To determine how many Adept advantages you may take, count your Novice colleges (Generic counts as a college) and subtract 2.

Master – This is the next level up from Adept, and you must be Adept in at least one college to become a Master. You must find a Master in-game and study under them, completing tasks as instructed. They will let you know when you have attained the level of Master

Arcane Power (1 XP)

Magikal spells require arcane energy, referred to as Power Points (PP) and represented by paper chits. Each day at midnight you receive two power chits from (2PP) your patron god. These last until midnight (i.e. 24 hours) and are destroyed when you cast a spell. These chits are transferable, and may be freely traded or looted. This advantage may be taken multiple times.

Runelore (3 XP)

You have spent years learning the skill of reading mystical runes. You may take this skill when you character is first

created, otherwise it will cost 6XP (to reflect the amount of effort required to learn this skill in a compressed timespan).

Magikal Essence (5 XP)

You are attuned to the magikal fabric of the multiverse. You are able to draw arcane power into mages (but not yourself). You do this by leading them through a 30 minute ritual (which can include meditation, singing, chanting, or dancing as you see fit). Participants must form a stationary circle for the duration of the ritual. When completed (without interruption), the mages will be “recharged” to their daily arcane power maximum, or by 6 PP – whichever is lower.

You may perform one ritual per day and one per night for a maximum of four mages (mixed aspects) at a time or unlimited if the mages are of the same aspect (Law or Chaos) as you. When the ritual is complete, hand the mages the required number chits from your OOC bag. The chits expire at midnight.

Essence Rite (6 XP)

You must already have *Magikal Essence* to take this advantage. *Essence Rite* enhances your Magikal Essence, and enables you to recharge up to their daily limit, or 15 PP, whichever is lower.

Devout (8XP)

You are especially devoted to your patron god. You have learned rituals and invocations that please your god, and have been rewarded by being promoted within the ranks of your fellow adherents (that is, those that follow the same god as you).

Non-devout followers must show you true respect and deference, and it is expected that you will have an entourage of at least one disciple. The more disciples you have with you, the more attention your god will pay you. You are responsible for shepherding your disciples, and must

Requests from your god flow through you before they reach less devout followers, so you are more likely to gain from requests directed by your god. However, you will also be held more accountable.

Greater Devoutness (8XP)

If you are already Devout, then your patron god may inform you that you have performed sufficiently well to become Greatly Devout. If you choose to accept this honour, your god will inform you of the task you must complete to obtain this advantage.

Sapping (5 XP)

By hitting a person in the back of the head with a sap you can knock them out for 1 minute. They do not lose any Hit

Points. You can easily sap people when they are incapacitated. Be gentle when sapping.

To use the Sapping advantage you must have a sap, and you may begin the game with a single sap. A balled sock inside another sock represents the sap.

Sapping has no effect if the target is wearing a helm.

Iron Will (7 XP)

You are born with the gift of being in total control of your thoughts. You are immune to mind control spells (such as *Fear*, *Charm*, *Truth* spells). However, you have a nagging sense that a particularly devoted and scholarly mage could develop a spell that affects the *Iron Willed*.

Mithral Mind (7 XP)

You have honed your *Iron Will*, and your intellect is virtually unshakeable. You will be unaffected by spells that affect the *Iron Willed*. You must have *Iron Will* to take this advantage.

Tough (3 XP)

You can endure more pain and blood loss than the average person. You have one extra Hit Point. You can take this advantage multiple times, increasing your maximum Hit Points by one each time, to a maximum of 8 HP in total. You may not take this advantage if you have the Magik advantage. Each time you take *Tough* it costs 2 XP more than the last time. The second time you take *Tough* it costs 5 XP, the third time costs 7XP and so on.

Herbalism (6XP)

You have a natural talent for locating and identifying herbs of all descriptions.

Foraging - You may forage to gather components for **Healing** or **Herblore** as many times per day as you wish. You may only gather herbs from secluded forest areas – those from which you cannot see any buildings or roads, and must be at least 5m from a paved forest path. You may not go back to the same site during that game for subsequent foraging (the new site must be at least 50m away).

Healing - You may provide healing services to yourself or others. First, you must spend 5 minutes diagnosing the wound or ailment. Then you must spend 15 minutes foraging per 3 HP of healing. You must do at least one diagnosis and forage per person you wish to heal. Some spells combine with *Healing* to enhance the effect, and you will work with a mage in these cases. Herbalists may work in concert to reduce the diagnosis and foraging times pro rata.

Herblore - Your knowledge of flora enables you to forage for common components used in alchemical potions

(common components are designated as such in the relevant spell) from a secluded forest area.

Revive - You begin each game with a pungent posy that will revive anyone (not yourself) who is suffering the effects of *Knock Out*. Hold the posy under their nose and say “*You are now revived!*”. The recipient will immediately awaken.

Advanced Herbalism (8XP)

Advanced Herblore - Your highly-developed knowledge of flora enables you to forage for rare and unusual components used in alchemical potions (rare components are designated as such in the relevant spell) from a secluded forest area.

Advanced Healing – You are much faster at providing healing services. Diagnosis now only takes 2 minutes, and it takes only 5 minutes of foraging per 3 HP of healing. **Advanced Herbalists** may work in concert to reduce the diagnosis and foraging times pro rata.

Rage (8 XP)

When enraged you possess superhuman strength, inflicting **2 HP damage** rather than one for any valid strike. While enraged, you can not speak, although you can understand those around you. You can not perform any action other than combat or pursuit-related tasks. You are also immune to any mind-affecting spells while enraged as if you possessed *Iron Will*.

There are two ways in which this rage manifests.

Magikal Rage – a mage may cast a spell on you. You will attack anyone they say, except someone who you know worships the same god as you. You will stay enraged until two minutes after you no longer have any non-incapacitated enemies in sight, or the spell is ended by the mage. Roleplay calming down over several minutes. You will not bestow *Finishing Blows* unless ordered by the mage.

Berserk Rage – Once per day you can let yourself be consumed by rage. You will attack your enemies first, and then your friends. You will attack every creature in your sight. When you no longer see non-incapacitated creatures, you will perform *Finishing Blows* on any incapacitated creatures that you can see, even friends. After the final *Finishing Blow*, you will no longer be enraged, and must roleplay calming down over a several minutes. If anyone comes within five metres while you are bestowing a *Finishing Blow* you will attack them instead.

Equipment

Proficiency – If you are proficient with a weapon or armour type then you can begin the game with those items. Spend XP on an item to become proficient with it. Please note that looting should not be considered a way to get around investing XP in proficiency, since the majority of characters in *Multiverse Rules version 2, effective June 2008*

heroic fantasy are typically equipped with standard adventuring items.

Looting – Some items may be lootable in-game, and you may use any item that you acquire during a game. However, in order to begin the next game with that item you must take the appropriate Equipment Skill advantage for it. Crew gear is limited and if you plan to loot armour or weapons, we would appreciate you bringing extra items to .

Armour – Provides protection from magikal and non-magikal damage. It works by increasing your total Hit Points. When you are wearing armour, your normal Hit Points are affected first. Once they are exhausted, your armour Hit Points are reduced when you take a hit. If you take off armour, your Hit Points are reduced accordingly. However, you will always have at least one normal Hit Point when you take off your last piece of armour.

Armour does not need repairing. Damage is done to the person wearing the armour, not the armour. However, it is expected that armour wearers will regularly maintain their armour. You may wish to roleplay this at opportune times during a game.

Armour	XP	HP*	Description*
Very light	2	2	Leather torso cover.
Light	4	3	Leather torso and limb cover
Medium	6	4	Torso chain.
Medium-Heavy	9	5	Chain torso and limb cover, or torso scale. Requires 4 natural HP
Heavy	12	6	Scale torso and limb cover, or plate torso. Requires 5 natural HP.
Very heavy	16	7	Full plate. Requires 6 natural HP.
Helm – Open Face	1	1	Metal helmet that allows good vision. Prevents sapping.
Helm – Closed Face	2	2	Metal helmet that allows limited vision. Prevents sapping.

* Limb cover means that either the arms or the legs must be covered.

Weapons	XP	Description*
2 Spell Packets	1	Required for some spells
Dagger	1	Up to 45 cm
Short Sword	1	45-70 cm
Sword	2	70-110 cm
Battlesword	3	110cm to 150 cm, 2-Handed (or 1-Handed as long as both hands are unencumbered)
Handaxe	1	Up to 70cm

Battleaxe	3	80cm to 150 cm, 2-Handed
Spear	3	Up to 150cm, broad head, 2-Handed
Halberd or Pike	3	150cm+, broad head, 2-Handed
Mace or Hammer	1	Up to 70cm, not too heavy
Throwing Dagger	2	Must be padded all over
Bow	3	Low poundage practice bows only (15lb at 25" pull)
6 Arrows	3	Foam head must have flat surface 4 cm or more wide.

* The lengths given are for the entire weapon, not just the blade.

Shields	XP	Description
Buckler	1	Up to 35 cm diameter
Target	2	Up to 70cm diameter
Knight	4	Up to 100cm
Tower	6	Up to 150cm

ADVANCEMENT

You can become more powerful by improving your knowledge of the world, making connections with influential people, acquiring useful items, and gaining new advantages.

How to Gain Experience Points

You will be rewarded with Experience Points (XP) for actions that enrich the game world. Characters gain XP for the following activities:

Daygames – You will receive 1-3 XP depending on objective risk, plus **Heroism** rewards.

Weekend Games – you will get 7 XP at your first event, 5 XP at your second event, 3 XP at your third event, and 1 XP for every event thereafter. This means that you will gain advantages more gradually as your character becomes more experienced and powerful.

Having nice gear – you will gain XP for good costuming, makeup, armour, weapons, and other props. Costumes that avoid modern clothing will be preferred.

- 0 XP: *Inappropriate gear or no gear.*
- 1 XP: *Good looking gear.*
- 2 XP: *Superb gear, avoiding fake or modern aspects.*

Good role playing – you can receive experience points for staying in character, displaying depth to your character, and generally impressing with your role playing.

- 0 XP: *Falling out of character.*
- 1 XP: *Good roleplaying.*

- 2 XP: *Compelling roleplaying, always in character.*

Plot creation – we encourage you to deepen the setting by creating plot. You will be rewarded for including good plot hooks in your background and playing out your personal plot in a way that involves other players and crew members. Taking risks with your character will also be rewarded.

- 0 XP: *Little input into the game world.*
- 1 XP: *Adding to the setting and driving new plot.*
- 2 XP: *Building gripping and eventful plots.*

Heroism – fortune favours the bold, and your god wants you to take risks if that's what is required to get things done. We encourage you to take a leadership role rather than let others take all the risks. You don't have to be a frontline fighter, but you do need to be proactive in getting things done. And you need to play within the rules (e.g. accurately taking your hits). This experience is entirely discretionary, and will be based on the opinions of the crew and GMs.

- *Negative XP: Cheating, not counting your hits.*
- 0 XP: *Playing it safe, taking few (if any) risks.*
- 1 XP: *Getting into the thick of the action.*
- 2 XP: *Outstanding heroism which made the crew go WOW!*

Losing an Advantage

You may choose to lose one advantage after a weekend game, for which you will get the Advantage XP cost – 2XP. This may represent a fall from grace in the case of Devoutness, or losing an ability from disuse or debilitation in the case of Sapping, Tough, or Magik. You must provide a compelling reason that your character would have lost the advantage. You cannot gain XP by losing abilities that are innate to your race.

COMBAT

Foam weapons are used for combat. Please count your damage carefully and honestly. GMs sometimes act as referees in combat. Their rulings are final.

Do not strike with quick repeated motions, tapping or jabbing at your opponent. It is inappropriate and irritating. Instead, take your weapon back to its starting position before attacking again, or attack a different opponent.

Safety Rules

Please read the safety rules below. We reserve the right to bar you from combat if you are fighting unsafely.

Do not strike to the head or groin. If you hurt another player please apologise. These strikes do no damage.

Do not use broken weapons. Broken weapons can be dangerous. Check the safety of your weapons regularly.

No grappling. Do not grab your opponent or their weapon. Do not shield-charge, trip, tackle, or barge opponents.

Pull your blows. Do not hit your opponent hard. When thrusting at your opponent, be especially careful.

Hit Points

You start with **3 Hit Points (HP)**. These (plus any HP from taking the *Tough* advantage) constitute your Natural Hit Points. Hit Points can be lost when you take damage. If you are reduced to zero Hit Points then you are incapacitated.

Armour

Armour works by increasing the number of Hit Points you have. Damage is done to your natural Hit Points first, and then to your armour points. If you take off armour (for instance, to give it to someone else), your total Hit Points are reduced accordingly. If you take off your last piece of armour, you will still have at least one Hit Point. (even if all your natural HP have been damaged)

Damage

All valid strikes do one point of damage, except sapping which does zero damage and magikally enhanced strikes, which will always do two points of damage. Some spells will do more than one Hit Point in damage, and this will be clearly stated when the spell is cast.

Shields

Shields block all damage. They also block poison, but they do not block effects from thrown spell charms. Shields can never be damaged or broken.

Incapacitation

If you are damaged down to 0 Hit Points then you are incapacitated. You must fall down on the ground.

You are still aware of what is happening around you. However, you are in so much pain that you cannot take any action apart from moving your head, talking, or drinking an alchemical potion that is fed to you by someone else. You cannot drag yourself around, attack, cast spells, or use any special ability. You can still be affected by spells or abilities.

If fully supported by an able-bodied person, you can hobble slowly. If support by two people, you can walk slowly.

Finishing Blow

If you are incapacitated or knocked out, anyone can kill you by kneeling next to you, drawing a weapon across your
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torso and clearly saying “Finishing Blow”. This can only be done once you are lying down.

Knock Out

Sapping, poisoned tentacles, *Sleep* and other spells all have the *Knock Out* effect.

Your Hit Points are not affected by being knocked out. When knocked out you must slump to the ground and close your eyes. Your character is not aware of their surroundings until they awaken. Being knocked out lasts for about one minute. Count slowly to sixty before waking up. Alternatively, you can be revived by someone with the Herbalist advantage.

Berserk Rage

Some very strong creatures and fighters may use an ability called Berserk Rage. The character will call out a phrase that includes “berserk” or “rage”, or they may have an inscription on their forehead that says “rage” – this will be the case for non-speaking creatures such as golems and daemons.

Valid strikes do **2 HP** of damage rather than one.

If the Berserk Rage blow hits your shield you do not take any damage, but you will be off balance and must roleplay gaining your balance (by taking one or two steps backwards) before attacking.

Poison

Certain creatures have poisoned tentacles or other appendages. These can be blocked with shields, although they will still take effect if they wrap around and hit your body.

If you are hit with a poisonous appendage by any creature then you take **1 HP** of damage as usual, and are knocked out for one minute. You may be revived by an *Herbalist*. After one minute you will wake up feeling sick.

Undead are immune to poison.

Unusual Abilities

Occasionally you may encounter an opponent or ally that has an ability not covered in these rules. It may be a spell scroll that is unfamiliar, or an undead or magikal adversary with capabilities not covered here.

Spell scrolls have their in-game effects described in an out-of-game note at the bottom of the scroll. If you come across such a scroll please read the effect carefully and be sure to inform any targets if you cast it. Likewise, if someone casts an unknown spell on you please listen closely to the effects.

Adversaries with unusual abilities will brief you out-of-character on the effects of their powers. Alternatively, a GM may brief you when you are affected.

Death

The following things will kill your character:

- **Suffering a Finishing Blow.**
- **Being struck by a runesword.**
- **Begin drained by a vampire.**

Death is final. If your character is killed, do not move or talk unless a spell is cast on you. You may wish to play your corpse for a while to allow others to mourn or investigate your death. Once you have finished and no other players are around, put your hands on your head and report to a GM. You may now create a new character or play as a member of the crew.

MAGIK

Magik is made up of colleges. Each college has three levels of spellcasting ability: Novice, Adept and Master. There are two ways to cast as spell:

1. Cast a spell from a *scroll*. Any mage may cast any spell on any scroll. Doing so destroys the scroll. Scrolls are deemed to be imbued with the magikal essence required to cast the spell, so casting from a scroll cost zero spell chits.

2. Learn a spell by copying it into your *spellbook*. Thereafter, you may cast that spell as long as you are in possession of your spellbook, and have the requisite spell chits to cast the spell.

Spellbooks

Mages learn spells by copying them into their spellbooks. Spellbooks are personal items, but may be looted, vandalised or destroyed, so all mages need to protect their spellbooks at all times. You may copy a spell that is one level higher than your magik ability. i.e. Novices may copy Adept spells, and Adepts may copy Mage spells – even though they are currently unable to cast these spells.

Learning Spells

When you begin, the only spells in your spellbook are the three cardinal Novice spells from the Generic college (*Fire Finger*, *Light*, *Protection from Magik*), plus the cardinal Novice spell from the other college(s) you have learnt.

To learn a new spell, you must copy it into your own spellbook (and only your own spellbook).

Copying from a Spellbook

- You must gain possession of another mage's spellbook. You do not need permission from the mage, only possession of their spellbook.
- Copying a spell from a spellbook does not affect the originating spell in any way.
- Before you begin writing the spell into your own spellbook (and only your own, you may not write into other mage's spellbooks), you must first destroy the same number of spell chits as is required to cast the spell. This imbues the page on the spellbook with magikal essence required to cast the spell.
- The spell must be copied in one uninterrupted session. Losing possession of the spellbook or taking damage while writing the spell count as interruptions to the spellwriting processing.
- You must copy any mistakes in the originating spell verbatim.

Copying from a Scroll

- A scroll is simply a page from a mage's spellbook.
- Since the scroll has already been imbued with the required magikal essence to cast the spell, this essence is transferred from the scroll into your spellbook when you begin writing the spell. You do not need to provide your own magikal essence (i.e. spell chits).
- The spell must be copied in one uninterrupted session. Losing possession of the scroll or taking damage while writing the spell count as interruptions to the spellwriting processing.
- You must copy any mistakes in the originating scroll verbatim.
- Copying a scroll into a spellbook destroys the scroll.

Scrolls

Scrolls are simply pages from mages' spellbooks that have been removed from the book. As a spell is written into a spellbook, it is imbued with the magikal essence (spell chits) that is need to make the spell function.

Any mage of any level from any collage may cast a spell directly from a scroll. Doing so destroys the scroll.

At any time, a page may be ripped out of a mage's spellbook. It then becomes a scroll, and can be cast by any mage, or copied (once) by a mage with sufficient magikal ability. It can not be replaced back into the originating spellbook, and the same spell may not be written back into the originating spellbook for 7 days, even if sourced from a different scroll or spellbook.

Spellcasting

Typically, spellcasting involves the following steps. Ritual spells vary greatly, with the specific requirements laid out in the spell. To cast a spell from your spellbook, you must have it on your person (such as in a bag that you are carrying) or open in front of you. To cast a spell from a scroll you must hold the scroll in front of you.

- You must recite the invocation, which is typically made up of rhyming couplets. This must be completed without interruption or hesitation.
- You must destroy the required number of spell chits. In practice, it is useful to place these in a OOC bag so they can be “recycled” by someone with *Magikal Essence*. You can do this during the invocation step, but if the invocation is interrupted then the spell chits are wasted and you must use new chits in order to cast the spell. NB: This is not required when cast from a scroll since they have already be invested in the scroll itself.
- You name the spell (e.g. *Lightning Bolt*)
- You take whatever action is required to deliver the spell such as throw a spell packet, or touch the recipient.

Spell Colleges

Magikal knowledge is broken up into spell colleges. Each college has a *cardinal* spell. To gain Novice ability in a spell college, a Novice must demonstrate that they have learned the cardinal spell of that college. Therefore, when you attain a Novice spell college, you automatically gain the cardinal spell in for that college. NB: The Generic college has two cardinal spells (*Fire Finger* and *Light*)

Generic Magik

The generic college is known to all mages.

Fire Finger 0PP, TOUCH

Caster may produce a small flame. **This spell is cardinal.**

Light NOVICE, 1PP, TOUCH

Imbue an object with the ability to cast light for up to 12 hours. It may be turned on/off for as much as required during the 12 hours. **This spell is cardinal.**

Negate Magik NOVICE, 1PP, THROWN

Negate a Novice spell that is in effect, or interrupt a Novice spell being cast (which also wastes the PP). Does not undo spell effects that are instantaneous such as *Heal* or *Lightning Bolt*.

Protection from Magik NOVICE, 1PP, CASTER ONLY

Protect yourself from the effects of the very next spell. May not be stacked. **This spell is cardinal.**

Dispel Light NOVICE, 2PP, SIGHT AND HEARING

Negates the effects of any light spells in the target area. All affected light spells must be recast.

Lock Portal ADEPT, 3PP, SINGLE DOOR/PORTAL

Caster may place a sign at any open/close entrance way which denies passage from one direction to all until opened by the caster, or *Dispelled*(or *Opened*) by an Adept or higher mage .

Open Portal ADEPT, 1PP, TOUCH

Negates the effects of any *Lock Portal* spell.

Magik Awareness ADEPT, 2PP, THROWN

Requires the victim to call back any magik affecting them, carried by them, or being cast by them.

Dispel Magik ADEPT, 2PP, THROWN

Negates the effects of any Adept or Novice spells currently affecting the target.

Area Dispel Magik MASTER, 4PP, SIGHT AND HEARING

Negates the effects of any spells in the target area

Astral Magik

The astral plane binds all other planes together

Astral Web NOVICE, 1PP, THROWN

One of the target's legs is caught in a web. They may not move that limb until the spell is relinquished, unless they hack through the web, taking **2 HP** damage.

Phase NOVICE, 1PP, CASTER ONLY

You phase into the astral plane and are no longer present on the physical plane, except to those who can see astrally. You not move or interact with the physical plane, although you can interact with astrally aware creatures. You may return to the physical plane by ending the spell. You may cast other spells, but typically you will need to return to the physical plane to complete them. **Teleport** works as normal. **This spell is cardinal.**

Teleport NOVICE, 2PP, CASTER ONLY

Teleport yourself to an Astral Flux Point or a magikally created Astral Gate that have personally visited.

Astral Cage ADEPT, 3PP, THROWN

As Astral Web but 2 limbs and 4 damage to escape.

Phase Other ADEPT, 3PP, TOUCH

Cast *Phase* on the target. They are stuck in the Astral plane while you stay nearby, chanting the spell incantation.

Phase Walk ADEPT, 4PP, TOUCH

As Phase. Single Target only, and must stay with caster.

Phase Enemy MASTER, 5PP, TOUCH

As Phase. Target only.

Death Magik

The college of Death is the study of the undead and necromantic knowledge.

Animate Zombie NOVICE, 2PP, TOUCH

Animates a newly dead body into an undead servant. It will last until it is killed, or it decays after between 10 and 30 minutes. It has 4 HP and heals itself by eating the brains of the recently dead or incapacitated (which kills them). Without near constant instructions Zombies are mindless killers.

Speak with Dead NOVICE, 1PP, TOUCH

Ask a single question of the newly dead, who must respond truthfully. Newly dead may answer up to 3 questions (each question takes a new casting). **This spell is cardinal.**

Wither Limb NOVICE, 2PP, TOUCH

Withers the limb of a living creature. You must touch the limb that is to be withered.

Re-Animate Zombie NOVICE, 1PP, TOUCH

Re-Animates a zombie you previously Animated.

Command Zombie ADEPT, 1PP, TOUCH

One short command can be given to a zombie and it will continue with that command until killed or re-instructed.

Re-Animate Zombies ADEPT, 3PP, SIGHT AND HEARING

Re-Animates a zombie you previously Animated.

Withering Bolt ADEPT, 3PP, THROWN

Withers the limb of a living creature. If the spell packet strikes a limb (or item the limb is holding), that limb will be withered. Otherwise, you may name the affected limb.

Speak with Spirit ADEPT, 3PP, TOUCH

As Speak with Dead but 1 question of the long dead, with personal item and GM involvement.

Animate Ghoul ADEPT, 4PP, TOUCH

Animates a corpse as a Ghoul (7Hp with ongoing loyalty, Ghouls eat any part of a corpse for 1 minute to completely heal.)

Life Magik

The college of Life is a study of living things.

Alert CANTRIP, TOUCH

Makes Target instantly alert and awake.

Calm NOVICE, 1PP, TOUCH

Calms a living creature, even one who is scared or angry. Will negate the effects of *Rage*.

Harm Animated Dead NOVICE, 1PP, THROWN

Deals 3 HP damage to Animated Dead, such as zombies and skeletons.

Minor Heal NOVICE, 2PP, TOUCH

Heals 4 HP, up to the target's maximum Hit Points. **This spell is cardinal.**

Wither Animated Dead ADEPT, 3PP, SIGHT AND HEARING

Deals 2 HP damage to Animated dead.

Heal ADEPT, 4PP, TOUCH

Heals 7 HP, up to the target's maximum Hit Points.

Harm Undead ADEPT, 3PP, THROWN

Deals 3 HP damage to any Undead.

Charm MASTER, 5PP, TOUCH

Targets without *Iron Will* befriend and follow the caster until 10 minutes after leaving their presence.

Mind Magik

The Mind college is concerned with affecting the mind of the target. Novice spells do not affect the *Iron Willed*.

Fear NOVICE, 1PP, SIGHT & HEARING

Cause all enemies to run in fear until they are out of sight of you.

Sleep NOVICE, 1PP, THROWN

Target immediately falls asleep for one minute.

Truth Talk NOVICE, 1PP, TOUCH

Causes the target to only speak the truth for the next minute. Does not compel them to talk, but if they do speak it will be truthful. **This spell is cardinal.**

Mass Calm ADEPT, 4PP, SIGHT AND HEARING

Calms all living creatures in sight and hearing, even those who are scared or angry. Will negate the effects of *Rage*.

Extreme Panic ADEPT, 2PP, THROWN

Cause a single enemy to run in fear until they are out of sight of you. This spell affects the *Iron Willed*.

Mass Sleep ADEPT, 3PP, TOUCH

As Sleep but will affect all whom the Caster touches before taking a second step.

Compel Truth ADEPT, 3PP, TOUCH

Compels a truthful answer for one question. Does not work on the *Iron Willed*.

War Magik

The college of War attempts to turn the mage into a killing machine.

Berserk Rage NOVICE, 2PP, TOUCH

Target must have the *Rage* advantage. They become enraged and under your control. You can not cast this spell on yourself.

War Bolt NOVICE, 1PP, THROWN

Deals **2 HP** damage to target

Mage Armour NOVICE, 2PP, CASTER ONLY

Your Hit Points are temporarily raised by **2**, and are the first to be damaged. Can not be stacked. **This spell is cardinal.**

Lightning Bolt ADEPT, 3PP, THROWN

Deals **5 HP** damage to target.

Stoneskin ADEPT, 4PP, TOUCH

The target's hit points are raised by **50%** of their natural (non-armor) amount. Any fractions are rounded down.

Distant Berserk ADEPT, 3PP, THROWN

Target must have the *Rage* advantage. They become enraged but are **not** under your control. They will not consider you an enemy unless you attack them or their allies. You can not cast this spell on yourself.

Warding Magik

The college of Warding is concerned with creating magikal force fields using lengths of cord. The cord may be closed (as in a circle), or may be open (as in a wall). Novices work with a 6m cord, and Adepts use a 12m cord. Master wards may use a cord of up to 24m in length. Multiple wards may be cast in the same location by using multiple cords.

Warding magik is different from other colleges in that it expects that mages will attempt to directly disrupt each others' spells. Warding battles are commonplace, and occur when a mage attempts to disrupt the ward of the casting mage.

The casting mage (i.e. the mage that cast the ward) may use more than the required PP for the ward. For example, a mage may cast a 1PP ward using 3PP. This means that any attempt to dispel/negate the ward will cost the dispelling mage 3PP.

If the casting mage is with 3m of the ward, they may add additional PP to the ward to ensure it continues. The disrupting mage must match this if they wish to continue disrupting. Failure to disrupt a ward returns it to its full magikal strength (i.e. you can not pick away at a ward, you must disrupt it in one attempt).

Novices may not negate Adept-level wards. Adepts may negate Master wards by spending double the PP.

In addition to the cord, all wards require a spell packet, beneath which is placed a note that clearly indicates the name of the ward. The note must be large enough to be easily discerned by passers-by. If no mage is present at a ward, then that ward may be disrupted for only 1PP.

Weapon Ward NOVICE, 1PP+, WARD

Weapons may not pass through the ward. This does not include natural weapons such as claws or tentacles.

Armour Ward NOVICE, 1PP+, WARD

Shields and armour may not pass through this ward.

Fire Ward NOVICE, 1PP+, WARD

Passing through this ward costs 2HP damage. **This spell is cardinal.**

Ice Ward ADEPT, 2PP+, WARD

Passing through this ward costs 2HP damage.

Magik Ward ADEPT, 2PP+, WARD

Magikal creatures, including mages, may not pass through this ward. Spells, including scrolls and spell books, may pass through this ward.

Spell Ward ADEPT, 2PP+, WARD

Spells, including scrolls and spell books, may not pass through this ward.

Ritual Magik

The college of Ritual Magik deals with summoning and visitation. Auspicious entities may be summoned or visited, as is the wont (and capability) of the ritual-caster.

This college is open to mages who have attained the level of Adept (contact your GM for guidance). Once they achieve this college, mages must spend considerable effort researching the exact requirements for a ritual.

Ritual magik must be performed at specific junctures.