

Knight Blades

Lost to Ruin

Players Handbook

by Robert Matt, based on the Knight Blades Rules System by Jay Costa

With Acknowledgment To:

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For AJ.

A Caveat for Prospective Players:

Knight Blades is challenging - so be prepared to be challenged!

It is an active game with a heavy emphasis on combat.

Often, survival is a victory of its own!

This system is beloved by battle-focused Players, and has also found appeal with Players who are accustomed to other styles of Live Action Role Playing.

We invite all Players who are open to including this type of experience in their LARP adventures.

Introduction

Welcome to Knight Blades! *Knight Blades: Lost to Ruin* is the latest in a series of ongoing campaigns utilizing the Knight Blades Live Action Roleplaying Game System.

The ongoing campaign that started in 2007 has taken the players on an incredible journey, and we aim to continue that story going forward for many years to come. Since the last campaign, many changes have been made to this core rulebook. If you are a returning player, we urge you to take the time and peruse these exciting new revisions!

Rules Overview

Knight Blades: Lost to Ruin is a Live Action Role Playing Game in a fantasy medieval setting. Participants attend events as Player Characters (PC's), Non-Player Characters (NPC's), or Cast/Staff members.

Each Player creates a fantasy persona that may or may not be similar to the Player. Everyone strives to stay "In-Game" throughout the weekend to help provide a completely engrossing fantasy world. Period-appropriate costumes and props add to the atmosphere.

We use foam-padded "boffer" weapons to produce a safe simulation of sword fighting. Each weapon strike does one point of damage, so damage numbers need not be called. Spell casting is simulated by throwing small soft beanbags.

The In-Game World

The fantasy world of Knight Blades takes place on a planet called simply "The World".

Actually, sages have eternally debated if The World is a spherical planet, a flat plate, or some sort of plane of existence.

The Continent

At the heart of The World, there is a huge central main continent known to everyone simply as "The Continent". All of the other landmasses are considered to be "islands" by most inhabitants of The World, regardless of size, true definitions, or scientific accuracy.

The Continent is the most inhabited and influential area of The World. It has cultures that resemble Western Europe from the time of the Dark Ages, the Medieval period, and The Renaissance. The Continental culture should be considered the "default" culture of most characters.

The Underworld

Beneath the surface of the land is a vast underground environment. This subterranean habitat is known as The Underworld and is home to several unusual creatures that have adapted to life in the darkness.

The Great Cataclysm

Long ago, there was a worldwide magical calamity that resulted in the total destruction of every written document in existence! The event has come to be called "The Great Cataclysm" or simply "The Cataclysm".

The Ravaging

A second cataclysmic event occurred in the year 1016 GR. It has come to be known as “The Ravaging”.

The “dead god” known as The Ravager used His power to form a rip in the fabric of the universe. Through this rip, The Ravager sent forth a massive wave of destructive power that slowly washed over the entire World, obliterating most of civilization. Fortunately, the rip was repaired and the pathway closed by the efforts of The World’s heroes.

In the following centuries, The Ravager made numerous attempts to recreate the rip. The attempts were only mildly successful, resulting merely in minor tears in the fabric. He continues to send all manner of fell creatures through these tears, causing unpredictable calamity.

Over 500 years have passed since The Ravaging, and yet The World is still recovering. No kingdoms have yet risen. The largest societies are merely city-states. The healing process has been slow due to the constant threats unleashed into The World by The Ravager. The Ravaging left an abundance of corpses to animate & infuse with necromantic power. Indeed, the forces of The Undead are a perpetual menace.

The In-Game Year

Recordkeeping throughout The World was plunged into turmoil after The Great Cataclysm. Ultimately, the major leaders of The World agreed to start afresh regarding documentation.

The most common method of measuring the passage of time is the General Reckoning, or “GR”. The count started at the first year after The Great Cataclysm.

To find the In-Game year, simply subtract 500 from the Out-Of-Game year. Therefore, the Out-Of-Game year 2025 corresponds to the In-Game year of 1525 GR. Time passes at the same rate In-Game as it does Out-Of-Game.

Regarding Life

Starting Out in The World

Every Player Character begins with a minimum of 100 Character Points. Additional Character Points can be earned through various ways, such as attending events, submitting a personal history for the Player Character, & recruiting new Players or NPCs. For more information, see the section on “Advancement & Retirement”.

Starting Equipment and Funds

Each new Player Character starts with a few basic items. This represents the Character’s life savings.

A new Player Character begins the game with the following starting equipment:

- 5 Gold Coins
- 3 Cure Mortal Wounds potions

- 5 weapon tags of the Player’s choice
- 10 armor tags of the Player’s choice
- 2 shield tags
- 1 Death Token
- 1 “Full Refresh” Tag

The Full Refresh Tag

A Player attending their first Knight Blades event as a Player Character will be given a tag for a “Full Refresh”. The tag will replenish all skills and spells that have been expended earlier in the event. This special one-time usage tag will expire in one year if unused.

Regarding Death

In Knight Blades, Player Characters may die as a result of various perils such as weapons combat, attack spells, monsters, assassination, poison, traps, etc. Death is not a trivial thing, but it is not necessarily the end of your Player Character.

When a character reaches Zero Vitality, he falls unconscious and begins a “bleeding out” period of five minutes. The Player must fall to the ground and act as if unconscious. If ground conditions are adverse, crouch or kneel with your head down and your eyes closed.

If a character is somehow healed at least one point of Vitality or given First Aid during the bleeding out period, he returns to consciousness. If not revived by the end of the bleeding out period, the character is dead.

When a Player Character dies, their spirit travels to The Realm of Death to find out if a return to the land of the living will be granted.

Dying Declaration

The first five to ten seconds of your bleed-out can be used for a “Dying Declaration”. This is a roleplay opportunity to add flavor to a dramatic death scene. It is entirely optional.

This only applies if you are dropped to zero Vitality by damage. It cannot be made if you are the victim of an instant death effect such as Assassinate, Deathtouch, Death Poison, or the Gift of Death.

The Knight Blades Death System

If your Player Character dies, you must remain still for five minutes to allow others to search the dead body. You then must hold your weapon to your head or don a white headband to signify that you are Out-Of-Game. You then must walk directly to the location designated as The Realm of Death. During this journey, you are in the form of a spirit, and cannot be perceived or affected by the physical world. Players who happen to see

your spirit pass by may get a sense of dread or a premonition that something terrible has happened to your character.

At The Realm of Death, the spirit of your Player Character meets with Death himself.

All commands from Death should be obeyed, for he holds absolute power in his realm. Death may inflict permanent death upon any Player Character who should be so bold as to disobey him or treat him in a disrespectful manner.

It is widely believed that Death always allows a spirit to return from their first visit, provided that proper respect is given.

In all future visits, the decision is based on the outcome of drawing from The Bag of Death. Death presents a pouch filled with crystal orbs, and allows the spirit to withdraw one orb.

Death places a black orb in the bag for each time the Player Character has died. The orbs in the bag always total ten.

If a clear orb is drawn, then a return to the land of the living is granted. If a black orb is drawn, then the spirit is doomed to remain in Death’s gloomy realm forever. The character has met a permanent death. At this point, the Player is allowed to create a new character or play their Secondary Player Character.

If you drop a crystal orb, Death will most likely punish you with a permanent death. Be careful - the orbs can be quite slippery!

Should you be lucky enough to return to the land of the living, you will find that any skills, spells, Armor Points, etc. that you have expended are still missing. However, all of your natural points of Vitality (even “Drained” points) will be replaced, and normal Disease & Poison effects will be removed. Curses will remain in effect unless otherwise specified.

Bribing Death

All is not lost if you really have your heart set on continuing to play your current Player Character. Death can be bribed, for even Death values gold (the significance that Death places on gold is a topic of study for many sages). The amount of gold needed to “pay-off” Death is not negotiable, and is fixed at 555 gold coins.

Reprieve from Death

Since it is quite impractical to constantly carry 555 coins with you, Death allows a spirit to temporarily return to life to collect the gold. This period of time is known as a “Reprieve from Death” and is no longer than 55 minutes. If only Death Tokens (see below) are being retrieved, then the reprieve is only 25 minutes. Death has no mercy whatsoever, and will adhere strictly to the time limit.

During the reprieve, the Player Character is a living being and is capable of being killed. As always, dying requires a visit to Death. This will use up precious time. The sands in Death’s hourglass are still running!

Death Tokens

Death does not barter or accept gems, magic items, or other objects of value. However, Death will grudgingly honor special items known as “Death Tokens”. Death Tokens are the only things Death will accept in lieu of the 555 Gold Pieces.

A single Death Token can be paid at the beginning of each visit to Death to entirely avoid the need to draw from The Bag of Death. However, should a Player Character choose to take a chance and ends up drawing a black orb, Death will demand two Death Tokens.

Each visit is recorded. Ten visits to Death will result in all black orbs in the bag.

Possession of Death Tokens

Death Tokens are In-Game items and have a physical form. In most circumstances, they can be sold, bought, traded, lost, or stolen.

However, a Player Character’s last remaining Death Token cannot be removed without the In-Game permission of the owner. There is a secure mystical bond to the character’s soul-force. Any Death Tokens beyond the final one can be stolen just as any other game item.

Any Death Token can be intentionally given away by the owner. Unattended Death Tokens can be taken freely.

Permanently Dead Player Characters

If your Player Character permanently dies, you can immediately apply your unspent Character Points to a new Player Character. Players may want to keep extra unspent CP “in reserve” in case their Player Character dies permanently.

Additionally, you can use a portion of the dead character’s points on a replacement Player Character. Twenty percent (20%) of the dead character’s CP can be spent on a replacement Player Character. The CP will be rounded to the nearest point.

Bodies of Dead Player Characters

After a person’s permanent death, their body appears at the spot it died – but only after five days! It is unknown what transpires during those five days. Popular opinion is that the person is in Limbo or is tasked with carrying out mysterious errands for Death.

Obituaries

Submitting an In-Game Obituary for a permanently dead Player Character earns you a special bonus of five percent (5%) of the character’s CP. You may directly add these points to a new or existing Player Character.

You cannot write an Obituary for a Player Character that you voluntarily retire.

The Obituary must contain the following information at a minimum:

1. Name of Player Character, including any nicknames
2. Title or titles
3. Profession
4. Hobbies
5. Any and all Group Affiliations
6. Date of Permanent Death
7. Date and location of any memorial services to be held
8. Location and description of grave and/or headstone
9. Circumstances and location of Permanent Death
10. A narrative about the Player Character's life, accomplishments, and personality

Note that secret information should never be revealed in an Obituary, as it will be made available to the public.

The entire Obituary write-up must be no less than 100 words.

You may grant permission to another Player to write it and they can earn the Character Points for themselves. Obituaries will not be accepted unless we get approval from the Player of the dead Player Character. We always give them the first opportunity to write their Player Character's Obituary.

After three events have passed, the opportunity to write a Player Character's Obituary becomes available to all of the Players. The first satisfactory Obituary received will earn the Character Points.

Regarding Advancement & Retirement

Every Player Character begins with a minimum of 100 Character Points. As Players attend weekend events and assist the game in various ways, they earn additional Character Points. These Character Points can be used to purchase In-Game skills. As the Player earns more Character Points, the Player Character grows in power.

Acquisition of Character Points

Player Characters, based on their increasing experience, become more powerful the longer they survive in the world. Players earn additional CP throughout their Player Character's career.

A Player can earn Character Points in many ways...

Attend Events as a Player Character- For each event attended, the Player gains ten Character Points. A Player who pre-registers for an event earns an additional five points.

Attend Events as an NPC- Attending an event as an NPC at Knight Blades earns you Character Points at the same rate as attending as a Player Character. These Character Points can be used immediately for a pre-existing Player Character or can be saved for later use.

Write a Player Character Personal History- Up to 50 CP can be earned through submitting a Character History. There is a form available for the Player to answer 25 questions about the Player Character.

Submit an Event Summary Survey- If a Player submits an Event Summary Survey, or "ESS", within the posted deadline, the Player gains five more Character Points.

Help with Post-Event Cleanup- Five more points can be earned for assisting with camp breakdown and cleanup.

Recruit New Players- Five Character Points are awarded for each new Player or NPC you recruit. There is no limit to the number of Players you may recruit, but they must be new to the game and must attend a weekend event as a Player or NPC.

Summary of CP Earned per Event:

Attend an Event = 10 CP
Pre-register for the Event = 5 CP
Event Summary Survey = 5 CP
Camp Breakdown & Cleanup = 5 CP

Total = 25 CP per event

(Plus 5 CP per new Player/NPC recruited – this is an unlimited number!)

Player Character Rewrite

Each Player is allowed to alter their Player Characters at any time before the update deadline of an event. This may be a few minor changes or a complete rewrite. Only one re-write ever is allowed per Character. A new Player Character personal history may be required if the changes are significant.

Accumulation of Character Points

Each Player's Character Points are stored in a Character Point pool. From this pool, the Player can transfer or spend Character Points.

There is no limit to how many unspent Character Points can accumulate in a Character Point pool. There is no time limit in which to spend the points.

Spending Character Points

Character Points can be used to purchase skills for your Player Character, or the points can be saved for later use. It is highly recommended that

the skills be purchased online as soon as you decide, so that an accurate character sheet will be ready for you at event check-in.

Secondary Player Characters

Players may create and keep up to two Player Characters on file at a time. However, only one Player Character can be played each event. A second Player Character can only be played during the same event if the other character undergoes Player Character Retirement or meets a permanent death.

The two Player Characters must not know each other and cannot have any contact or dealings with each other at all.

Transferring Character Points

If a Player opts to run both a primary and secondary Player Character, the Player may transfer unspent Character Points freely between each of the Player Characters. Starting Character Points and points earned from submitting a Player Character Personal History are the only points that cannot be transferred.

The Character Points for an event always go automatically to the Player Character played at that event, but the points can be transferred later.

Mastery Points

A Player earns one Mastery Point per event attended as a Player Character. Attending events is the only way to earn these Points. If a Player attends all four regular weekend events of the calendar year as a Player Character, then that Player Character will gain a bonus Mastery Point.

Some skills are made available only after earning a certain number of Mastery Points. The total of the earned Mastery Points – whether spent or unspent – is the prerequisite.

A Player's Mastery Points cannot be transferred to another Player under any circumstances whatsoever. The Mastery Points are bound to the Player that earned them.

Player Character Retirement

For various In-Game or Out-Of-Game reasons, a Player may wish to retire his Player Character from adventuring. If a Player voluntarily retires a Player Character, then a new replacement Player Character can start with more Character Points than if the original Player Character permanently died.

A replacement Player Character can use any unspent CP that the retiring character possesses. The new Player Character also gets a bonus of forty percent (40%) of the retiring character's spent CP. The CP will be rounded up to the nearest point.

An In-Game Obituary cannot be submitted for CP if a Player chooses to retire the Player Character.

A retired Player Character can never be returned to the game by the Player. The Player relinquishes control of the character to the game. The character becomes part of the plot and the character's fate is determined by the needs of the plot.

Regarding Classes & Races

Players of Knight Blades have many options for creating Player Characters. The special skills of each Player Character Class, coupled with the abilities of each Player Character Race, allow Players a wide variety of ways to play distinctive personalized characters.

Player Character Classes

Every Knight Blades Player Character has a base set of talents useful for adventuring called a “Character Class”. Each Character Class allows access to certain skills and abilities. Players can greatly customize their characters by choosing the skill combinations they desire.

There are five Base Character Classes: “Warrior”, “Cleric”, “Mage”, “Rogue”, and “Archer”.

Warriors are trained in combat and survivability on the battlefield, using special fighting skills, weapon maneuvers, and tactics.

Clerics are extraordinarily pious and devoted followers of the game’s fantasy deities, and are granted magical powers by these deities.

Mages are adept at manipulating the magical energies that permeate the world, concentrating these energies into magical spells.

Rogues are experts in stealth and pilfering, relying on cunning instead of brute strength or magical spells.

Archers support the battlefield from afar, keeping nimble as to not get caught, & taking their shot when the opportunity arises.

Free Class Abilities

Each Player Character Class enjoys a free ability. These abilities are not normally restored by a Skill Refresh.

- Warriors all receive one extra Vitality point for no CP cost.

- Rogues all receive three uses of the skill Escape for no CP cost.
- Mages all receive ten free castings of the spell *Magic Missile*.
- Clerics all receive ten free castings of the spell *Cure Minor Wounds*.
- Archers all receive three uses of the Pin skill for no CP cost.

In-Game Careers

A Player Character’s Class is simply an Out-Of-Game description for the general category of skills in which they were trained. Their In-Game adventuring career may be focused however the Player desires. The Player Character’s interests are not limited by their Class. In this regard, a Player should never feel constrained by their Player Character Class.

The ample array of skills allows Players to create skill combinations that result in effective customized Player Characters. For example, a righteous “Paladin” could start with the Warrior Class and purchase many Divine spells to become an effective holy champion.

Player Characters can further specialize into specific fantasy character archetypes. This would be best achieved by collecting appropriate magic items and possibly Rituals or Rites. There are specialized In-Game organizations, churches, and guilds that could be helpful in the endeavor.

Player Character Races

In order to enrich our high fantasy setting, we offer a wide variety of fantasy races to play. Each race has its own advantages in the form of unique abilities. However, many also have distinct disadvantages. Please see the “Racial Advantages & Disadvantages” chart for this important information.

The following Player Character Races are available: High Elves, Half Elves, Wood Elves, Silver Elves, Stone Elves, Dark Elves, Blood Elves, Dwarves, Deep

Dwarves, Gnomes, Deep Gnomes, Halflings, Half Orcs, Cat-Kin, Fauns, Fey, Minotaurs, Hybrids, Manu Tara, Ophidians, and Humans.

The above races are referred to Out-Of-Game as “Player Character Races” or “PC Races”. In-Game, they are referred to as “The Younger Races” (or something similar) to differentiate them from “The Monsters”.

Racial Tendencies

In each race description, you may find the term “tend to” or an equivalent term. This should not be construed as a restriction. It is simply the general tendency of that race. A Player is allowed to play a character completely opposite from the racial norm, but it will be considered highly unusual by all other Player Characters and NPC's. It would be wise for such a Player to have an In-Game explanation prepared.

Racial Resistances

Some Player Character Races have inborn resistances to certain effects. These resistances are not limited to particular spells. It is the effect that is resisted, regardless of what delivered the effect.

For example, any call with the word “Sleep” in it can be resisted by a Wood Elf's resistance to Sleep effects. This would include the *Sleep* spell, Sleep Poison, etc. Note that other forms of unconsciousness, such as that brought on by the Waylay skill, cannot be resisted in this way.

Racial Spell Casting Limitations

Some Player Character Races have a natural aversion to the casting of spells. The racial spell level limits do not apply to the casting of Rituals or Rites, nor do they apply to spells cast from external sources such as scrolls or magic items.

Racial Costuming

Each fantasy race has specific costuming requirements. A Player must meet these requirements in order to portray the race. The finer details of this can be found on the message forum or clarified by the Knight Blades Staff.

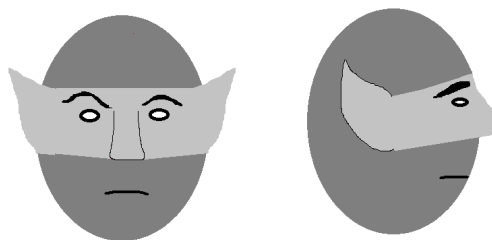
Racial costuming is provided by the Player. Safety should be kept in mind when designing some of the more elaborate features.

The Elven Races

There are several playable Elven races: The High Elves, The Silver Elves, The Wood Elves, The Dark Elves, The Stone Elves, The Blood Elves, and The Half Elves.

The Elven races are recognized by their pointed ears and facial markings. All Players of Elves are required to wear pointed ear tips. Additionally (with the exception of Half Elves), a straight solid band of makeup of a specific color across the eyes is required. This solid band shall carry through to the ears and include the ear tips.

Elf Face Painfing Guide



Dimensions for Elf Eye Bands

(Must Be Straight Lines)

Optionally, a Player may add additional makeup of the same color as the eye band. The eye band is always solid, but the extra makeup must include open areas and breaks in the color. The Player is allowed a great deal of leeway in this, but the makeup must be deemed appropriate by the Knight Blades Staff before the Player Character is initially played. It then must be reproduced in an identical style at every subsequent event.

High Elves

High Elves are usually referred to simply as “Elves”, whereas they are the most common type of Elves. They are also referred to rarely as “Gold Elves”.

High Elves traditionally live within the forests of The World, but many have taken to living in cities along

with the other races. They are still generally caring of woodlands.

High Elves have existed in The World for a long time, and over the centuries have become more open-minded than they were originally. They have become almost as culturally diverse as Humans, but retain an appreciation for fine art and music. Most items produced by High Elves are beautiful as well as functional. Finesse in combat is held in high regard. They often are considered a bit flighty by human standards.

High Elves may breed with other High Elves but not with any other type of Elf. High Elves also breed with Humans, producing Half Elves. High Elves have a lifespan of approximately 500 years. This is considerably shorter than the other Elf races. It is widely believed that they had the same lifespan as other elves in the past.

Costuming Requirements: Pointed ear tips (as described above). Additionally, a band of gold makeup across the eyes is required.

Free Racial Advantage: Resist one Sleep effect and one Charm effect per event.

Racial Disadvantage: None.

Silver Elves

Silver Elves are also referred to occasionally as “Grey Elves”.

Silver Elves are concerned with knowledge, magic, and comfortable living. They are seen as pompous and aloof. They tend to dress in white linen robes when in the safety of the few remaining Silver Elf cities, which are said to be remarkably beautiful.

This race may only breed with other Silver Elves. Silver Elves have a lifespan of about 1,000 years. Claims of a much longer lifespan have never been confirmed.

Costuming Requirements: Pointed ear tips (as described above). Additionally, a band of silver makeup across the eyes is required.

Free Racial Advantage: Resist one Sleep effect and one Charm effect per event.

Racial Disadvantage: None.

Wood Elves

Wood Elves are also referred to as “Sylvan Elves” and occasionally as “Forest Elves”.

Wood Elves are very distrustful and insular, living deep within the oldest forests. They are very protective of wooded areas.

Wood Elves rely on stealth and natural concealment in the forest. They are known to camouflage themselves elaborately with foliage and woodland-colored clothing.

This race may only breed with other Wood Elves. Wood Elves have a lifespan of about 1,000 years.

Costuming Requirements: Pointed ear tips (as described above). Additionally, a band of green makeup across the eyes is required.

Free Racial Advantage: Resist one Sleep effect and one Charm effect per event.

Racial Disadvantage: None.

Dark Elves

Dark Elves are also referred to as “Deep Elves”, “Underworld Elves”, or “Night Elves”.

Dark Elves take their actions very seriously, but they are not obsessed with self-control as the Stone Elves tend to be. They rarely exhibit strong emotions, but when they do, it is usually one of the unpleasant emotions (such as rage or sadness). They are not fearless, but do not openly express extreme fear and pain in the same way other races might.

This is all due to the culture from which they hail. Many generations of living in the darkest and most dreadful parts of the Underworld have made them somewhat indifferent to circumstances that would shock or upset other races. As a side effect of this, the Dark Elf sense of humor is very dark (some would even say perverse) and often violence-oriented and

morbid. The race is known to make frequent use of poison on bladed weapons.

Dark Elves are extremely confident in their personal abilities as well as the abilities of their race. Most other races view this as arrogance.

Dark Elves organize themselves into “Houses” which are like families, but not all members must be related.

Dark Elves have a deep-rooted sense of pride and racial superiority. They attempt to preserve their personal honor and their House’s honor. They may be quick to take offense, and may be passionate in avenging insults. Most Dark Elves refer to each other respectfully as “Brethren”.

Dark Elves have a profound respect for creatures of the night (especially bats) as well as poisonous animals and plants. Spiders in particular are considered a sign of great luck.

Dark Elves traditionally live deep in the Underworld, but many have made their homes on the surface. Rarely, the attempt to adjust to the new environment causes a mild sporadic form of insanity dubbed “The Surface Madness”.

The Surface Madness cannot be cured by any known means. Most Dark Elves take pity on the poor wretch afflicted with the ailment. This opinion may lead to thoughts of euthanasia. Some other Dark Elves see the sufferers as an embarrassment to be exterminated.

Dark Elves (as all Player Character races) can have any hair color, but tend to have grey, white, silver, or black hair.

Dark Elf culture does not look unfavorably on the worship of Dark gods or the study of Necromancy. This is one reason that many surface dwellers view the entire race as evil.

Dark Elves can only breed with other Dark Elves. Dark Elves have a lifespan of about 1,000 years.

Costuming Requirements: Pointed ear tips (as described above). Additionally, a band of black or deep dark purple makeup across the eyes is required.

Free Racial Advantage: Resist one Sleep effect and one Charm effect per event.

Racial Disadvantage: Must roleplay an exceptionally strong aversion to sunlight and all other light sources.

Stone Elves

Stone Elves are also referred to as “Cold Elves”, and derisively or jokingly as “Stern Elves” or “Sallow Elves”.

Stone Elves are taught from birth to suppress their emotions and not to show them. They are never seen laughing or displaying any strong emotion. They do smile, rarely, but only as a sign of friendliness. They will only shout so that others can hear them, never as an outburst of anger, fear, or pain. They will only show emotions in a private, intimate setting with people they know extremely well (even then, the display of emotion is somewhat subdued).

Stone Elves (as all Player Character races) can have any hair color, but tend to have black, grey, or white hair. Many are bald.

Surprisingly, Stone Elves are very often religious. They are known to implore Nexus to strengthen their willpower.

Stone Elves can only breed with other Stone Elves. Stone Elves have a lifespan of about 1,000 years.

Costuming Requirements: Pointed ear tips (as described above). Additionally, a band of white makeup across the eyes is required. Although not required, some Stone Elves have black lips and/or black accents around the eyes.

Free Racial Advantage: Resist one Sleep effect and one Charm effect per event.

Racial Disadvantage: Must roleplay a coldly logical personality without strong emotions.

Blood Elves

Blood Elves are also referred to as “Fiend Elves” or even “Demi-Fiends”.

Nobody is quite sure where Blood Elves come from. They just appear randomly, fully-grown, alone, with fundamental skills but no memory of their life prior to their appearance. As a result, they have no culture of their own.

Blood Elves have very strong emotions. They are passionate regarding just about everything. Perhaps this is due to their uncertain origins. Sometimes, a Blood Elf will try to live a less emotional lifestyle, but this takes great effort and self-discipline and is a constant struggle.

Blood Elves (as all Player Character races) can have any hair color, but tend to have black or red hair. Many are bald. Blood Elf skin becomes quite hot as a result of their strong emotions. It is also very acidic. As a result, any pigment applied to their skin (such as war paint or tattoos) burns into a dark color.

Blood Elves are always incapable of producing offspring. Blood Elves are thought to have a lifespan of about 1,000 years.

Costuming Requirements: Pointed ear tips (as described above). Additionally, a band of red makeup across the eyes is required. Although not required, some Blood Elves have black lips and/or black accents around the eyes.

Free Racial Advantage: Resist one Sleep effect and one Charm effect per event.

Racial Disadvantage: Must roleplay the inability to remember life before becoming an adult.

Half Elves

Half are also referred to derisively or jokingly as “Mongrel Elves” or “Half-Breed Elves”.

Half Elves are the results of Humans and High Elves mating. No other type of Elf can breed with Humans.

Half Elves are generally misunderstood by Humans, and pitied or shunned by High Elves. Since they have no society or true racial customs, they are usually seen as outcasts. Half Elves easily adapt to different ways of life, having no culture of their own.

Many Half Elves turn to religion for solace. They are known to worship a variety of gods, and every religion has at least one Half Elf priest. The Half Elves who do not turn to religion for comfort, sometimes turn to magic for power.

Half Elves have the same lifespan as Humans - about 100 years.

Costuming Requirements: Pointed ear tips (as described above). Half Elves do not have a colored band across the eyes.

Free Racial Advantage: Resist one Sleep effect per event.

Racial Disadvantage: None.

The Dwarven Races

There are two playable Dwarven races: The Dwarves and The Deep Dwarves.

The Dwarven races are recognized by their long beards. All Players of Dwarves are required to have very long full beards (real or fake) of at least five inches. Alternatively, a Player with a full real beard of less than five inches may add one or more braids to meet the requirement.

Dwarves

Dwarves are also referred to derisively or jokingly as “Rock Eaters” (from the old myth that they actually eat rocks).

Dwarves as a race are quite robust. They are generally known to be headstrong individuals. They can be quite tenacious fighters. Most are also skilled craftsmen, producing items of exceptional quality. All Dwarves have a love of their beards.

All Dwarves are descendants of an ancient society that, according to legend, was forced from its homeland in the far distant past. They have different cultures that vary from region to region, but there are three main cultures: Mountain Dwarf, Hill Dwarf, and Gully Dwarf. Mountain Dwarves are fiercely independent rugged individualists. Hill Dwarves are hard working, serious, and avaricious. Gully Dwarves

are uneducated, but very cunning and conniving when it comes to avoiding hard work.

The main likeness between Dwarf cultures is their propensity to organize themselves into “clans”, which are sort of like extended families.

Dwarves can only breed with other Dwarves (but not with Deep Dwarves). Dwarves have a lifespan of about 500 years.

Costuming Requirements: Long beard (as described above).

Free Racial Advantage: Five free purchases of the Shield Kick skill.

Racial Disadvantage: Cannot cast Mana spells over First Level.

Deep Dwarves

Deep Dwarves are also referred to as “Underworld Dwarves”, “Dark Dwarves”, or “Duergar”.

Deep Dwarves are Dwarves who have adapted to life in the Underworld. They are similar to their surface counterparts, being equally purpose-driven but less averse to magic. Deep Dwarves are thought of as a greedy and sadistic lot. They are known for their love of precious metals as well as their frequent use of poison.

Deep Dwarves (as all Player Character races) can have any hair color, but tend to have grey or black hair. Many are bald or partially bald.

Deep Dwarves can only breed with other Deep Dwarves. Deep Dwarves have a lifespan of about 500 years.

Costuming Requirements: Long beard (as described above). Additionally, Players of Deep Dwarves must have grey makeup on all exposed skin. Although not required, some Deep Dwarves have black lips and/or black accents around the eyes.

Free Racial Advantage: Five free purchases of the Shield Kick skill. Resist one Poison effect per event.

Racial Disadvantage: Cannot cast Mana spells over Fifth Level. Must roleplay an aversion to strong light sources.

The Gnomish Races

There are two playable Gnomish races: The Gnomes and The Deep Gnomes.

The Gnomish races are recognized by their unusual noses. All Players of Gnomes are required to wear a nose prosthetic at all times. It may be of virtually any type, shape, or size. A visible strap cannot be used to hold it on the face. Makeup will usually be required to blend the color with the Player’s own skin tone. In addition to the nose, the Player is allowed to wear pointed ear tips, but this is not required.

Gnomes

Gnomes are also referred to as “Earth Folk”, “Gem Folk”, and derisively or jokingly as “Pranksters”.

Gnomes love gems and shiny baubles. It is in their nature to be tricksters and tinkers. Their culture rejoices in practical jokes. They are proud of their large noses - sometimes obnoxiously so.

Gnome communities are small and built in burrows and always maintain friendly relations with creatures of the element of Earth. Gnome Mages are called “Illusionists” by their fellows.

Gnomes who live in the woods are called Forest Gnomes. They tend to be quite shy and refer to the other Gnomes as “Rock Gnomes”. Forest Gnomes and Rock Gnomes generally do not regard Deep Gnomes as truly Gnomes at all.

Some Gnomes love to invent bizarre machines and contraptions and are called “Tinkers”.

Gnomes can only breed with other Gnomes (but not with Deep Gnomes). Gnomes have a lifespan of about 500 years.

Costuming Requirements: Unusual nose (as described above).

Free Racial Advantage: Free purchase of the Trap Avoidance skill.

Racial Disadvantage: None.

Deep Gnomes

Deep Gnomes are also referred to as “Underworld Gnomes” or “Dark Gnomes”.

Deep Gnome culture reveres gems almost above all else, particularly rubies and other gems of rich deep color. They are a somewhat serious race, as there is little room for humor in the foreboding Underworld. They are proud of their large noses, but do not seem as outwardly obsessed with them as are the surface Gnomes.

Deep Gnomes tend to worry just a little too much and often have a touch of paranoia. They are known to overcompensate and take undue precautions, always preparing for an attack of some sort. It is not surprising, given their race’s history of constant attack from Deep Dwarves, Dark Elves, Mind Flayers, and other Underworld threats. When they are attacked, they respond quickly and fight very fiercely. They use clever tactics and well-planned strategies.

The race is known to make use of nonfatal types of poison on weapons. They are also known to often use poison gas and acid globes.

Deep Gnomes (as all Player Character races) can have any hair color, but tend to have black or white hair. Many are bald.

Deep Gnomes can only breed with other Deep Gnomes. Deep Gnomes have a lifespan of about 500 years.

Costuming Requirements: Unusual nose (as described above). Additionally, Players of Deep Gnomes must have grey makeup on all exposed skin. Although not required, some Deep Gnomes have black lips and/or black accents around the eyes.

Free Racial Advantage: Purchase the Arm Traps skill at no cost. Resist one Earth spell per event.

Racial Disadvantage: Must roleplay an aversion to strong light sources.

The Other Nonhuman Races

There are a number of other playable fantasy races: The Halflings, The Fey, The Fauns, The Cat-Kin, The Half Orcs, The Minotaurs, The Manu Tara, The Ophidians, and The Hybrids.

Halflings

Halflings are also sometimes referred to as “The Stout Folk”. Halflings are recognized by their long sideburns. Halflings are called such because, according to legend, ages ago they used to be half the size of Humans. They have grown taller through the generations, and now have the same height range as Humans.

Most Halflings grow up enjoying the creature comforts of home life: eating good food, pitching stones, and listening to adventure stories. Rarely, a Halfling goes against the grain and actually takes on the life of an adventurer. These individuals often exhibit a surprising level of bravery.

Halflings have a natural curiosity for magical things. Occasionally, a Halfling will undertake the study of magic, but the race is inherently nonmagical and therefore some spells prove to be difficult to master.

Some Halflings are very inquisitive and curious to an extreme point. They tend to wear their hair in a ponytail or topknot. These Halflings are said to have Fey blood in their distant lineage.

Halflings can only breed with other Halflings. This fact is often used to debunk the notion of Halflings who are said to have “Fey blood”. Halflings have a lifespan of about 500 years.

Costuming Requirements: Players of Halflings are required to have extremely long sideburns (real or fake). They also have fur on the backs of their hands and the tops of their feet. Halflings have very bushy eyebrows that meet to join as one.

Free Racial Advantage: Five uses of the Appraising skill per event at no cost.

Racial Disadvantage: Cannot cast Mana spells over Fifth Level.

Fey

Fey are also referred to as “Fae”, “Fay”, “Faeries”, “Pixies”, or “Sprites”. “Changelings” are Fey raised by humans, but some people are ignorant of this and refer to all Fey as “Changelings”.

Fey are recognized by their small wings and sparkling faces. Fey refer to all other races as “mortals”. Mortals are a mystery to most Fey, and a subject of great curiosity.

Fey Player Characters are all descendents of the members of the ancient Seelie and Unseelie Courts. The Seelie Court embraced The Light, and the Unseelie Court followed The Dark. The Courts were formally disbanded eons ago, but even to this day there is still tension between the former Court members and their descendents.

Fey can only breed with other Fey, but it is not unheard of for a Fey to take a mortal lover. Fey are considered to be immortal, as none have ever been known to die of old age.

Costuming Requirements: Players of Fey are required to have small areas of glitter, metallic makeup, and/or colorful feathers on their faces around their eyes. Alternately, they may wear a small glittery or feathery eye mask. Fey are sometimes seen with pointed ears of various lengths. Players are encouraged to be imaginative and creative in their facial decorations. The Player is allowed a great deal of leeway in this, but the facial adornment must be deemed appropriate by the Knight Blades Staff before the Player Character is initially played. It then must be reproduced in an identical style at every subsequent event.

Fey Players are also required to wear wings on their backs. The wings must be large enough to be seen from the front, but they should not be so wide as to extend past the elbows with arms outstretched to the sides. Wings that are difficult to position in this manner must be of comparable size. The wings may be of any color and of almost any natural type: butterfly, moth, bat, feathered, etc.

Free Racial Advantage: Resist one Sleep effect per event. Cast a *Sleep Spell* as an Innate Spell once per event – see the spell description for more information.

Racial Disadvantage: Never gain any points from wearing physical armor.

Fauns

Fauns are also referred to as “Satyrs”, “Nymphs”, or “Children of Pan” (from the old myth that they are descendents of some ancient woodland being).

Fauns are recognized by their small horns and pointed ears. Fauns are generally thought to be unruly, lecherous drunkards. They do tend to be chaotic and carefree in the wild. Their rowdy woodland parties are legendary.

They usually disdain clothing, armor, and grooming (but are not unclean). They are sometimes mischievous, but rarely evil. Fauns hardly ever employ shields for defense.

Fauns can only breed with other Fauns, although they often attempt to disprove this fact. Fauns have a lifespan of about 1,000 years.

Costuming Requirements: Players of Fauns are required to wear pointed ear tips at all times. They also must have a pair of small goat-like horns on their heads. Some Fauns have fur covering their legs. They tend to have long unkempt hair.

Free Racial Advantage: Resist one Charm effect per event. Cast a *Charm Person Spell* as an Innate Spell once per event – see the spell description for more information.

Racial Disadvantage: Never gain any points from wearing physical armor.

Cat-Kin

Cat-Kin are also referred to as “Cat Folk” or “Felines”.

Cat-Kin are recognized by their feline appearance. Cat-Kin often suffer from severe wanderlust and dangerous curiosity. Even though they are scattered throughout The World, they possess a strong sense of unity and have their own unique cultures. Cat-Kin are

often quite conceited, and tend to take great umbrage with catlike Hybrids who try to pass themselves off as “true” Cat-Kin.

Cat-Kin can only breed with other Cat-Kin. Cat-Kin have a lifespan of about 100 years.

Costuming Requirements: Players of Cat-Kin are required to have makeup and/or costuming to appear catlike. The Player must attempt to duplicate the appearance of any of the great cats, wild cats, or even domestic cats.

Free Racial Advantage: Resist two Charm effects per event.

Racial Disadvantage: None.

Half Orcs

Half Orcs are also referred to derisively as “Orc-Kin” and sometimes simply as “Orcs”.

Half Orcs are recognized by their green skin. Half Orcs are a generally aggressive and brutal race. Their natural tendency is towards violence, and they respect strength and fighting prowess. Half Orcs have a better understanding of tactics and the value of stealth and cunning than do full-blooded Orcs.

Half Orcs (as all Player Character races) can have any hair color, but tend to have black or brown hair. Many are bald.

A Half Orc can be produced either by an Orc and a Human breeding, or by two Half Orcs breeding. Half Orcs can only breed with other Half Orcs. Half Orcs have a lifespan of about 100 years.

Costuming Requirements: Players of Half Orcs are required to have green makeup on all exposed skin. Lightly applied or blotchy make-up is not permitted. Although not required, some Half Orcs have black lips and/or black accents around the eyes. The Player is allowed (also not required) to wear a prosthetic pig-like snout and/or tusks on the lower teeth.

Free Racial Advantage: One extra point of Base Vitality.

Racial Disadvantage: Cannot cast Mana spells over First Level.

Minotaurs

Minotaurs are also referred to as “The Brood of Minos” (from the old myth that they are refugees from the ancient sunken Isle of Minos).

Minotaurs are recognized by their very large horns and bovine appearance. Minotaurs tend to respect raw physical strength. Minotaurs very rarely employ a shield in combat, for they view it as an act of cowardice.

Most Minotaurs become mercenaries or gladiators. They are naturally good trackers and rarely get lost. They prefer to eat only meat.

Minotaurs generally do not understand magic and view it as a weakling’s tool.

Minotaurs can only breed with other Minotaurs. Minotaurs have a lifespan of about 100 years.

Costuming Requirements: Players who choose to play Minotaurs are required to wear a pair of large horns (minimum of five inches long) on their heads at all times. They also are required to have makeup and/or costuming to appear bull-like or cow-like.

Free Racial Advantage: One extra point of Base Vitality.

Racial Disadvantage: Cannot cast Mana spells over First Level.

Manu Tara

Manu Tara are also referred to as “Feather Folk” or derisively/jokingly as “Bird-Kin”.

Manu Tara are recognized by their feathers. Manu Tara are rare creatures, and their society is very isolated. Manu Tara mostly reside in the mountains or in the largest of forests, and tend to remain with their flock for most of their life. They consider the other “flesh and fur” races to be strange and different, and

view them as curious things. However, they are ill at ease around Cat-Kin and Ophidians.

There are two basic ideologies of Manu Tara. Most Manu Tara are philosophers. They are not fighters by nature. They are bright and intelligent creatures. They enjoy teaching others, and do not look down on stupidity, but rather prefer to educate. If they become loyal, they are fiercely so.

There is another smaller faction of Manu Tara that views the world differently. They believe in a legend that tells of how they once had the ability of flight. Over the eons, this ability was lost, and the race was then hunted nearly to extinction. This idea has led them to become bitter. Often, they are seeking revenge or have animosity toward the other intelligent races. These Manu Tara are called Raptors. Many crop their tails or are born without tails.

Manu Tara are very rooted to where they live. But every Manu Tara goes on a journey in their life, at least once, as a way to “spread their wings and fly”.

Manu Tara can only breed with other Manu Tara. Manu Tara have a lifespan of about 1,000 years.

Costuming Requirements: Players of Manu Tara must have clearly noticeable feathers on or around their faces. Feathery tails are optional, but encouraged. Manu Tara never have beaks.

Free Racial Advantage: Resist one spell from the School of Air per event – see the spell descriptions for more information.

Racial Disadvantage: Must roleplay a severe aversion to enclosed spaces.

Ophidians

Ophidians are also referred to derisively as “Snakes” or “Reptiles”.

Ophidians are recognized by their scaly skin. Ophidians are extremely rare creatures, and they seldom form settlements. When they do, the settlements are very small and isolated. Ophidians mostly reside in desolate arid regions or in remote caves.

Most Ophidians believe that their race descended from normal serpents that somehow gained sapience. Historians report that the race sprung into being shortly after The Ravaging.

Ophidians generally view the world through xenophobic eyes. They do not think it is possible for other races to truly understand them. Ophidians tend to be very blunt or even rude.

Ophidians have trouble understanding many of the laws of society. As a whole, the race sees all creatures as equals. There is no inhibition to hunting intelligent races for food. They consider Manu Tara to be a delicacy.

Ophidians can only breed with other Ophidians. Ophidians have a lifespan of about 100 years.

Costuming Requirements: Players of Ophidians must have a scale pattern on all exposed skin. Makeup and costuming should be used to appear snakelike.

Free Racial Advantage: Resist one Poison effect per event.

Racial Disadvantage: Cannot cast spells from the School of Fire – see the spell descriptions for more information.

Hybrids

Hybrids are also referred to as “Animal-Kin” or “Animal Folk”. Some people are disgusted or frightened by them, and call them “Beasts” or “Abominations”.

Hybrids are recognized by their animal-like appearance. A large number of Hybrids live in the wild, since many people view them as grotesque

creatures. These feral Hybrids are uncivilized in their appearance and mannerisms.

It is not uncommon for Hybrids to wallow in self-pity due to their lot in life. They are not known to be a proud race.

Hybrids can only breed with other Hybrids. Hybrids have a lifespan of about 100 years.

Costuming Requirements: Players of Hybrids are required to have makeup and/or costuming to appear animal-like. The Player must attempt to duplicate the appearance of any real-world mammal.

Note that a cat Hybrid would be nearly identical to a Cat-Kin in appearance, but would most likely have a much different attitude and demeanor.

Free Racial Advantage: Resist one Disease effect per event.

Racial Disadvantage: None.

The Humans

Humans are the most abundant of all the Player Character Races. They are the easiest race to play, and give the Player the most freedom.

Humans are considered the most culturally diverse of all the races. Although countless others exist, most Humans encountered in Knight Blades will be of the culture known as “Continental”. This is very similar to real-world Western European Medieval and Renaissance culture.

While Humans prefer to breed with other Humans, they do have the ability to breed with High Elves, producing Half Elves. Humans can also breed with Orcs, producing Half Orcs, but the mating is commonly viewed as repugnant. Humans have a lifespan of about 100 years.

Costuming Requirements: None.

Free Racial Advantage: None.

Racial Disadvantage: None.

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Racial Advantages & Disadvantages

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Character Race	Basic Racial Advantages (Free)	Improved Racial Advantages	Racial Disadvantages
High Elf, Silver Elf, Wood Elf	Resist one Sleep effect and one Charm effect per event.	Resist one additional Sleep effect per event. Resist one additional Charm effect per event.	None.
Dark Elf	Resist one Sleep effect and one Charm effect per event.	One extra point of Base Vitality at night** (5:55 pm to 5:55 am).	Exceptionally strong aversion to sunlight and all other light sources.
Stone Elf	Resist one Sleep effect and one Charm effect per event.	Resist any Mind Effect* once per event.	Must play coldly logical personality without strong emotions.
Blood Elf	Resist one Sleep effect and one Charm effect per event.	Perform three “Agony 5 Seconds” weapon strikes per event.	Cannot remember life before becoming an adult.
Half Elf	Resist one Sleep effect per event.	Resist one additional Sleep effect per event.	None.
Dwarf	Five free purchases of the Shield Kick skill.	Ten free purchases of the Weapon Retention skill.	Cannot cast Mana spells over First Level.
Deep Dwarf	Five free purchases of the Shield Kick skill. Resist one Poison effect per event.	Ten free purchases of the Weapon Retention skill. Resist one additional Poison effect per event.	Cannot cast Mana spells over Fifth Level. Aversion to strong light sources.

* A “Mind Effect” includes any source of the Agony, Charm, Fear, or Sleep effect. It also includes any spell that has the word “Command” or “Mind” in the incantation.

** This advantage does not activate in darkness or deep underground unless the actual time is “night” (defined as 5:55 pm to 5:55 am)

Knight Blades Lost to Ruin Racial Advantages & Disadvantages

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Character Race	Basic Racial Advantages (Free)	Improved Racial Advantages	Racial Disadvantages
Gnome	Free purchase of the Trap Avoidance skill.	May attempt to pick any level Lock that is not a Door Lock once per event.	None.
Deep Gnome	Free purchase of the Arm Traps skill. Resist one Earth spell per event.	One free Escape per event. Resist a total of two Earth spells per event.	Aversion to strong light sources.
Halfling	Five free uses of the Appraising skill per event.	Resist one Fear effect per event.	Cannot cast Mana spells over Fifth Level.
Fey	Resist one Sleep effect per event. Cast one <i>Sleep</i> Spell innately per event.	Resist a total of two Sleep effects per event. Cast a total of two <i>Sleep</i> spells innately per event.	Never gain any points from wearing physical armor.
Faun	Resist one Charm effect per event. Cast one <i>Charm Person</i> Spell innately per event.	Resist a total of two Charm effects per event. Cast a total of two <i>Charm Person</i> spells innately per event.	Never gain any points from wearing physical armor.
Cat-Kin	Resist two Charm effects per event.	Resist a total of three Charm effects per event. Five free purchases of the Nimblefoot skill.	None.
Half Orc	One extra point of Base Vitality.	One free Slay per event.	Cannot cast Mana spells over First Level.
Minotaur	One extra point of Base Vitality.	Resist one Waylay per event.	Cannot cast Mana spells over First Level.
Manu Tara	Resist one Air spell per event.	Resist a total of two Air spells per event.	Severe aversion to enclosed spaces.
Ophidian	Resist one Poison effect per event.	Gain one natural Armor Point that is healed as Vitality.	Cannot cast Fire spells.
Hybrid	Resist one Disease effect per event.	Unlimited resists to Disease.	None.
Human	None.	None.	None.

Regarding Character Skills

The term “Skills” in Knight Blades means special abilities - usually purchased with Character Points - that allow a Player to do things they could not do in real life.

Skills may be unusual fighting techniques, protective or defensive attributes, or even magical aptitude.

Certain skills are purchased as many times as possible.

Since there are no Player Character “Levels” in the game, personal prowess is generally measured by the number of Character Points the Player has spent on skills. In fact, a spent number of CP is sometimes a prerequisite to purchase the more advanced skills.

Character Sheets

In order to confirm skills and other Player Character information, all Players are required to have their character sheet on their person at all times while playing.

Purchasing Skills

Prior to each event, a Player can use Character Points to purchase skills for the Player’s character. Skill purchases should be made as soon as possible. All skill updates must be made online no later than the Monday of the week of the event. This is to ensure that a correct character sheet will be available at the next event. If the deadline is not met, then the Player must play with the last official sheet we have on file.

Using Skills

Most skills must be called out in order to make use of them. Please speak clearly and loud enough to allow the appropriate people to hear you. Multiple skills cannot be combined into one attack. Only one skill can be used per attack.

Unless noted as an “Unlimited Use” skill, a skill can only be used once per event. All skill purchases are replenished between events.

Expending Skills

A skill is considered expended if it is called out or delivered. It is expended regardless of whether or not the attack or attempt was successful.

However, if a skill is not reacted to appropriately, then the skill is not expended. This will most likely be the result of the opponent not hearing the call.

Resistances

A resistance to an attack must be called out within five seconds. Otherwise, the attack’s effect must be taken. In the case of “guard”-type skills and spells, in which the first attack of a certain kind must be resisted, the resistance is forfeited if not called within five seconds. This rule applies to all types of resistances, including spells, skills, racial abilities, magic items, and other methods.

Secret Skills

There are many secret methods of acquiring special abilities and powers in Knight Blades. Powerful magic items and Rituals/Rites are the most common route. These items and processes must be discovered In-Game, but will likely be closely guarded secrets that are very difficult to obtain.

However...

There are no “hidden” skills in the game that are not explained in the rulebook. All skills for Knight Blades Player Characters are on the Skills Chart. The rules will always work the same way for everyone.

Taught Skills

“Taught” skills and spells cannot be purchased for a Player Character unless a personal tutor has first provided training during an event. The skill “Tutor” is normally needed to teach the skill or spell.

At event checkout, the Player who was taught must state the identity of the teacher and which skill or spell is being learned. At any time thereafter, the Player can

spend Character Points to purchase the skill or spell if all other prerequisites are met.

Once a Player Character has been taught a skill or spell, he can purchase multiple uses of the skill or spell with no further instruction.

Master Skills & Restricted Skills

The “Master Skills” Arcane, Assassinate, Fatalstrike, and Resurrection are considered to be the pinnacle of achievement in their particular Player Character Classes. These skills are always limited to a maximum of five purchases. There is no way to exceed this limit. There also are no circumstances whatsoever in which a Player Character can learn or utilize the Master Skill of a different Class.

Likewise, any skill noted as “Restricted” on the skill chart can only be learned by the appropriate Player Character Class. There are no exceptions to this.

Reading the Knight Blades Skill Chart

- “Unlimited Purchase” skills are purchased for each time they are used per event.
- “Single Purchase” skills work similarly to Multi Purchase skills, but are limited to one purchase only.
- “Five Purchase” skills work similarly to Multi Purchase skills, but are limited to five purchases.
- “Unlimited Use” skills need only be purchased once. The skill can then be used as often as desired.
- “Between Event” skills are used between events. The skill is utilized at the end of an event that you attend. The skill’s benefit is gained at check-in of the next event that you attend.
- Some skills require one or more “Prerequisite” skills or a certain number of Mastery Points or spent CP. Mastery Points must be spent only if there is an “M” on the chart. No “M” means you just need the Mastery Points as a prerequisite.

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Skill List for Player Characters

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Skill Name	Character Point Cost	Prerequisite	Notes
Agony	10		T, UP
Appraising	2 (1 for Rogue)		UP
Arcane (Master Skill)	30 (Restricted to Mage)	10 Mastery Points	5P, M
Arm Traps	10 (5 for Rogue)		UU
Assassinate (Master Skill)	30 (Restricted to Rogue)	10 Mastery Points	5P, M
Attune Magic Item	3 Mage Only		UP
Backstab	6 (3 for Rogue)		UP
Cleave	20 Warrior Only	4 Mastery Points	5P, M
Coldblooded Killer	20		UU
Compose Divine Casting Scrolls	3 Cleric Only	2 Mastery Points	UP, BE
Compose Mana Casting Scrolls	3 Mage Only	2 Mastery Points	UP, BE
Create Holy Water	2 Cleric Only	Max 25 Purchases	BE
Critical Hit	8 (4 for Warrior)		UP
Deadly Shot	12 Archer Only	5 Keen Shots	UP
Diagnose	3 (2 for Cleric)	First Aid	UU
Disable	10 (5 for Warrior)		UP
Disarm	5 (3 for Warrior)		UP
Divergent Spellcasting	3 Mage Only	4 Mastery Points	5P, M
Dodge	25 Rogue Only	2 Mastery Points	UP, M
Dual-Classed	50	18 Mastery Points	1P, M
Escape	3 Rogue Only		UP
Expert Healer	20 Cleric Only	Lay On Hands, 3 Mastery Points	1P, M
Fatalstrike (Master Skill)	30 (Restricted to Warrior)	10 Mastery Points	5P, M
Feel No Pain	30 Warrior Only		T, UU
Field Medic	30 Archer Only	First Aid	UU
Fire Arrows	4 (2 for Archers)	Max 25 Purchases	BE
First Aid	3		UU
Gift of Death	3		UP
Globe Throwing	15	Poison Handling	UU
Greater Backstab	6 Rogue Only	5 Backstabs	UP
Greater Critical Hit	8 Warrior Only	5 Criticals	UP
Hard To Kill	20 Warrior Only	Self-Remedy	1P
Holy Investiture	3 Cleric Only		1P
Improved Racial Advantage	10		1P
Innate Casting	40 Mage Only		T, 1P
Keen Shot	12 (6 for Archers)		UP
Kill Shot	20 Archer Only	5 Deadly Shots, 2 Mastery Points	UP, M
Lay On Hands	10 Cleric Only		T, 1P
Lethal Backstab	15 Rogue Only	5 Gr. Backstabs, 2 Mastery Points	UP, M
Lockpicking	20 (10 for Rogue)		UU
Lockpicking Advanced: 1-5	4,6,8,10,12	Lockpicking	T, UU

Knight Blades Lost to Ruin

Skill List for Player Characters

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Skill Name	Character Point Cost	Prerequisite	Notes
Nimblefoot	5 Archer Only		UP
Parry	25 Warrior Only		UP
Pierce	2 Archer Only		UP
Pin	16 (8 for Archers)		UP
Poison Handling	8 (2 for Rogue)		UU
Poison Preparer	20 Rogue Only	4 Mastery Points	1P, M
Poison Recognition	4 (2 for Rogue)		UU
Poison Resistance	8 (6 for Rogue)		UP
Potion Identification	4 (2 for Mage)		UU
Quick Wit	25 Archer Only	3 Mastery Points	5P, M
Read Divine Scrolls	10 (5 for Cleric)		UU
Read Mana Scrolls	10 (5 for Mage)		UU
Resurrection (Master Skill)	30 (Restricted to Cleric)	10 Mastery Points	5P, M
Rite Casting	1 (Restricted to Cleric)		UP
Ritual Casting	1 (Restricted to Mage)		UP
School of Magic Specialist	3 Mage Only		1P
Self-Remedy	5		1P
Shatter	15 Warrior Only	3 Mastery Points	UP, M
Shield Kick	2		5P
Silencing Shot	30 (Restricted to Archers)	10 Mastery Points	5P, M
Slay	15 Warrior Only	5 Gr. Criticals, 2 Mastery Points	UP, M
Slay Undead	25 Cleric Only	4 Mastery Points	UP, M
Sniper	20 Archer Only	4 Mastery Points	T, UP, M
Specialized Training	50	Prerequisites of Relevant Skill	1P
Spell Absorption	25 Mage Only	4 Mastery Points	UP, M
Spell Reflection	20 Mage Only	3 Mastery Points	1P, M
Steady Shield	5 (3 for Warrior)		UP
Trap Avoidance	5 Rogue Only		UP
Tutor	5	5 of the "Taught" Skill or Spell	UP
Vitality Enhancement: 1-5	10 for each Vitality Point		5P
Vitality Enhancement: 6-10	20 for each Vitality Point		5P
Waylay	10 Rogue Only		T, UU
Waylay Guard	10		1P
Waylay Resistance	20	Waylay Guard	T, 1P
Weapon Retention	3		UP

KEY TO CHART NOTES		
1P = Single Purchase skill	UP = Unlimited Purchase skill	T = Taught skill
5P = Maximum of 5 Purchases	BE = Between Event skill	UU = Unlimited Use skill
M = This Skill Costs One Mastery Point To Purchase As Well As The Listed CP		

Skill Descriptions

Agony

This is a special weapon attack that causes extreme pain in the victim for five seconds.

To use this skill, a Player must call out “Agony Five Seconds!” while attempting to strike an opponent. This skill can only be used with a Melee Weapon.

The victim must roleplay experiencing severe pain, and fall to the ground (optionally, the victim may fall to his knees or one knee). He must remain in this position for at least five seconds.

The victim is not required to scream in pain, but may chose to do so. He should at least make some sort of groan, grunt, whine, or other sound to acknowledge receiving the attack.

The victim cannot cast spells during the time of agony, nor can he cast spells from scrolls or magic items. He may attempt to block attacks with his shield or weapons (and defensive skills such as Parry and Dodge can be used). He cannot make any type of attack whatsoever during the five seconds.

Appraising

This is the ability to ascertain the monetary value of In-Game “Special” items.

This skill also allows the appraiser to sell a valuable In-Game item to a mysterious “buyer” or “fence” (located in Logistics at NPC Camp) for half of the appraised value of the item.

The Player with this skill must bring an item and its Special Item Tag to Logistics in order to learn the appraised value of the item. The Player may then sell the item to the fence, or just keep the item.

Items of Quality will be recognized as such. A magic item will be appraised based solely on the value of the item before it was enchanted.

Note that the item must have a numbered Special Item Tag in order to be appraised. Hence, items such as

poisons, gems, components, normal weapon/armor tags, and the like cannot be appraised.

The skill must be purchased for each time it is used. Each individual item requires one use of the skill.

Arcane

This is the ability of an accomplished Mage to circumvent the various resistances and protections used against spells.

Only a Mage is talented enough to exercise this special spellcasting tactic.

To use this skill, a Player must follow the incant of a Mana-based spell with the word “Arcane.” This will indicate that the spell cannot be resisted. All types of resistances are circumvented. The call of “Resist” cannot be used against Arcane. The only adequate resistance call is “Immune”.

This skill does not thwart an ability that prevents the spell from actually hitting the target. Therefore, skills and abilities such as “Dodge” and “Phase” (and “Avoid” for magical traps) are effective defenses. “Escape” is ineffective since it releases the victim after the spell has taken effect. “Reflect” causes a spell to rebound after hitting a target, and is therefore ineffective as well.

This skill does not prevent the spell from being disrupted in the usual manner.

The user of this skill must actually cast the spell. Therefore, the skill cannot be combined with spells cast from magic items, scrolls, etc.

This is a Restricted “Master” skill, and can never be purchased by a Player Character that is not of the Mage class, even if the Specialized Training skill or Dual-Classed is purchased. This skill is limited to a maximum of five purchases.

Arm Traps

This is the ability to place and set small or large physical traps. All materials and phys reps must be approved by Staff and must be provided by the Player or obtained through In-Game means.

Unless prior approval is obtained, all tripwires and other cords must be white string when using this skill. An existing trap cannot be reset with this skill if string other than white is used in the trap.

Magical traps cannot be set or reset with this skill.

The trap setter is not immune to his own trap. The trap takes a minimum of five seconds to set; the Player should roleplay carefully inspecting the area and positioning the trap.

This skill in no way allows anyone to avoid the effects of a trap.

Assassinate

This is the ability to strike with such precision as to bring about instant death.

Only a Rogue is able to maneuver with such precision to perform this skill.

This is a “Stealth” skill, and the attack must meet all of the requirements to be delivered as such.

To use this skill, a Player must call out “Assassinate!” while attempting to strike an opponent’s rear torso. The attack causes only one point of damage, but it also kills the victim as if they were granted The Gift of Death.

Note that this will not affect undead opponents or anything that is not truly alive or does not possess familiar anatomy or vital organs.

This is a Restricted “Master” skill, and can never be purchased by a Player Character that is not of the Rogue class, even if the Specialized Training skill or Dual-Classed is purchased. This skill is limited to a maximum of five purchases.

Attune Magic

This skill is used to create a mystical bond between a magic item and a specific individual. Virtually all permanent magic items must be attuned before they become functional.

The user of the skill must bring the item to Logistics in order to record the attunement, either during the game or at checkout. He must tell the Knight Blades Staff the name of the character to whom he wishes to attune the item. The Player of that character must accompany him and agree to the attunement.

Once attuned, the character will be able to make use of the item. The Player of that character will be given the Out-Of-Game Information Sheet for the magic item. Note that occasionally the Player may need to provide his own physical representation.

Each item being attuned requires a separate usage of the skill.

A maximum of five magic items can be attuned to one Player Character. The Player of the character is responsible for notifying Staff which item he wishes to drop from his list of attuned items if he attunes a sixth item. Note that most cursed magic items cannot be rid of in this way.

To break the bond of attunement, a Player Character must simply reject the item. The Player must notify Logistics (preferably at event check-in or checkout) that he wishes to sever the attunement.

The attunement also ends if a lost item is attuned to another person or a sufficient length of time has passed. In these cases, the former owner of the item will be informed Out-Of-Game that the attunement has been broken.

A single magic item can accept only one new attunement per event.

Backstab

This is the ability to strike with precision at vulnerable spots in order to cause extra damage.

This is a “Stealth” skill, and the attack must meet all of the requirements to be delivered as such.

To use this skill, a Player must call out “Backstab!” while attempting to strike the rear of an opponent’s torso. The attack causes a total of five points of damage.

Note that Backstabs (unlike the Assassinate skill) are generally effective against undead opponents and creatures without vital organs.

Cleave

This is the ability to pinpoint the structural weakness of a shield and then deliver a tremendous blow that renders it ineffectual in combat.

To use this skill, a Player must call out “Cleave!” while attempting to strike an opponent’s shield. The attack must hit the shield in order to be effective. This skill simulates an attack of such force and speed that it cannot be negated by the “Parry” skill.

If the blow lands (and it is not somehow negated), then the opponent can no longer use the shield in combat. The shield is considered permanently destroyed until it is repaired.

Shields ruined by this skill are automatically repaired fully at no cost between events.

Coldblooded Killer

This skill allows unlimited uses of the Gift of Death skill.

Compose Divine Casting Scrolls

This is the ability to produce Divine “Casting Scrolls”. This skill does not allow the creation of Mana Casting Scrolls. Each purchase of this skill grants one Scroll Point.

The Player informs Logistics at checkout what scrolls he wishes to make and turns in coinage to cover the cost of “miscellaneous ingredients”. The cost is five silver pieces per spell level.

It is known that certain special material components may be substituted for some or all of the ingredients

usually paid for with coins. The details of this must be discovered In-Game.

The Player then expends the needed Scroll Points and states how many scrolls he wishes to compose. It costs one Scroll Point per level of the spell. The Points are restored at the next event.

A maximum of five scrolls can be made per event under normal conditions.

The Player Character painstakingly toils between events, and the scrolls are then available at check-in of the next event.

A Player Character can only compose scrolls of spells he has learned and is able to cast normally. High level spells and Specialty Priest spells will have additional requirements for scroll reading. The composer of the scrolls has no influence over these requirements.

Compose Mana Casting Scrolls

This is the ability to produce Mana “Casting Scrolls”.

Although this skill does not allow the creation of Divine Casting Scrolls, the process is the same.

*Please see the skill description for **Compose Divine Casting Scrolls***

Create Holy Water

This skill allows a Player Character to produce vials of Holy Water. One vial is created per event per each purchase of this skill.

The Player Character’s particular deity is irrelevant for the purposes of this skill. All gods – whether Good, Evil, or Neutral – grant their followers the ability to learn this skill.

All Holy Water is the same. There are not different types based on the god for which it was created. There is no “Unholy Water” for evil gods.

Holy Water is represented by a spell packet. The packet represents a crystal vial containing Holy Water.

As with potions & oils, the tags for Holy Water must be ripped in half to indicate that the Holy Water is no longer usable.

Once created, Holy Water is usable by anyone who possesses the game tag. Anyone can carry and throw Holy Water packets. It simulates splashing water from a vial. No game skill is needed.

Critical Hit

This is the ability to critically injure an opponent by delivering a powerful blow. The attack causes a total of five points of damage.

To use this skill, a Player must call out “Critical!” while attempting to strike an opponent’s torso. The attack must hit the torso in order to be effective.

Deadly Shot

This is a more potent form of the Keen Shot skill. This skill allows a decisive hit by an Archery Weapon. The Player must call out “Deadly Shot!” before releasing the arrow. If the arrow hits anywhere on the target’s body, then the target takes ten points of damage to the torso. Note that the Parry skill cannot be used against Archery attacks.

Five “Keen Shot” skills must be purchased before this skill is available. Any quantity of “Deadly Shot” skills can then be purchased.

Diagnose

This is the ability to ascertain the health status of a person or creature.

The skill user must have at least one arm completely free and his feet must not move from their position while the skill call is made. The skill user must touch the torso of the person or creature and then state “Diagnose” followed by a question. The following information may be requested (this is not an all-inclusive list): the state of consciousness, whether or not the person has poison in their system, the time remaining for a bleed-out period, waylay, poison effect, etc.

The only information that can be gleaned regarding Vitality is the number of Vitality points remaining.

This skill cannot be used to reveal curses, mind control, or other non-physical effects.

Disable

This is the ability to render a limb useless for 55 seconds. The effects of this skill are instantly removed by restoring at least five points of Vitality.

To use this skill, a Player must call out “Disable!” while attempting to strike an opponent’s arm or leg. If the blow lands (and it is not somehow negated), then the opponent will be unable to make use of that limb for the duration of the effect. If a leg is affected, then the victim must fall to the ground or kneel with the leg. The leg’s position must change.

This skill can only be used with a Melee Weapon. The attack also inflicts one point of damage.

If a strike with this skill misses the target area and instead hits another portion of the opponent’s body, then the impact will still cause one point of damage.

In general, undead can be affected by this skill. However, the more powerful undead and certain other creatures will not be affected.

Disarm

This is the ability to deftly or forcefully knock a weapon out of an opponent’s hand.

To use this skill, a Player must call out “Disarm!” while attempting to strike an opponent’s weapon. If the blow lands (and it is not somehow negated), then the opponent must attempt to toss his weapon to the ground at least five feet away. The attack must hit the opponent’s Melee Weapon in order to be effective. Two-Handed Weapons cannot be affected by this skill if they are being held with both hands.

Combatants may find the use of a weapon lanyard to be a helpful tactic against this skill.

Archery Weapons should never intentionally be struck in melee combat, and therefore this skill cannot be used against such weapons.

Divergent Spellcasting

This skill allows a Player Character to learn one spell from a specialized School of Magic without actually becoming a Specialist of that School.

A Player Character can learn one spell per purchase of the skill, with a maximum of five purchases. All of the spells must be from the same School of Magic. The spells cannot be changed once chosen.

If necessary, the Player Character must acquire and/or be taught the spells. The usual progression of Spell Levels must be followed, but the Schools are irrelevant in this case.

Dodge

This is the ability to deftly evade an incoming attack by moving with remarkable agility. The attack (whether delivered by a weapon, Claw, or any type of packet) is entirely negated.

To use this skill, a Player must call out “Dodge!” after being hit by an opponent. The attack and its effects are negated.

Dodge cannot negate Stealth Attacks. However, unseen or rear attacks not using Stealth skills can be negated.

Dodge cannot negate the Master Skill “Fatalstrike”. These attacks are too swift and skillful.

Dodge can prevent an attack spell from actually hitting. Therefore, it is effective against “Arcane”.

This skill cannot be used if the Player Character is unconscious or currently under a completely immobilizing effect (Paralysis, Petrify, Web, etc.).

Trap effects cannot be negated by Dodge.

Dual-Classed

This skill allows a character to make purchases from one other Character Class skill list. The costs for the skills are not doubled as they are with the Specialized

Training skill. Skills purchased previously at higher costs are not refunded the difference.

The single Class chosen cannot change. All prerequisite skill requirements must be met for the new Class skills.

Dual-Classing does not allow the purchase of Rite Casting, Ritual Casting, or “Master Skills”.

Before purchasing this skill, the Player Character must obtain suitable training. To qualify as a trainer, a character must be of the Class desired and must have earned at least 5 Mastery Points. The “Tutor” skill is not needed. The trainer must certify at event checkout that he is training the student.

Escape

This is the ability to slip free of the restraining effects of *Web*, *Entangle*, *Pin*, shackles, chains, and ropes.

Only one form of restraint can be escaped per expenditure of the skill. For example, a pair of manacles would be one usage. A *Web* effect would be one usage. Escaping both a *Web* and an *Entangle* effect would require two uses of the skill, since these are two different forms of restraint.

The Player must call out “Escape!” when using this skill, and is instantly free. The call can be made at any point during the duration of the restraining effect.

This skill cannot be used if the Player Character is unconscious or currently under a completely immobilizing effect (Paralysis, Petrify, etc.).

This skill is of no use against effects delivered with the “Arcane” call.

Expert Healer

This skill allows a second use of the Lay on Hands skill.

Fatalstrike

This is the ability to deliver a devastating blow that causes a tremendous amount of damage. Only a Warrior is able to muster the strength and focus needed to perform this skill. The attack causes 50 points of damage.

To use this skill, a Player must call out “Fatalstrike!” while attempting to strike an opponent’s torso. The attack must hit the torso in order to be effective. This skill simulates an attack of such force and speed that it cannot be negated by the “Parry” or “Dodge” skills.

This is a Restricted “Master” skill, and can never be purchased by a Player Character that is not of the Warrior class, even if the Specialized Training skill or Dual-Classed is purchased. This skill is limited to a maximum of five purchases.

Feel No Pain

This skill allows unlimited “Resists” to Agony effects. This is not total immunity to Agony – any attack that can bypass resistances will be effective.

Field Medic

This skill reduces the time it takes to use the First Aid skill by 30 seconds. Once purchased, this skill can be used an unlimited amount of times.

The First Aid skill must be purchased first before this skill can be purchased.

Fire Arrows

This skill allows a Player to produce Fire Arrow item tags in-between events. Fire Arrows are a consumable item that allows the player to add the “Fire” modifier on their next ranged attack.

Offensive Archer skills can be paired with this modifier.

A bow must be used to launch this attack.

To use a Fire Arrow item tag, the tag must first be ripped in half. The Players next ranged attack will then have the “Fire” modifier for one attack.

A maximum of 25 Fire Arrows can be made in-between events per Player Character.

First Aid

This is the ability to apply bandages to another person or creature in order to halt the bleeding-out period. The skill brings a bleeding person back to consciousness with one point of Vitality. It is not considered “healing”, so it will not be stopped by things that prevent healing (such as the *Disease* effect).

To use the First Aid skill, a Player must roleplay the application of bandages to a bleeding victim for a minimum of 55 seconds. There must be some physical representation for the bandages, such as strips of cloth or actual dressings. The skill user must touch the torso of the person or creature in question, and then state “First Aid”. At this point, the bleeding-out time is stopped, but if the aid is ended too soon, then the bleeding countdown shall continue where it left off. When resuming First Aid after an interruption, the 55-second First Aid count must start again at the beginning.

Gift of Death

This is the ability to quickly end a helpless victim’s life by physically damaging vital areas with surgical precision.

To use this skill, a Player must state, “I Grant You the Gift of Death!” while holding a Melee Weapon to the victim’s torso. Since the initial touch by the weapon is considered a weapon strike, one point of damage will be inflicted as well.

If the victim moves at all, then the skill is interrupted. The Gift of Death cannot be performed on a falling body.

This skill cannot be performed with anything other than a Melee Weapon or Claw. The skill cannot normally be delivered by Archery Weapons or spells.

This skill can be disrupted in the same ways as a spell. However, silence will not stop this skill, as the statement is Out-Of-Game (it is not a spell incant). A disrupted attempt does not expend the skill.

No response is needed if a dead body or unliving creature is granted the Gift of Death. They have the

option to respond with “resist”, but it is not required. Please do not insist on a response.

Note that some monsters can perform this skill innately (preceded with the “Innate” call), and may even be able to deliver this skill by a spell packet. When the skill is used innately or by a thrown spell packet, it will be effective against a target that is actively moving.

Globe Throwing

This skill allows the employment of Poison Gas globes and acid globes. These globes are small glass or ceramic balls containing a dose of poisonous gas or acid. These items are represented In-Game by spell packets.

To make use of this skill, the Player must throw the spell packet at a target and call out the name of the Poison followed by the word “Gas”, for example “Poison Five Gas!”

The verbal part is an Out-Of-Game statement, and therefore cannot be disrupted.

Greater Backstab

This is a more potent form of the Backstab skill. It inflicts at total of ten points of damage. It is treated in all other ways as a Backstab.

Five “Backstab” skills must be purchased before this skill is available. Any quantity of “Greater Backstab” skills can then be purchased.

Greater Critical Hit

This is a more potent form of the Critical Hit skill. It inflicts at total of ten points of damage. It is treated in all other ways as a Critical Hit.

Five “Critical Hit” skills must be purchased before this skill is available. Any quantity of “Greater Critical Hit” skills can then be purchased.

Hard To Kill

This skill grants a second use of the Self-Remedy skill.

Holy Investiture

This skill allows a Player Character to dedicate himself to a particular undergod, thereby becoming a “Specialty Priest” of that deity. This allows access to learning the special spells of that faith.

Once the undergod has been chosen, it cannot normally be changed. It may be possible if a dramatic conversion is roleplayed In-Game. In this case, the skill must be purchased again.

Should the Player decide to switch to a different undergod, access to the old Specialty Priest spells will be lost.

Improved Racial Advantage

See the “Racial Advantages & Disadvantages” chart.

Innate Casting

This skill allows the Player Character to always cast one specific Mana-based spell innately. This must be a single spell already known. This skill cannot be used for casting Rituals.

Keen Shot

This skill allows a decisive hit by an Archery Weapon. The Player must call out “Keen Shot!” before releasing the arrow. If the arrow hits anywhere on the target’s body, then the target takes five points of damage to the torso. Note that the Parry skill cannot be used against Archery attacks.

Kill Shot

This is a more potent form of the Keen Shot skill. This skill allows a decisive hit by an Archery Weapon. The Player must call out “Kill Shot!” before releasing the arrow. If the arrow hits anywhere on the target’s body, then the target takes 25 points of damage to the torso. Note that the Parry skill cannot be used against Archery attacks.

Five “Deadly Shot” skills must be purchased before this skill is available. Any quantity of “Kill Shot” skills can then be purchased.

Lay On Hands

This is the ability to channel the power of a deity into a potent healing effect.

The skill user must have both hands completely free and his feet must not move from their position while the skill call is made. The Player then must use both hands simultaneously to touch the torso of a creature, and state “Lay on hands! Full Vitality!”

The skill is not a spell, so anything that prevents spellcasting (or spells in general) will not apply to this skill. Magical silence will not stop the skill, since the “incant” is totally Out-Of-Game. However, the skill will be wasted if the verbal part is misspoken.

Lethal Backstab

This is a more potent form of the Backstab skill. It inflicts at total of 25 points of damage. It is treated in all other ways as a Backstab.

Five “Greater Backstab” skills must be purchased before this skill is available. Any quantity of “Lethal Backstab” skills can then be purchased.

Lockpicking

This skill allows a Player to attempt to pick In-Game locks of Average quality. These are level zero locks.

The lock’s attached item number indicates the lock’s level. The level is the first digit of the item number, ranging from “0” to “5”.

The skill “Lockpicking Advanced” is needed to open a lock of a level higher than zero.

Very little Out-Of-Game skill is needed to pick In-Game locks. However, every lock requires a minimum of 55 seconds of roleplaying to pick, no matter how skilled the Player.

Lockpicking Advanced

This skill allows a Player to attempt to pick In-Game locks of Exceptional quality. These locks are level 1 to 5. The “Lockpicking Advanced” Skill of the indicated level or higher is needed to open Exceptional

locks. Every In-Game lock requires a minimum of 55 seconds of roleplaying to pick.

The skills are purchased in levels where the lower levels are prerequisites for the higher levels.

Nimblefoot

This is the ability to “Resist” a single *Disable* skill used against the Players legs.

Parry

This is the ability to dexterously block an incoming weapon attack by wielding a Melee Weapon with blinding speed.

To use this skill, a Player must call out “Parry!” after being hit by a weapon or Claw. The blow and its effects are then negated.

This skill can only be used if a Melee Weapon is held in the hand. The hand and arm must be free and functional. The Melee Weapon must be one in which the user has the weapon skill.

Note that this skill cannot be used to negate “Fatalstrike” or “Cleave”, as these are blows of such force that a weapon cannot parry them.

Parry cannot negate Stealth Attacks. However, unseen or rear attacks not using Stealth skills can be negated.

Archery attacks cannot be negated by the “Parry” skill.

Parry is a suitable avoidance when attempting to negate a Claw or weapon-delivered “Arcane” effect.

Pierce

This is the ability to bypass Armor Points, thereby directly damaging an opponent’s Vitality.

To use this skill, a Player must call out “Pierce!” while firing an Archery Weapon. If the hit is successful (and it is not somehow negated), then the opponent will not receive any protection from Armor Points.

The strike can hit anywhere on the body. This skill can only be used with an Archery Weapon.

Offensive Archery skills cannot be paired with the Pierce modifier.

Note that some monsters may have the ability to use this skill with Claws, weapons, or thrown items.

Pin

This is the ability to pin an opponents foot for a short duration.

To use this skill, a Player must call out “Pin 5 seconds!” while firing an Archery Weapon. If the hit is successful (and is not somehow negated), then the opponent must pick a foot to be stuck in place for 5 seconds.

The strike can hit anywhere on the body.
This skill can only be used with an Archery Weapon.
This ability causes 1 point of non-torso damage.

Poison Handling

This skill allows a Player Character to apply Blade Poison, Contact Poison, and Ingested Poison. Blade Poison can also be safely removed with this skill.

Without this skill, poison will always affect a Player Character attempting to apply the poison. It is assumed that he somehow accidentally exposed himself to the Poison.

The user of this skill must simulate applying the poison for at least five seconds.

If Blade Poison is applied to a blade, the weapon may be freely given to someone else to use without fear of exposure. The person who poisoned the blade must clarify the type of poison to the recipient.

The next successful strike with the weapon will deliver the poison effect. Once it is applied, Blade Poison will expire at the end of the event if unused.

Poison Preparer

This skill provides one free dose of Death Poison (Blade Poison) per event. The poison vial is acquired at event check-in.

Poison Recognition

This skill allows a Player Character to identify any type of Poison.

The descriptive Out-Of-Game tag in the Poison’s container may be removed and read by the user of this skill. This perusal is done without actually making use of the poison.

This skill can also be used to identify poison gas globes and poisoned blades. The skill user must hold the packet or weapon phys rep and carefully inspect it, stating “Poison Recognition”. The owner of the globe or blade must then inform the skill user as to what type of poison is present.

This skill always requires a minimum of five seconds of roleplaying the recognition process.

Poison Resistance

This is the ability to resist the effects of most types of poison, whether delivered by melee weapon attack, missile, gas globe, or spell. This resistance may be the result of mysterious training and conditioning or simple physical hardiness.

One poison effect of the Player’s choice can be negated for each purchase of the skill.

To use this skill, a Player must call out “Resist!” when subjected to a poison effect. The poison’s effects are instantly negated.

Potion Identification

This skill allows a Player Character to identify magical potions and oils.

The descriptive Out-Of-Game tag in the container may be removed and read by the user of this skill. This perusal is done without actually making use of the potion or oil.

This skill always requires a minimum of five seconds of roleplaying the recognition process.

This skill does not aid in the identification of Poison.

Quick Wit

This is the ability to restore one used up Skill.

To use this skill, the Player must call out “Quick Wit!”.

This skill can be used in response to an attack. For instance, if an Archer has no more uses of the Nimblefoot skill, and is then hit with a Disable that hits their leg, they may in response say “Quick Wit – Resist”, signifying that the Quick Wit skill was used to recover a use of Nimblefoot.

Restricted skills cannot be restored this way.

Read Divine Scrolls

This is the ability to utilize Divine “Casting Scrolls”.

Although this skill does not allow the use of Mana Casting Scrolls, the procedure is the same.

*Please see the skill description for **Read Mana Scrolls***

Read Mana Scrolls

This is the ability to utilize Mana “Casting Scrolls”. This skill does not allow the use of Divine Casting Scrolls.

To cast from a scroll, the Player must first hold the scroll in his hand. Other than spell packets and the scroll itself, nothing can be held in either hand during the casting of a scroll.

The Player then recites the incant of the spell. All incants from Casting Scrolls have the prefix “From This Scroll”. The spell must immediately be cast at the target.

Casting from a scroll is not considered “Innate”. Silence prevents the casting. Getting hit disrupts it. All the regular rules of spellcasting apply.

Casting Scrolls have requirements listed at the top of the sheet. Most scrolls only require the appropriate Read Scrolls skill, but some may require a certain Character Race, Class, or Specialty.

As with potions, oils, and poisons, the tags for scrolls must be ripped in half to indicate Out-Of-Game that the scroll is no longer usable.

If the caster cannot read the scroll due to poor lighting or other factors, then the spell cannot be cast.

Lost or esoteric spells may sometimes be found on scrolls. Spells cannot be learned from Casting Scrolls as they can from Insight Scrolls.

Resurrection

This is the ability to bring a dead creature back to life. Only a Cleric is able to focus the divine energy needed to perform this skill.

To use this skill, the Player Character must first gather four other sentient beings to assist in the procedure. The Cleric and the assistants must arrange themselves into a circle around the dead body. All five participants must be touching. They may be touching indirectly by handheld objects such as weapons.

The Player begins the process by calling out the Three Count “Focusing One! Focusing Two! Focusing Three!” The Cleric must then remain in a state of utter concentration for at least five minutes. The concentration is easily broken. It is broken by any of the following occurrences:

1. Any creature or object crosses the circle formed by the five participants
2. Any of the five participants speaks or activates an item
3. Any of the five participants willingly or unwillingly moves their feet
4. Any of the five participants fails to maintain physical contact
5. Any of the five participants are struck by an attack or any effect

During the period of concentration, the dead body’s five minute fade count is suspended. If concentration is broken, then the fade count resumes. The skill user may attempt to restart the period of concentration as many times as desired, but the focusing and the five minute time span must begin anew. The skill is only expended if the process is successfully completed.

At the end of the five minutes, the skill user touches the torso of the dead body and calls out “I grant you the Gift of Life!” A Gift of Life tag is handed to the

recipient. The skill user then drops to Zero Vitality as a result of the profound exhaustion experienced.

This is a Restricted “Master” skill, and can never be purchased by a Player Character that is not of the Cleric class, even if the Specialized Training skill or Dual-Classed is purchased. This skill is limited to a maximum of five purchases.

The Player will be given a Gift of Life tag for each purchase of the skill at check-in of each event. Unused tags expire at the end of the event.

Rite Casting

Rites are the Divine equivalent of Rituals for Clerics. This skill is comparable to the Ritual Casting skill.

*Please see the skill description of **Ritual Casting** for more information.*

Ritual Casting

A Ritual is an extremely complex spell-like procedure that, if precisely followed, will result in a spectacular magical effect beyond the limits of conventional spells. A Ritual cannot be attempted unless the caster has the Ritual Casting skill.

Every Ritual has a Ritual Casting Point requirement to cast. Each purchase of this skill grants the Player Character one Ritual Casting Point.

Each attempt to cast a Ritual will permanently deplete the Player Character’s Ritual Casting Point pool. The Ritual Casting Points do not replenish between events – these points are permanently lost.

Any attempt at casting a Ritual must be witnessed by a Knight Blades Staff member. The Staff member will inform the caster if the Ritual was successful. The casting attempt should be scheduled well before the event in order to secure a time spot.

A copy of the Ritual must be submitted to the Knight Blades Staff before an attempt can be made at casting. This is done preferably at event checkout of the previous event.

This skill does not automatically grant knowledge of any particular Ritual. All Rituals must be discovered In-Game.

Most Rituals will have specific requirements, such as a caster of a certain Specialty or Character Race. Furthermore, nearly all Rituals require a number of material Components.

School of Magic Specialist

This skill allows a Mage to gain admission to a particular School of Magic, thereby becoming a “Specialist” of that school. This allows access to all spells of that school of all levels (the Specialist must still purchase and, if needed, learn the spells).

The School of Universal Magic is still available to the Specialist.

Self-Remedy

This is the ability to revive at the end of the bleeding-out period. Instead of dying, the skill user returns to one Vitality point and regains consciousness.

This skill may be explained In-Game in many ways. It is up to the Player to decide how he wishes to explain the ability. Some common examples: “the final strike was only a glancing blow”, the Player Character has “a minor regenerative ability”, and/or just “astounding luck”.

The Player is free to decide when to use this skill, but it can only be used once per event.

Shatter

This is the ability to strike a weapon or shield with great force, damaging it and rendering it unusable for combat.

To use this skill, a Player calls out “Shatter!” while striking an opponent’s weapon or shield. The opponent can no longer use that item in combat. The item is considered destroyed until repaired. Since the Shatter skill is used on weapons and shields, and not an opponent’s body, it does not cause any points of damage.

Shattered weapons and shields are automatically repaired fully at no cost between events.

This skill cannot normally be used on items other than weapons or shields. However, this skill may be of some use against certain creatures and certain magic items if utilized appropriately.

Shield Kick

To use this skill, a Player must call out “Shield Kick Five Seconds!” while attempting to strike an opponent’s shield. This skill can only be used with a Melee Weapon.

The struck shield must hang limp for five seconds. The shield holder is not required to drop the shield, but must not use it to actively block incoming attacks.

Silencing Shot

This is the ability to shoot an arrow through the targets lungs, preventing any speech for 55 seconds as the victim tries to remove the lodged arrow. Only an Archer has the steady hand to make such a precise attack.

To use this skill, a Player must call out “Silencing Shot!” while firing an Archery Weapon. If the hit is successful (and is not somehow negated), then the opponent must not speak or cast any spells for 55 seconds. Innate casting still works.

The strike can hit anywhere on the body. This skill can only be used with an Archery Weapon. This ability causes 1 point of torso damage.

This is a Restricted “Master” skill, and can never be purchased by a Player Character that is not of the Archer class, even if the Specialized Training skill or Dual-Classed is purchased. This skill is limited to a maximum of five purchases.

Slay

This is a more potent form of the Critical Hit skill. It inflicts a total of 25 points of damage. It is treated in all other ways as a Critical Hit.

Five “Greater Critical Hit” skills must be purchased before this skill is available. Any quantity of “Slay” skills can then be purchased.

Slay Undead

This is a variation of the Slay skill.

The attack causes a total of 25 points of damage, but only affects undead creatures.

To use this skill, a Player must call out “Slay Undead!” while attempting to strike an opponent’s torso. The attack must hit the torso in order to be effective.

No “Critical Hit”, “Greater Critical Hit”, or “Slay” skills are needed to make this skill available.

“Resist” is the proper response from a struck creature that is not undead.

Sniper

This is the ability to accurately aim at vital points, even those hidden by armor.

This skill allows for the Pierce modifier to be paired with offensive Archer skills.

To use this skill, a Player must call out “Pierce Keen Shot!” or any variation of offensive skill.

The rest of Pierce rules apply.

Specialized Training

This skill allows the Player to purchase one skill not normally available to his Player Character’s Class. It does not allow the purchase of spells. It also does not allow the purchase of Rite Casting, Ritual Casting, or any of the “Master Skills”.

Specialized Training only grants access - the desired skill must still be purchased with CP and/or Mastery Points. The CP cost for the desired skill is doubled.

The skill made available can be purchased multiple times if it is a multiple purchase skill.

All prerequisite skills for the desired skill must be purchased as well. If a skill's prerequisite is also not available to the character, then the points for the prerequisite must be spent without actually gaining use of the prerequisite skill. These nonfunctional skills are not doubled in CP cost.

Spell Absorption

This allows a Player Character to absorb a single incoming Mana Spell. When the spell hits, instead of taking affect, it is momentarily held and can be redirected. The spell can then be cast by the skill user.

Only one spell can be absorbed at a time, even if this skill was purchased more than once. The spell must be properly cast within 5 seconds. Should this time limit elapse, the skill user will instantly fall to zero Vitality. All points of Vitality are depleted - natural as well as magical Vitality from spells or magic items. This cannot be resisted or negated by any means whatsoever.

The user of this skill is responsible for reciting the correct spell incant. This may entail the caster to recite an unfamiliar spell incant. All the usually rules of spellcasting apply.

The spell must be a Mana Spell (not a Divine Spell) but it need not be a spell that has been learned. In fact, it need not be a spell that the user is capable of learning.

To use this skill, a Player must call out "Absorb!" after being hit by a spell.

This skill does not include innate casting if the incoming spell was cast innately. The absorbed spell can only be cast innately if it happens to be the skill user's Innate spell.

Spells cast with Arcane cannot be absorbed. Absorbed spells cannot have Arcane added to them.

Note that magical spell-like effects (as found on the "Combat Calls" list) cannot be absorbed by this skill. Only spells can be absorbed. A spell will have a full Spell Incantation.

Spell Reflection

This skill allows a Player Character once per event to reflect any spell successfully cast on them. The call of "Reflect!" must be made within five seconds of the spell landing.

Note that magical spell-like effects (as found on the "Combat Calls" list) cannot be reflected by this skill. Only spells can be reflected. A spell will have a full Spell Incantation.

Steady Shield

This is the ability to deflect, withstand, or swiftly recover from a Shield Kick. The attack is instantly negated by calling "Resist".

Trap Avoidance

This is the ability to avoid the effects of any type of In-Game trap. This results from a combination of exceptional reflexes, reaction time, and awareness.

One trap's effects can be avoided per purchase of the skill. The Player is free to decide when to make use of the skill.

To use this skill, a Player must call out "Avoid!" when subjected to the effects of a trap. The skill user can ignore all of the trap's effects. This skill does not prevent the trap from being triggered, nor does it protect other people if they are subject to the effects of the trap.

Tutor

This is the ability to teach "Taught" skills and spells that the teacher possesses.

To use this skill, a Player must roleplay teaching the skill to a student. The Tutor can teach one skill to one student per event per purchase of the Tutor skill.

Tutoring requires a high level of experience in the selected skill or spell. Therefore, a Player must have purchased at least five of the skill (if it is a Multiple Purchase skill) or spell in question before he can teach the skill or spell to someone else.

At event checkout, the teacher must acknowledge that he is using the Tutor skill to teach the student. The student must meet all prerequisites and other requirements in order to learn the skill or spell.

Although only one event is technically required to teach a skill, the teacher may extend the time period for roleplaying purposes. Commonly, teachers may elect not to verify the student until a completion of a course of study or an In-Game “graduation”.

Vitality Enhancement

Extra points of Vitality can be purchased as skills. Each is purchased as a separate skill. The cost increases after five extra Vitality points are purchased.

The maximum Vitality Enhancement that can be purchased is ten.

Waylay

This is the ability to deliver a strike to the base of the skull of a victim in order to render him unconscious. Note that a Player should never actually strike anyone in the head. Striking the upper back section of the torso simulates this skill.

This is a “Stealth” skill, and the attack must meet all of the requirements to be delivered as such.

To use this skill, a Player must call out “Waylay!” while attempting to strike the upper rear half of an opponent’s torso. The attack must hit this area in order to be effective.

This skill can only be used with the butt end (pommel) of a One Handed Melee Weapon that is no longer than 34 inches. The weapon must be held by its usual grip area.

This skill can only be used against a single opponent once every five seconds. In other words, if the skill was negated, you must wait five seconds before attempting to use the skill again on that foe. You do not have to wait the five seconds if attacking a different foe.

Note that this skill will not affect undead opponents and many other monsters.

Waylay Guard

This is the ability to negate a Waylay attack by a process of toughening the head and neck area.

To use this skill, a Player must call out “Resist!” after being hit by Waylay. The Waylay effect is negated.

A Waylay Guard must be used to negate the first successful Waylay attack that the Player Character is subjected to that event. This skill cannot be saved for a later use.

Waylay Resistance

This is the ability to avoid a Waylay attack by utilizing uncanny intuition against danger.

To use this skill, a Player must call out “Resist!” after being hit by Waylay. The Waylay effect is negated. Waylay Resistance can be used to negate one successful Waylay attack of the Player’s choice per event.

Weapon Retention

This is the ability to “Resist” a single *Disarm* skill or effect. If the word “Disarm” is used in a spell incantation or Out-Of-Game call, then it can be resisted.

Regarding Combat

Fighting with weapons (or Claws, in the case of monsters) is simulated by sparring with soft foam-padded “boffer” weapons. Magical spell attacks are simulated by throwing small birdseed-filled beanbags called “spell packets”. Spell packets are also used to simulate attacks from spell-like effects, Poison Gas globes, acid globes, and Holy Water.

Fundamentals of the Combat System

A weapon strike always causes a minimum of one point of damage.

Many game effects and skills are delivered by weapon strikes. These strikes also inflict at least one point of damage. Some skills must land on a certain part of the body to be effective. If one of these strikes misses the target area and instead hits another portion of the opponent’s body, then the impact will still cause one point of damage. The victim must make it known that the correct body area was not hit.

Characters have a certain amount of damage they can sustain measured in Vitality Points. The final point of Vitality, however, can only be taken away with a strike to the torso. The torso area is defined as the area that would be covered by a sleeveless tee shirt (front and back) reaching down to the top edge of the pelvis bone.

It is against the rules to actively block weapons with your hands and arms in order to protect your torso. You cannot rest your hand on your chest to intercept incoming attacks.

All weapon strikes must be clean hits to be counted. Forcing a weapon through an opponent’s defenses is not a valid tactic. The weapon is considered deflected if it makes contact with a shield or weapon during the swing. This is to simulate blocking and parrying In-Game by Players who are not as physically strong as their opponent Out-Of-Game. It is also to increase safety, as combatants are not encouraged to fight with brute force. Using all of your strength in order to push past an opponent’s sword is unsafe.

There are skills that Player Characters can purchase to increase their effectiveness in combat. These skills

can overcome real life inadequacy in order to even the odds with an opponent who is more skilled at boffer combat Out-Of-Game.

Safety is of primary concern, and therefore several rules are in place to maintain a safe yet exciting combat. Weapon strikes to the groin, head, face, neck, and hands are illegal. The hits should not be counted if your opponent accidentally strikes you in these areas.

Pushing against an opponent’s weapon and maintaining contact is not allowed. This maneuver is potentially unsafe and damaging to the weapons.

All weapons will be safety-inspected at check-in and will receive an official safety inspection sticker after they have passed inspection. The weapons should be frequently inspected by the wielder of the weapon throughout the course of the event.

Calculating Vitality Points

Player Characters have a certain amount of damage their bodies can endure. This is measured in Vitality Points.

Each Player Character automatically begins with five base Vitality Points. Some Player Character Races have a base Vitality of more than five. One extra Vitality Point is added if the Player Character is of the Warrior class. Additional points of Vitality, purchased with Character Points, are then added to this number.

Taking Damage

The total number of points of damage a creature can withstand includes two basic types - Vitality Points and Armor Points. Armor Points can absorb blade poison attacks and are the first points to go. The next points to go are Vitality Points.

Magic Armor Points (from spells) are lost before enchanted Armor Points (that is, points from a magical suit of armor), followed by non-magical physical Armor Points, and finally natural Armor Points.

Magical Vitality Points are lost before natural Vitality Points.

All natural Vitality points and natural Armor Points are replenished between events.

“Finishing” Your Foe

In most cases, a fallen opponent will begin a five-minute bleeding out count. A special skill (such as Gift of Death or Assassinate) must be used if you wish to prematurely end this count.

Dying

A Player Character is dead at zero Vitality.

Although the dead should not be looking around, please remain subtly aware of any close combat or other nearby safety concerns. Be ready to move to avoid accidental injury.

Carrying or dragging a dead body can be simulated by slowly walking with the corpse. A Player Character cannot run with a dead body unless under the effects of Superhuman Strength.

Vitality Recovery

Each Player Character automatically recovers their full Vitality after 25 minutes of not taking damage. Effects that do not cause damage do not interfere with the Vitality recovery.

No recovery is possible at zero Vitality.

Weapon Combat

All Player Characters are considered to be proficient with any and all types of weapons and can utilize any style of weapon fighting including two-weapon fighting styles and shield usage.

A weapon attack may have a call to indicate a skill. A called skill is always in addition to the usual one point of damage. Every hit inflicts at least one point of damage. The only exception is “Flat”.

Weapon attacks should not be counted if they only hit clothing. The weapon must hit the opponent’s body. In order to remove an unfair disadvantage in combat, weapon attacks that hit wings, tails, and other racial

costuming requirements should not be counted.

Any type of packet-delivered attack (spells, gas/acid globes, Holy Water) will be effective if the packet hits a shield or weapon. Shields and handheld weapons can stop missile weapon attacks.

With the exception of Pierce and Keen Shot, weapon attack skills can only be used with Melee Weapons.

Striking Specific Target Areas

If a fighting skill must hit a certain location (a specific part of the body, a weapon, a shield, etc.) and accidentally strikes a different area, the victim should state “No” to indicate that the skill did not work and need not be resisted.

Nevertheless, regardless of any skill call, all weapon strikes inflict a minimum of one point of damage.

One-Handed Melee Weapons

One hand or both hands may be holding the weapon in order to cause a legal hit.

Two-Handed Melee Weapons

Two-Handed Weapons must be held with both hands in order to perform a legal hit. If a hand slips off of the weapon during the swing, the attacker should indicate that the hit was invalid. This type of mistake must be kept to a minimum.

Blocking with the weapon is allowed even if only one hand is placed on the weapon. However, the “Parry” skill cannot be used unless both hands are on the weapon.

Claws

The natural weapons of monsters may include claws, fangs, wings, tails, etc. The generic term “Claws” is used when referring to these types of built-in weapons. We use boffer weapons with a thick red band at the base of the “blade” to represent this variety of deadly body parts. When possible, we will attempt to construct boffers that approximate the appearance of the body part in question, but there will still be a red band.

It should be understood that these boffers do not represent actual weapons and therefore cannot be disarmed or otherwise affected as weapons. When fighting in darkness (or other unclear situations), the monstrous NPC will make the call of “Claw” or otherwise indicate that the boffer is a Claw and not a weapon. The weapon-affecting skill or effect will not be expended in these cases.

Hits to Claws will not be received as damage to the Monster itself.

Claws are often treated as “Magic” weapons in cases where this is needed to damage an opponent. However, Claws do not carry the effects of “Silver”, “Blessed”, “Fire”, or “Shadow” by default.

Stealth Skills

The skills Assassinate, Backstab, Greater Backstab, Lethal Backstab, and Waylay are under the category of “Stealth” skills. All Stealth skills must be delivered in a special way. There are three requirements:

First- A Stealth attack must strike the rear half of the torso.

Please keep in mind that reaching over or around an opponent while standing in front of them is very unsafe and considered “charging” because you are much too close.

Second- The attacker cannot be running, leaping, or falling when the strike is delivered. In order to ensure this, both of the attacker’s feet must be at rest and absolutely still at the moment of the strike.

Third- The correct weapon must be utilized. Only a One-Handed Melee Weapon can be used for Stealth skill attacks.

Please note that the Waylay skill has further requirements. A Waylay attack can only be delivered by a One-Handed Weapon no longer than 34 inches. The attack must strike the upper half of the rear torso.

Archery Weapons & Thrown Weapons

Only one hit should be taken per shot/throw, even if the missile bounces off someone or something. The first person or object hit takes the damage.

This means that if a missile is fired/thrown and rebounds off a wall to strike a Player, then the hit should not be taken.

Archery and Thrown Weapons cannot be used to block weapon strikes. Any hits the Archery or Thrown Weapon receives will be applied directly to the wielder. Optionally, the wielder can drop the weapon instead of taking the hit. All Players must attempt to avoid striking these types of weapons, but the user of the weapon must assume the risk of accidental Out-Of-Game damage to it.

Poison remains on a missile weapon if the attack does not hit.

Players should make a courtesy call of “Archery” or “Thrown Weapon”.

Archery attacks cannot be negated by the “Parry” skill. However, weapons and shields can block archery missiles. The defender should not attempt to actively deflect the missiles by swatting or batting them out of the air in an unsafe manner.

No fighting skills other than Keen Shot, Deadly Shot, Kill Shot, Silencing Shot, Pin and Pierce can be used by Players in combination with Archery Weapons.

No fighting skills can be used by Players in combination with a Thrown Weapon.

Wielders of Archery or Thrown Weapons cannot discharge more than one missile at a time. The rate can be no faster than one missile every five seconds. Both feet must be firmly planted on the ground throughout the attack – this includes the process of drawing a bow.

Furthermore, you should never fire an Archery Weapon at an opponent who is less than 10 feet away from you. This general safety rule applies to every type of approved Archery Weapon.

Note that poison gas globes, acid vials, and Holy Water are not considered to be Thrown Weapons.

Certain monsters may use other skills with what may appear to be Thrown Weapons. The “weapons” of

these monsters may actually represent projected spines or other types of natural weaponry.

Shields

When used in combat, a Shield must be held in the hand and/or strapped to the arm. The shield arm cannot hold a weapon. Only one Shield can be utilized at one time.

A Shield does not normally protect the user from spell packet attacks.

Shields do not wear down from use - they can block an infinite number of hits.

Spell Packet Attacks

A spell packet takes affect if it hits a target anywhere on the body or carried items. Weapons and shields do not block spell packet attacks.

All damage inflicted by a packet-delivered attack is applied to the torso regardless of where the packet actually made contact.

After the spell incantation or other call is made, the attacker has one second to throw the packet or the spell/attack is wasted.

Certain areas of the body shall not count as valid targets for thrown spell packets. Spell packet hits to the groin, head, face, and neck are illegal.

If a spell packet misses a victim's body but then hits a cloak or other piece of clothing, then the spell packet is considered to have missed the target. It is not considered a miss if the clothing is in front of the victim and the spell packet's path would have continued onward to hit the body. This rule also applies to wings, tails, and other racial costuming.

“No Damage” vs. “Resist”

The call of “No Damage” means that a weapon is not affecting a creature at all. It may not be penetrating a creature's hide, skin, or clothing. This may be due to a magical barrier, or it may be because “Magic”, “Fire”, “Blessed”, “Silver”, or “Shadow” weapons are required to harm the creature. The protection may or may not be permanent.

Poison on a weapon is not used up if it strikes and “No Damage” is called, since the weapon never actually pierced the creature's outer surface.

The call of “No Damage” is limited to weapon strikes. It is never used regarding spells or other effects.

Some monsters have a “Threshold” which prevents damage from one-point strikes. Therefore, regular weapon strikes (even those made by magical weapons) will earn the response of “No Damage”.

The “No Damage” call will apply mostly to monsters, but also some Player Character abilities such as *Sanctuary* and *Granite Form*.

The “Resist” call indicates that a weapon did indeed strike the creature and caused damage, but the additional skill or property is negated.

Poison on a weapon is removed if a “Resist” is called, since the weapon actually did pierce the creature's outer surface and inflicted at least one point of damage.

For Example:

A Death Knight is undead, and therefore immune to poisons. Additionally, these creatures are immune to normal weapons. Therefore, the proper response to a hit of “Poison Five!” on a Death Knight would be “No Damage!” but a hit of “Magic! Poison Five!” would be “Resist!”

Weapon Descriptors

A maximum of two descriptors can be called per strike with a weapon, even though there could theoretically be more than two active on the weapon. A skill may be called after the Weapon Descriptors.

The first descriptor is the weapon's property. Properties are limited to “Magic”, “Fire”, “Blessed”, “Silver”, or “Shadow”. Only one can be called, even if two or more are active. For example, a “Silver” weapon that is enhanced with a *Flaming Blade* spell could be called as either “Silver” or “Fire”. Once the call is made, it cannot be changed for at least five seconds (unless the properties are actually changed during this time).

The second descriptor is poison, if present on the weapon. The poison is called along with the weapon strike. A skill cannot be combined with poison on a weapon. The only exception is the Pierce skill.

Note that enchantments of “Fire” on weapons will burn-off Blade Poison and therefore it is not possible to call “Fire” along with a poison.

Examples:

“Blessed Disable!”
“Silver Sleep Poison!”
“Magic Greater Critical!”
“Fire I Grant You The Gift of Death!”
“Shadow Pierce Death Poison!”

The calls are made together as one statement, per each strike, as the weapon is swung.

Spell-Like Effects

There are some Combat Calls that are similar to existing spells. These are not actually spells. They are special magical effects. The calls are Out-Of-Game statements to describe the effects, and therefore cannot be disrupted in the usual way. Spells have full Spell Incantations.

Any attack delivered by a spell packet is assumed to be a magical effect. The exceptions are Poison Gas, Acid, and effects accompanied by the call of “Physical”.

Other Combat Effects

There are numerous special effects that can be inflicted during combat situations. These are each explained in the next section on “Combat Calls”.

Combat Calls

This is a comprehensive list of calls made during combat.

These Combat Calls are all Out-Of-Game statements.

None of these calls can be disrupted (with the exception of “I Grant You the Gift of Death/Life”).

ALL GAME EFFECTS HAVE A DURATION OF 55 SECONDS UNLESS OTHERWISE STATED.

Absorb- This indicates that a spell or skill attack was absorbed by the victim. Instead of taking affect, the spell or skill is held and can be redirected by the victim.

Acid Damage X- This denotes an acid attack and includes a damage number. Like other packet effects, Acid damage is applied to the torso regardless of where it actually landed. Acid is not a magical effect unless part of a spell incantation.

Activate Item- This call is made when evoking the power of a magic item. It is stated before the spell incant or the special attack or ability.

Agony Five Seconds- The victim must fall to the ground or to one or both knees and roleplay severe pain for five seconds.

Arcane- This follows a combat call. It indicates that the attack cannot be resisted by any means. The only way to resist the attack is to be “Immune”.

Armor- This call is made in order to indicate that Armor Points absorbed a poisoned weapon attack.

Assassinate- This Stealth Attack instantly kills the victim as if granted the Gift of Death.

Avoid- This call is made when avoiding the effects of any type of sprung trap.

Backstab- This Stealth Attack inflicts a total of five points of damage.

Baseball Bat Swing- This is a safety call to alert someone that they are swinging a weapon from more than a 180-degree arc.

Blessed- This is a weapon descriptor to indicate a weapon is blessed.

Bypass- This rare call indicates that an attack has somehow circumvented the defenses of the victim. The call is made by the attacker after the victim calls out the defense/resistance/protection.

Carrythrough- This rare skill modifier indicates that an attack has too much force behind it to be blocked without deploying some sort of defensive ability. Parries and Dodges can protect from this effect.

Caution- This is a quick indication of an immediate safety concern. Please also see the “Hold” call.

Charging- This is a safety call to alert someone that they are running at a foe unsafely or getting too close to an opponent in combat.

Charm- The victim of this effect must treat the attacker as a reasonable person would treat his closest friend. This is identical to the effect of the *Charm Person* spell (see Spell description for more details).

Check for Pulse (I Check for a Pulse) - This statement indicates that someone is verifying if the subject has a beating heart. They are not required to touch the correct spot Out-Of-Game. The response should be “yes” or “no”.

Check Your Swings- This indicates that the caller finds the opponent to be swinging a weapon with an intolerable amount of force.

Clarify- This term indicates that an Out-Of-Game explanation is being made or is needed. It can be used to ask someone to repeat a skill/spell call, quickly answer a rules-related question, or explain an unusual effect. Please keep this as brief as possible.

Claw- This is a courtesy clarification regarding attempts to disarm or otherwise affect a weapon. The skill or spell is not wasted.

Cleave- This skill renders a shield useless until repaired. It cannot be negated by the Parry skill.

Critical- This is a torso attack that inflicts a total of five points of damage.

Deathtouch- This is a torso attack that immediately kills the victim (as if granted The Gift of Death). It is never delivered by spell packet.

Deadly Shot- This skill causes a missile weapon to do ten points of damage to the torso, regardless of where on the body the missile actually struck.

Destroy- This effect instantly destroys a weapon, shield, or armor piece. The item can never be repaired. If the effect is delivered by spell packet, then the targeted item will be specified. If delivered by a weapon or Claw attack, then the effect is applied to the struck item (the Parry skill can negate this). An attack on armor destroys one body area of the wearer's choice. The victim should tear up the item tag as soon as possible. However, items with laminated "Special Item" tags might be repairable by secret In-Game methods.

Disable- This will make a limb useless. Healing at least 5 Vitality removes this effect.

Disarm- This will make an opponent drop a held weapon (attempt to toss it about five feet). The weapon to be disarmed must be struck. Two-Handed Weapons held with both hands are not affected.

Disease- This inflicts the victim with a terrible disease. The victim cannot benefit from any healing until the Disease effect is removed. If left uncured, Disease expires at the end of the event.

Disengage- Anyone near the caller of this skill must immediately pull back and remain at least ten feet away. No attacks of any sort can be made on the caller during the Disengage.

Dispel- All spells and magical effects currently active on the victim (and anything the victim is holding or carrying) will be instantly negated. When this effect is delivered by a weapon or Claw, the Dispel effect must strike the body of the victim. If it strikes a weapon or shield, then only spells and magical effects active on the weapon or shield will be dispelled - spells and magical effects on the victim will not be.

Disrupted- This indicates that the caster of a spell was struck by a game attack. The spell is disrupted regardless of whether or not the attack had any effect on the caster.

Dodge- This allows most packet and weapon/Claw attacks to be negated. The exceptions are Stealth Attacks and the Master Skill Fatalstrike.

Drain- This attack drains a portion of the victim's life essence. Any damage caused by the attack cannot be healed until the victim dies and returns from Death's realm. A character's final point of Vitality cannot be drained, but if the Drain is from a Claw or Weapon strike, then normal damage will still be taken. Drained Vitality is replenished between events.

Entangle- Both of the victim's feet cannot be moved from their spots.

Escape- The victim of a restraining effect has slipped free.

Fatalstrike- This devastating torso attack deals 50 points of damage to the victim.

Fear- The victim must attempt to flee in fear (safely) as far away as possible from the attacker if within line of sight of the attacker.

Fire- This is a weapon descriptor to indicate a weapon is endowed with magical flames.

Flat- This is a term used to indicate that the attacker is dealing no damage with his weapon by turning it so as to strike with the flat of the blade. The term is used (for the sake of simplicity) for any type of weapon, even non-bladed ones. This technique can be used at any time by anyone. Its main use is for sparring practice. It cannot be combined with skills.

Focusing- This Three Count is preparation for an extraordinary attack or action of some sort.

Gaseous Form- This is a special defensive ability that negates most attacks by becoming a misty vapor.

Got It- This lets your opponent know that their attack landed, but you were able to withstand it. It is to make clear that an attack landed, was heard, and was not resisted.

Greater Backstab- This Stealth Attack inflicts a total of ten points of damage.

Greater Critical- This attack inflicts a total of ten points of damage to the torso.

Hold- This call is for safety and is the most important call of the game. During a Hold, the game stops. Upon hearing "Hold!" everyone

present should immediately stop all activity and kneel, crouch, or sit quietly until the situation is resolved.

Holy Water- This is a splash of Holy Water that is thought to damage undead creatures. Any such damage is applied to the torso regardless of where it actually landed. No game skill is required to hurl a vial of Holy Water.

I Grant You The Gift Of Death- This attack kills a victim by damaging vital areas. Note that some monsters can perform this skill innately and may even deliver it by a spell packet.

I Grant You The Gift Of Life- This is performed on a dead body that has not yet begun the journey to Death's realm. The recipient must immediately report to NPC Camp and is spared a visit to Death.

Immune- This is used in response to Arcane to clarify that the targeted creature cannot possibly be affected due to a quality of the creature's fundamental makeup or basic physiology.

Innate X- These are inherent types of spells/skills that cannot be disrupted by being hit or silenced. They must otherwise follow all spellcasting rules (no walking, correct incant, etc.). The incant or skill call will be preceded by the word "Innate".

Incorporeal/Intangible- This call indicates that the person or object being touched is insubstantial and ghostlike. All attacks harmlessly pass through and all attempts to grasp fail.

Item Activated- This call is made when evoking the power of a magic item. It is stated after a defensive effect or a Stealth Attack.

Keen Shot- This skill causes a missile weapon to do five points of damage to the torso, regardless of where on the body the missile actually struck.

Kill Shot- This skill causes a missile weapon to do twenty-five points of damage to the torso,

regardless of where on the body the missile actually struck.

Lethal Backstab- This Stealth Attack inflicts a total of 25 points of damage.

Machine Gunning- This should be called to alert someone that they are unfairly striking the same spot in rapid succession.

Magic- This is a weapon descriptor to indicate a temporary or permanent magic weapon.

Miscast- This is a general term used to indicate that someone has performed a skill or spell improperly. It is typically used when a spell incant is worded wrong, but this term is not limited to spellcasting. It can also apply to mistakes made with weapon attacks and other skills.

Nausea- This is intense overwhelming nausea. No spell casting or weapon attacks are possible. The victim must roleplay severe nausea and retching/vomiting and may not move on his own accord more than ten steps.

No/Nope - It is sometimes necessary to let an attacker know that an attack was deflected, did not connect, or missed the correct body area. A "No" (possibly followed by a quick clarification) is all that is needed. For example, a Player hit in the arm with a Slay might state "No, arm." and continue fighting.

No Damage- This indicates that an attack did not affect the victim in any appreciable way.

Paralysis- This is a rigid or flaccid type of paralysis at the victim's option. The entire body is affected.

Parry- This skill simulates the blocking of a weapon attack. A weapon or shield must be in hand to use this skill. Parry stops all weapon

attacks except Cleave, Fatalstrike, Stealth attacks, and Archery.

Permanent X- This indicates that an effect is permanent unless somehow removed.

Petrify- This effect transforms the victim into a statue of magical stone. The victim must assume a rigid stance and cross their arms over their chest. Optionally, the victim may kneel, sit, or lay down, but must still maintain the rigidity and crossed arms. The victim cannot move any part of his body at all once the position has been assumed. Items cannot be removed from the body of the victim. The victim can see and hear normally. Damage is taken normally.

Phase- This is a special defensive ability that allows a creature to negate an attack of any type by momentarily becoming insubstantial.

Physical X- This indicates that an effect is not magical and therefore cannot be dispelled or resisted as a spell or magical effect.

Pierce- This skill allows an attack to bypass armor, directly damaging the foe's Vitality. It is the only skill that can be combined with Poison.

Pin- The victim's left foot cannot be moved from its spot. If this effect is delivered by a weapon or Claw attack, then the leg that was struck determines which foot is affected.

Poison X- This denotes a blade poison and includes damage or an effect. It affects the torso regardless of where it actually landed. Armor Points protect against weapon-delivered poisons.

Poison X Gas- Poison Gas includes damage or an effect. It affects the torso regardless of where it actually landed. It is not negated by Armor Points.

Prop- This means that the object in question is a personal item that cannot be stolen and has no In-Game value whatsoever.

Quick Wit- This indicates that a skill was recovered.

Reduced- This indicates that the caller is receiving only one point of damage from a damaging attack.

Reflect- This causes an effect or attack to unerringly rebound back upon the attacker.

Refuse- A Player can always “Refuse” any spell, skill, effect, or action performed by touch. The Player can make this call at any time, unless the Player Character is dead, unconscious, or completely immobilized. The option to Refuse is available during partial immobilization (Web, Entangle, etc.).

Resist- This indicates that a magical or poison gas attack did not affect the victim at all. In the case of special weapon skill attacks, it indicates that the weapon or claw did indeed hit but the accompanying skill or poison was negated.

Self-Heal X- The user has instantly healed himself a certain number of Vitality points.

Shadow- Any effect or attack accompanied by this term should be considered the product of Shadow Magic and treated as such.

Shatter- This attack will render a weapon or shield useless until repaired.

Shield Bashing- This is a safety call to alert someone that they are hitting or pushing people with their shield.

Shield Kick Five Seconds- This represents a forceful kick to a shield. The victim must let his shield hang limp for five seconds.

Silence- This is magical silence that prevents all verbal communication as well as spell casting. Innate spells, magical effects, skill calls, and other Out-Of-Game statements are unaffected.

Silencing Shot- This is physical silence that prevents all verbal communication as well as spell casting. Innate spells, magical effects, skill calls, and other Out-Of-Game statements are unaffected.

Silver- This is a weapon descriptor to indicate a temporary or permanent silver weapon.

Slay- This torso attack inflicts a total of 25 points of damage.

Slay Undead- This torso attack inflicts a total of 25 points of damage, but only affects undead creatures.

Sleep- This effect sends the victim into an unshakable state of slumber/unconsciousness.

Superhuman/Supernatural Strength- This allows for various minor advantages, such as breaking free from physical bindings and webs, carrying an unconscious companion at a full sprint, etc.

Three, Two, One, Lay On- This announcement is made to resume play after a temporary game stoppage due to a Caution, Hold, or some type of Out-Of-Game explanation.

Torso- This term indicates that the attack should be considered a torso hit regardless of where it actually made contact.

Turtling- This should be called to alert someone that they are unfairly crouching or kneeling behind their shield.

Waylay- This Stealth Attack knocks a victim unconscious. It must strike the upper rear half of the torso. The strike must be made with the butt

end (pommel) of a short One-Handed Melee Weapon.

Weakness- The victim must roleplay extreme fatigue. No running, attacking with weapons, or carrying others is possible. If you have Superhuman Strength and are affected by Weakness, then you will revert to normal strength for the duration. Please make the call of “Resist”

to alert the attacker that the Weakness was countered.

Web- The victim’s arms and legs are bound tightly to his body. He may move his head freely and even speak, but cannot move his arms or legs. Since the arms cannot be moved, spell casting is impossible.

Knight Blades Combat Calls (Abbreviated)

These are effects and Out-Of-Game statements used during combat. This list has very brief descriptions.

None of these calls can be disrupted – with the exception of “I Grant You the Gift of Death/Life”

ALL GAME EFFECTS HAVE A DURATION OF 55 SECONDS UNLESS OTHERWISE STATED

<i>Absorb</i> - the spell or attack was absorbed by the victim	<i>Immune</i> - creature targeted by Arcane was not affected
<i>Acid Damage X</i> - packet effect, always affects torso	<i>Innate</i> - spell is not disrupted by being hit or silenced
<i>Activate Item</i> - evoking a magic item’s power	<i>Incorporeal</i> - subject is insubstantial or ghostlike
<i>Agony 5 Seconds</i> - victim falls to knees in severe pain	<i>Item Activated</i> - evoked the power of a magic item
<i>Arcane</i> - the attack cannot be negated by “Resist”	<i>Keen Shot</i> - always torso damage, missile, 5 damage
<i>Armor</i> - armor has soaked up a poison attack	<i>Kill Shot</i> - always torso damage, missile, 25 damage
<i>Assassinate</i> - Stealth attack that causes instant death	<i>Lethal Backstab</i> - Stealth attack that causes 25 damage
<i>Avoid</i> - victim evaded the effects of a trap	<i>Magic</i> - weapon descriptor, weapon has Magic
<i>Backstab</i> - Stealth attack that causes 5 damage	<i>Miscast</i> - skill or spell was performed improperly
<i>Blessed</i> - weapon descriptor, weapon is Blessed	<i>Nausea</i> - no casting, no attacking, roleplay retching
<i>Bypass</i> - the attack has circumvented a defense	<i>No</i> - attack was deflected or missed correct body area
<i>Caution</i> - safety call to be aware of a potential hazard	<i>No Damage</i> - attack did not affect the target
<i>Charm</i> - victim must treat the attacker as closest friend	<i>Paralysis</i> - rigid or flaccid paralysis in entire body
<i>Clarify</i> - Out-Of-Game information is being conveyed	<i>Parry</i> - skill that simulates blocking a weapon attack
<i>Claw</i> - the boffer is not a weapon In-Game	<i>Permanent X</i> - effect is permanent until removed
<i>Cleave</i> - struck shield is unusable (no Parry)	<i>Petrify</i> - victim becomes statue, cross arms over chest
<i>Critical</i> - torso attack, 5 damage	<i>Phase</i> - attack negated, victim became intangible
<i>Deathtouch</i> - torso attack, instant death	<i>Physical X</i> - effect is not magical, not resisted as spell
<i>Deadly Shot</i> - always torso damage, missile, 10 damage	<i>Pierce</i> - attack bypasses armor, can be poisoned
<i>Destroy</i> - weapon/shield/armor is forever unusable	<i>Pin</i> - struck or left foot cannot be moved from its spot
<i>Disable</i> - limb useless, 5 points of healing removes it	<i>Poison X</i> - weapon poison, always affects torso
<i>Disarm</i> - weapon that was struck must be tossed 5 feet	<i>Poison X Gas</i> - packet effect, always affects torso
<i>Disease</i> - victim cannot receive healing until cured	<i>Prop</i> - object is a personal item that cannot be stolen
<i>Disengage</i> - pull back and remain ten feet away	<i>Quick Wit</i> - 1 skill has been regained.
<i>Dispel</i> - negates all spells & magical effects on victim	<i>Reduced</i> - only 1 point of damage is being taken
<i>Disrupted</i> - spell was ruined because caster was struck	<i>Reflect</i> - effect rebounds back upon attacker
<i>Dodge</i> - negates most packet and weapon attacks	<i>Refuse</i> - touch spell, skill, or action has been denied
<i>Drain X</i> - damage cannot be healed until visit Death	<i>Resist</i> - attack landed but associated effect was negated
<i>Entangle</i> - both feet cannot be moved from their spots	<i>Self-Heal X</i> - instantly restoring an amount of Vitality
<i>Escape</i> - victim of a restraining effect has slipped free	<i>Shadow</i> - effect/attack is the product of Shadow Magic
<i>Fatalstrike</i> - torso attack, 50 damage (no Parry/Dodge)	<i>Shatter</i> - struck weapon or shield is unusable
<i>Fear</i> - flee from attacker if within line of sight	<i>Shield Kick 5 Seconds</i> - struck shield must hang limp
<i>Fire</i> - weapon descriptor, weapon has magical Fire	<i>Silence/Shot</i> - stops verbal communication & spell casting
<i>Flat</i> - attacker is intentionally dealing no damage	<i>Silver</i> - weapon descriptor, weapon is Silver
<i>Focusing</i> - a Three Count to prepare a powerful attack	<i>Slay</i> - torso attack, 25 damage
<i>Gaseous Form</i> - became vapor, negates most attacks	<i>Slay Undead</i> - torso attack, 25 damage only to Undead
<i>Got It</i> - letting opponent know that their attack landed	<i>Sleep</i> - victim enters an unshakable state of slumber
<i>Greater Backstab</i> - Stealth attack, 10 damage	<i>Superhuman Strength</i> - allows minor feats of strength
<i>Greater Critical</i> - torso attack, 10 damage	<i>Three, Two, One, Lay On</i> - ends a game stoppage
<i>Hold/Caution</i> - safety call to alert of danger or injury	<i>Torso</i> - the attack must be applied to the torso
<i>Holy Water</i> - packet effect, torso damage to undead	<i>Waylay</i> - Stealth attack, upper rear torso, unconscious
<i>I Grant You The Gift Of Death</i> - quickly kills a victim	<i>Weakness</i> - no running/weapon attacks/carrying others
<i>I Grant You The Gift Of Life</i> - spared a visit to Death	<i>Web</i> - both legs and arms tightly bound to body

Regarding Safety

Hold

The single most important call of the game is “Hold”. This call is for safety. Anyone may make the call. It is said loudly to alert everyone in the area of a dangerous situation or an injured person. Anyone hearing the call should repeat it for people farther away who may not have heard it.

Upon hearing the call of “Hold”, everyone present should immediately stop all activity and kneel or crouch or sit quietly. This will allow an emergency responder to clearly see the problem or injured party.

During a Hold, the game stops. You cannot engage in any In-Game activity whatsoever. If you have Out-Of-Game skills that may be of assistance, please volunteer to help. Otherwise please remain quiet during the urgent situation.

The person who called the Hold, or some other person involved, can end the Hold when the situation is resolved by calling “Three, Two, One, Lay On!” The action continues at the point where the Hold was called.

To avoid confusion, Players should avoid using the word “hold” while speaking In-Game

Caution

This call is for safety. This is a call similar to the “Hold” call. If you are not familiar with “Hold”, then we suggest you read that extremely important section.

Anyone may make this call. It is said loudly to alert a specific person of a potentially dangerous situation. This covers a variety of situations, such as an area of difficult footing or maybe a “dead” Player about to be stepped on during a big battle. The caller should state “Caution!” and then quickly explain the problem or indicate the problem.

During a Caution, the game stops for the few people involved. They cannot engage in any In-Game activity whatsoever. They are considered Out-Of-Game for

the moment. As soon as the problem is resolved, they are back In-Game.

Example: If you are fighting someone who is slowly backing away and they are about to trip over a rock, please call out “Caution” and then point to the rock. The opponent should look down at the rock, say “OK” or “Thank You”, and then continue fighting.

To avoid confusion, Players should avoid using the word “caution” while speaking In-Game.

Unsafe & Unfair Combat Tactics

If you get so close to an opponent that you are capable of making bodily contact, then it is considered “**Charging**”. This is dangerous and is against the rules.

Here is a simple rule to recognize Charging: **If it is possible for you to touch your opponent with your hand during combat, then you are much too close.**

Running at a foe so that you will collide with them if they do not get out of the way is also called charging.

It is unsafe to suddenly step in front of a running enemy if they have no time to stop. It is also unsafe to backpedal and then stop abruptly while someone is advancing upon you in combat. It is likewise unsafe to unexpectedly stop when someone is chasing you, causing them to collide with you.

Hitting or pushing people with your shield is dangerous. This is called “**Shield Bashing**” and is against the rules for safety reasons.

Hiding entirely behind your shield is unfair. Since we do not allow violently touching other people, your foes cannot push against your shield to overcome this tactic. When you leave no legal target available to your opponent, it is called “**Turtling**” and it is against the rules. Do not squat, crouch, kneel, sit, or otherwise leave your head as the only visible target when using a shield.

All swings except thrusts must have at least a 45-degree arc, but not more than 180 degrees. Swinging in a wide arc is potentially dangerous. This is called “**Baseball Bat Swinging**” and is against the rules. Do not swing a weapon from more than a 180-degree arc. A victim of a Baseball Bat Swing attack should not count the hit.

Striking the same exact spot on an opponent repeatedly in rapid succession is unrealistic and is called “**Machine Gunning**” and is against the rules. Try to switch the target area on the body of your opponent. If you must hit the same spot, silently count a full second (like “one-thousand-one”) before hitting that same spot again. A victim of a Machine Gun series of attacks should only count the first hit.

Noncombatants

Some Players may wish to play while recovering from an injury or while pregnant. We will do our best to accommodate such Players. These Players should elect to be noncombatants. Anyone may utilize the noncombatant system if they so choose, for any medical or personal reason. Players must notify us at check-in that they wish to hold noncombatant status. In most cases, this status must be kept for the entire event.

Anyone wearing orange or yellow armbands on both upper arms shall be considered a noncombatant. In darkness, the Player wearing the armbands should make sure that the bands are somehow illuminated (by affixing glowsticks, for example). All other Players are prohibited from striking noncombatants, either by weapon or spell packet.

The armbands must be a bright orange or yellow color and must be at least one inch wide. The Player must provide all armbands and other materials (such as glowsticks).

Noncombatants are not allowed to strike or attack other Players in any way. All combat abilities are forfeited. The noncombatant cannot engage in combat at all. If somehow cornered into a combat situation, the noncombatant is allowed to momentarily step Out-Of-Game in order to exit the combat area, by clarifying the status of “noncombatant”.

If another Player wishes to harm a noncombatant, all that Player needs to do is point at the noncombatant and state “I drop you” (or something similar). This will drop the noncombatant to zero Vitality, and they will begin their five-minute bleed-out. Of course, the attacker must possess some means of causing harm to the victim (a weapon, spell, etc.). An attacker may attempt to perform the Gift of Death skill on the victim by pointing a weapon at the victim. The weapon must not actually touch the victim’s body. Should a noncombatant Player Character be killed, the Player must report to Death as usual.

Noncombatant Players may enjoy themselves by roleplaying and using non-combat skills and spells. They can only cast beneficial spells on others in non-combat situations.

Physical Contact

There is no direct physical contact allowed in Knight Blades without consent from both parties. Unless you have consent, you must touch a spell packet (held in your hand) to another person in order to cast a touch-delivered spell, check for a pulse, drag/move a body, etc. The only way you can touch another person without their permission is with an approved boffer weapon or spell packet.

Personal Property

Accidental Out-Of-Game theft should not be an issue at Knight Blades events. Anything that you personally own is not to be touched by anyone else without your Out-Of-Game permission.

Holding Doors

No Player can hold a door shut. Anyone can hold a door open. If the person holding the door open is struck by any form of attack, they must immediately release the door. There shall be no tug-of-war with a door.

Other Prohibited Activities

Players are not allowed to attempt to climb trees, buildings, or walls. Smoking is not allowed In-Game, but an unlit pipe may be carried for roleplay purposes.

Physical Restraints

Tying people with rope, chains, etc. must always be simulated. Simply wrap the rope or chain around the person and clarify that you are restraining them. Manacles and other mechanical restraints must always be removable by the wearer in an emergency. If you do not understand how to remove the device, please ask for a clarification from the person applying it.

Other Important Safety Notes:

- For safety reasons, drugs and alcohol are prohibited at Knight Blades events. If you are found in possession of illegal drugs or alcohol or appear to be under the influence of drugs or alcohol, you will be ejected from the game (possibly permanently) without refund.

- Real weapons are prohibited. A small knife may be kept for utility purposes, but should not be carried on your person. All other real weapons must be locked away and kept out of sight.
- There may be rules unique to the camp. We will inform you of any additional requirements of the camp on the online message board, at event check-in, and/or at the event's Opening Meeting.

Regarding Weapons & Armor

Players have great flexibility in designing their own unique-looking weapons at Knight Blades. Players may adorn their weapons any way they wish (with three minor exceptions), and may make weapons of any color they wish. Legendary characters often have distinctive weapons, and we want to allow our Players that option. Please feel free to create weapons that fit your Player Character.

We make no distinction between blunt and bladed weapons. It is a matter of Player preference and roleplaying. The main Out-Of-Game difference between weapon types is the length of the weapon.

Stipulations on Weapon Appearance

A weapon phys rep must clearly represent a weapon or an item that may be used as a weapon. For example, a large sturdy tankard could be used as a weapon, but a dead animal could not.

Weapons cannot be constructed to appear as monster "Claws". A black weapon with a red band at the base of the "blade" represents a Claw.

Item Tags for Weapons/Shields/Armor

A weapon, shield, or armor phys rep cannot be brought into the game unless it is accompanied by a corresponding item tag.

There are six types of weapon/shield tags: Small One-Handed Melee Weapon, One Handed Melee Weapon, Two-Handed Melee Weapon, Archery Weapon, Thrown Weapon, and Shield.

There are three types of armor tags: Light Armor, Moderate Armor, and Heavy Armor.

Safety Check

The Knight Blades Staff will inspect each weapon and shield for safety before the weapon or shield can be used at an event. Please bring adequate materials to repair or modify your weapon or shield if it does not meet the requirements. We must approve each weapon and shield prior to every event.

Boffer Weapons

Combat is most commonly performed with standard "Boffer" weapons. Countless resources can be found online to construct or purchase these types of weapons. The "Ultralight" variety is overwhelming preferred by Players.

Latex Weapons

Latex weapons are permitted. However, thrusting attacks with these weapons are generally not allowed, as the weapons usually lack an open-cell foam Thrusting Tip. This is judged on a case-by-case basis. There are some so-called "hybrid" weapons with a "lunge tip" that can be used for thrusting.

Weapon Lanyards

Weapon lanyards are allowed for weapon retention. Lanyards must not contain any metal and cannot have sharp edges. For safety reasons, they must not be greater than ten inches long. The lanyard should be inspected for safety along with the weapon.

Shields

Shields can be no larger than a 30-inch-by-30-inch square, or a 30-inch diameter circle. Ovals and other shapes will be simplified into a square or rectangle by measuring it at the tallest and widest points. The resulting shape cannot exceed 900 square inches. This includes the padding.

All shields must be padded around the edges with a minimum of 5/8-inch thick foam.

The face of the shield must be relatively smooth and flat. There must not be any spikes or sharp projections from the shield.

Archery Weapons

Most Archery Weapons and missiles usually require some cosmetic alterations to avoid a modern or futuristic appearance.

The only pre-approved missiles for use with Archery Weapons are listed below. Note that other Archery missiles may be approved on a case-by-case basis.

Packet Arrows- The B3 Imagination Studio Packet Bows (and similar designs) are allowed for use, but with the stipulation that the “Archery” Call is always required when attacking.

Thrown Weapons

Thrown Weapons cannot be used in melee combat. A Thrown Weapon can never have a core.

Knight Blades Weapon Specifications

Weapon Category	Minimum Length	Maximum Length
One-Handed Melee Weapon	10 inches *	48 inches
Two-Handed Melee Weapon	49 inches	72 inches **
Small OR Waylay Weapon	10 inches *	34 inches
Thrown Weapon	5 inches	36 inches

* This is the minimum length for any Melee Weapon that has a core.

** 72 inches is the standard maximum length. Special permission for a longer weapon may be granted by the Knight Blades Staff if the weapon does not have excessive flex or weight.

NOTES:

- All Melee Weapons must have a core. “Core” refers to the hard inner pipe or rod. Cores are made of PVC, carbon fiber, fiberglass, or graphite. All cores must be capped or otherwise plugged. Note that Coreless Melee Weapons are sometimes allowed with prior approval by the Knight Blades Staff. The weapon will be limited to out-of-combat skills (Gift of Death, Waylay, etc.) and cannot be wielded once melee combat has begun. Players must never attempt to block incoming melee strikes by using coreless weapons.
- Weapons used for the Waylay skill must not exceed 34 inches and require a “Waylay Tip” on the butt end. A Waylay Tip is made of 1 to 3 inches of open cell foam on the pommel end.
- Cross guards can extend a maximum of five inches from the sides of the blade and cannot have a core.
- A grip at the middle of a weapon is not allowed. A staff must be padded along the entire length of the weapon, or have a grip only at one end (like a sword).
- A Weapon that has a handle perpendicular to the blade, or that uses a punching motion, is not allowed.
- No weapon can have an unpadded gripping surface of greater than 15 inches.
- The maximum width of a weapon head is 15 inches (open cell foam).
- The minimum thickness of foam on a striking surface is 5/8 inch. The foam on the tip must extend at least one inch past the core (the resulting hole in the foam must be filled with foam and then taped over).
- The pommel end of all weapons must be covered with padding deemed safe by the safety inspector.
- Any weapon used for thrusting must have a Thrusting Tip of 2 to 3 inches of open cell foam on the striking end. Most latex weapons are not constructed in this manner.
- Weapons must not have any sharp edges or hard points anywhere on the weapon.
- Weapons cannot have moving parts (no chain weapons, flails, nunchaku, ropes, nets, bolas, etc.)
- All weapons must be inspected for safety at check-in of every event.

Armor

Actual physical armor allows the wearer to withstand more damage by granting “Armor Points”. Armor Points add to the amount of damage a character can endure. These points are depleted before Vitality.

Poison delivered by a weapon strike is absorbed harmlessly by Armor Points.

Armor Body Areas

The body is broken down into “body areas” for purposes of calculating Armor Points: front torso, rear torso, head, both arms, and both legs. Torso areas are doubled. The front torso is composed of two body areas and the rear torso is also composed of two body areas. Thus, there are seven body areas.

The entire body area need not be completely covered. A pair of bracers is sufficient to count as coverage for “both arms”.

Armor Categories

Light Armor: 1 point per body area- Hardened Leather, Thick Leather, or Studded Leather

Moderate Armor: 2 points per body area- Chainmail, Metal Scales/Brigandine

Heavy Armor: 3 points per body area- Metal Plate

Armor Definitions

Thick Leather- 7 to 8 Ounce Leather (at least 1/8 inch thick). The fur should be included when measuring the thickness of real animal skins.

Studded Leather- small metal studs, rings, or plates set no farther than three inches apart

Chain Mail- interlocked metal rings no larger than 1/2 inch in diameter

Metal Scales/Brigandine- small pieces of metal touching or nearly touching each other

Metal Plate- large (larger than 3 inches in diameter) solid pieces of formed metal touching each other

Non-Authentic Armor

Ideally, armor should be real armor constructed in a traditional fashion and made of mostly authentic materials. However, non-authentic armor will provide Armor Points based on its closest historical equivalent. For example, armor made of thick sturdy plastic plates instead of steel would be considered Heavy Armor. The modern chain mail (known as “shark chain”) composed of tiny welded stainless steel links is considered to be in the category of Moderate Armor.

It is important to note that non-authentic armor must afford some degree of real protection. Latex, foam, or flexible plastic imitations of armor shall be considered one category lower.

Metal Torso Armor

When worn on any of the four torso areas, Moderate Armor and Heavy Armor that is actually constructed of metal (Out-Of-Game) will grant additional benefits as described below.

Moderate Armor constructed of metal shall grant protection from Critical Hits. The torso armor will “Reduce” one Critical Hit as long as its Armor Points remain.

Heavy Armor constructed of metal shall grant protection from Critical Hits and Greater Critical Hits. The torso armor will “Reduce” one Critical or Greater Critical Hit as long as its Armor Points remain.

Only one Reduce is granted per suit. All of the torso armor must be fully repaired or replaced in order to regain the ability to Reduce.

Exceptional Coverage

There is a bonus if every body area is covered by armor. The complete suit will grant an extra 1, 2, or 3 Armor Points. This is based on the best type worn of all the pieces. These points are depleted before other Armor Points.

Additional Notes on Armor:

- Armor with spikes or any kind of sharp edge will not be allowed. This is for Player safety and also to prevent damage to weapon physics striking the armor.
- Armor worn in layers of different types will only grant the points for the best type.
- “Ring Mail” made of large metal rings attached to a leather backing is not Chainmail. It is equivalent to Studded Leather (Light Armor).
- Armor need not be removed if all points have been depleted, or if the armor is otherwise rendered useless.
- Armor is automatically repaired to full points at no cost between events unless subjected to the “Destroy” effect.

Regarding Spell Casting

The casting of spells is simulated by reciting a verbal incantation, or “incant”, and then either touching the recipient of the spell or hitting the target creature with a spell packet.

“Mana” spells are cast by the manipulation of the magical energy that permeates the game world. “Divine” spells are granted by a deity’s divine favor due to the caster’s devotion. Both types of spells follow the same system of spell casting.

Spell Packets

To represent spell energy, we use the popular and accepted “spell packet”. These are small beanbag-like pouches about the size of a ping-pong ball.

Spell packets are also used to represent gas globes, acid vials, and Holy Water splashes.

To make a spell packet, cut a square of fabric about 7 inches by 7 inches. At the center, pour a heaping tablespoon of fine birdseed. Gather the cloth around the birdseed and tie it shut. Trim off any excessive fabric or string.

Spell packets must be filled with fine birdseed that has no sunflower seeds in it. We strongly recommend millet. No other type of filling is allowed. The spell packet must be no smaller than 1½ inches in diameter and no larger than 2 inches in diameter. Spell packets must not be packed so tightly that they are hard. Spell packets can be held shut with string or they can be sewn shut.

Spell packets may be any color or pattern the builder wishes.

Displaying Spell Packets

Spell packets are Out-Of-Game representations of magical energy. In-Game, the spell packet is seen as a dim aura of magic. Spell packets are not In-Game objects and cannot be stolen or destroyed.

A Player is not allowed to openly display spell packets unless he actually has spells, scrolls, Holy Water, or gas/acid globes at his disposal.

It is recommended that everyone discretely carry at least one concealed spell packet because there is no touching without consent in Knight Blades. If you do not have consent, then you must touch a spell packet to a person’s torso in order to simulate “touching” for various In-Game reasons.

Spell Levels

Every spell has a “Spell Level”. The Spell Level is also the cost in CP to purchase the spell. This cost is for Mages buying Mana spells and Clerics buying Divine spells. Other Classes have higher costs.

Once a spell is cast, the spell has been expended just as every other skill.

Spells can be cast multiple times if they are purchased multiple times. Some high level spells are limited to no more than five purchases.

General Rules for Spellcasting

To cast a spell, the caster must have at least one arm completely free. Nothing except one spell packet can be held in the casting hand. Nothing can be tucked under the casting arm.

The caster must speak the spell incant clearly and correctly, and then throw a spell packet. Some spells can only be delivered by touch.

The caster’s feet must not move from their position while the incant is recited. When the incant is finished, the caster must throw the spell packet.

Miscast Spells

A spell is considered miscast if any of the above spell casting requirements is not met. If a spell is miscast, then someone – the intended victim of the spell, the caster, or even a bystander – should make a call of “Miscast” for the sake of clarity.

Disrupted Spells

The caster's spell is considered disrupted if the caster or any of his carried items are struck by any game attack, regardless of whether or not the attack had any effect on the caster. In uncertain circumstances, someone – the intended victim of the spell, the caster, or even a bystander – might make a call of “Disrupted” for the sake of clarity.

Touch Casted Spells

Some spells require the caster to touch the spell recipient. The “recipient” of the spell might be a creature or an object.

If the recipient is an object, such as a weapon, it cannot be held in the hand of the casting arm. It must be touched but not grasped or held during the casting.

If the recipient is a creature, the caster must touch the torso of the creature. The caster must maintain contact throughout the entire incant.

Please note that all healing spells are touch-cast only.

A Player can always “Refuse” any spell cast by touch. The Player can make this call at any time, unless the Player Character is dead, unconscious, or completely immobilized.

Packet-Casted Spells

Many spells affect a “creature targeted”. This means that a thrown spell packet can deliver the spell. The “target” is who the spell packet hits – it does not matter whether it's the person aimed at or not. These types of spells can also be cast by touch, but then the spell can be “Refused” by the recipient.

After a spell incant is spoken, the caster has one second to throw a spell packet or the spell is wasted.

Innate Spells

Some spell casters can cast spells innately. “Innate” spells are inherent spells that cannot be disrupted by being hit or silenced. They must otherwise follow all spellcasting rules. The incant will be preceded by the word “Innate”.

Durations of Spell Effects

With the exception of Rituals, Rites, and Curses, all spell effects expire at the end of the event if the duration is “until used”.

If no duration is stated in the spell incantation, then it should be assumed that a detrimental effect from a spell attack lasts 55 seconds.

Stacking Spells

A spell recipient cannot benefit from two or more of the exact same spell. Spells cannot be “stacked” if they are the same spell, but spells that are similar can.

A Resistance granted by a spell can be stacked with the same Resistance from another source. For example, a Deep Gnome's racial Resistance to Earth spells can be stacked with the spell *Earth Resistance*.

Expending Mana/Divine Spells

A Spell is expended if...

...the spell is cast, but then misses the target.

...the spell is cast, but is resisted by the target.

...the spell is cast by touch, and then “Refused” by the spell recipient.

A Spell is NOT expended if...

...the spell is disrupted.

...the spell is miscast.

...the caster does not complete the spell incant.

...the spell is cast and hits the target, but is not negated and not reacted to appropriately by the target. This is likely due to the opponent not hearing the call or not feeling the spell packet.

Spell Books & Prayer Books

It is the spell caster's responsibility to clarify all questions involving any spell they cast. For this reason, it is strongly recommended that such Players carry a book with spell descriptions and related

information regarding each spell that has been learned. This book would be referred to as a “Spell Book” or “Grimoire” if it contains Mana spells. This book would be called a “Prayer Book” if it contains Divine spells.

Access to Spells

Spells from The School of Universal Magic are open to all Player Characters. Non-specialists can learn and cast these spells.

School of Magic Specialists can cast spells from their school as well as spells from The School of Universal Magic.

Spells from the General List of Divine Spells are open to all Player Characters. However, only Specialty Priests can cast the spells granted by their particular undergod.

Learning Spells

For rules purposes, spells are treated as skills. They are purchased and used in the same way as skills. All spells are one usage skills. Once a spell is cast, the spell has been expended just as every other skill. A Spell can be cast multiple times only if it is purchased multiple times. Some high level spells are limited to no more than five purchases.

Spells are categorized into Spell Levels. The levels are 1, 3, 5, 10, 15, 20, and 25. At least one spell of a level must be purchased before a spell of the next level can be purchased. Therefore, the prerequisite of a Level 5 Spell is at least one Level 3 Spell.

The series of spells must be from the same School of Magic. Divine spells do not have schools and therefore need not meet this particular requirement.

Teachers for High Level Spells

Some high level spells must be learned before a Player Character is able to cast them. A Player Character must find an In-Game teacher in order to learn these spells. This follows the same process as learning “Taught” skills.

Note that some high level spells are limited to a maximum of five purchases.

Learning from Insight Scrolls

Although personal teaching is by far the most common way of learning high level spells, it is also possible to learn by carefully studying an “Insight Scroll”. An Insight Scroll is a special magical document that can convey the secret procedure of casting a specific spell. These items should not be confused with “Casting Scrolls” that simply allow the one-time casting of a spell directly from the scroll.

Insight Scrolls do not allow learning spells that the reader would otherwise be ineligible to learn.

To use an Insight Scroll, the Player must turn it in at event checkout. The Player may then purchase the spell during Player Character Update at any point in the future if all other prerequisites are met.

Extra Spell Effects

Spells do not have any In-Game effect other than what is specified in the spell description. For example, a *Fireball* spell cannot be used to start a bonfire or burn down a building.

Rituals & Rites

The most powerful of all magic is the special class of Mana spells known as Rituals. Clerics have a similar class of spells called Rites. These potent spells can accomplish all sorts of strange and wondrous things.

While Rituals and Rites are only limited (theoretically) by the imagination of the caster, the unfortunate truth of the matter is that many are prohibitively expensive. They often require such vast resources and severe personal sacrifice that they are out of the realm of practicality.

Nevertheless, many of these powerful spells currently exist in the game world and can be acquired In-Game. However, the creation of new Rituals and Rites by Player Characters is effectively impossible due to the virtually unobtainable resources required. Any Player seeking new innovative Rituals and Rites is advised to consult with a specialist known as a “Chronicler”.

Regarding Schools of Magic & Mana Spells

There are eight known Schools of Magic in the Knight Blades world: The Schools of Air, Earth, Fire, Water, Blood, Chaos, Necromancy, and The School of Universal Magic. All Mana spells fall into one or more of the Schools. A School of Magic Specialist focuses on one of these Schools.

The Elemental Schools of Magic

The Schools of Elemental Magic are the most widely known and accepted Schools of Magic. Their spells draw upon the four main elements.

The Elemental Schools are the Schools of Air, Earth, Fire, and Water.

Each of the elements has a symbol associated with it. These symbols are sometimes visible on elemental creatures and have In-Game significance.

The School of Universal Magic

This school is generally open to all Mana spellcaster. It is a grouping of all-purpose conventional spells. Those who do not specialize in a school only make use of The School of Universal Magic.

The Tangent Schools of Magic

The unconventional Schools of Blood, Chaos, and Necromancy are often frowned-upon publicly. Most honest folk avoid these dubious Schools of Magic. Some people believe that the Dark gods themselves created these Schools.

Wise elder wizards often advise younger wizards not to dabble in the dangerous unwholesome spells of these three unorthodox Schools of Magic. The phrase “Stick to the Elements” is a common warning to mages to only study the mainstream Elemental Schools of Magic.

Specialists of the morally questionable Schools of Magic are sometimes referred to politely as “Non-Standard Mages” and less politely as “Outcasters”.

The Adept

When a caster has learned every Universal spell as well as every spell of a School of Magic (including the Taught spells), he is traditionally given the title of “Adept” of that School.



Air



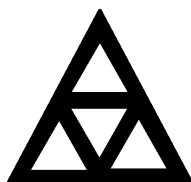
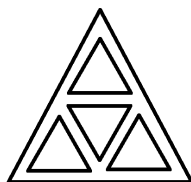
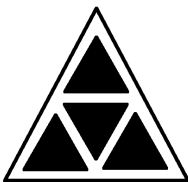
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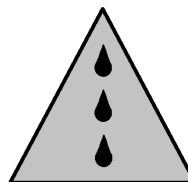
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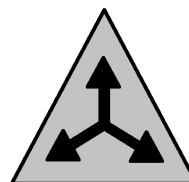
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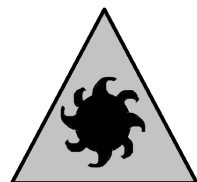
The School of Universal Magic



Blood



Chaos



Necromancy

Knight Blades Lost to Ruin

Mana Spell List for Player Characters

The CP Cost of Mana Spells for Mage Class Player Characters is the spell level.
The CP Cost of Mana Spells for other Player Character Classes is the spell level times three.

The School of Air

- 1 Magic Missile
- 3 Air Resistance
- 3 Disarming Wind
- 5 Shock
- 10 Lightning Bolt
- 10 Air of Silence
- 10 Electrocutation
- 10 Static Discharge
- 15 Cloak of Lightning
- 15 Dismiss Earth Elemental
- 20 Chain Lightning *
- 25 Lightning Storm *

The School of Earth

- 1 Magic Missile
- 3 Earth Resistance
- 5 Sandblast
- 10 Boulder
- 10 Earthen Grasp
- 10 Fist of Rock
- 10 Granite Form
- 10 Stone Skin
- 15 Cloak of Earth
- 15 Dismiss Air Elemental
- 20 Stalactite *
- 25 Avalanche *

The School of Fire

- 1 Magic Missile
- 3 Flaming Blade
- 3 Fire Resistance
- 5 Flame Burst
- 10 Fireball
- 10 Searing Weapon
- 10 Fiery Agony
- 15 Cloak of Fire
- 15 Dismiss Water Elemental
- 15 Wildfire
- 20 Flamestrike *
- 25 Firestorm *

The School of Water

- 1 Magic Missile
- 3 Water Resistance
- 3 Grip of Ice
- 5 Icicle
- 10 Frozen Arm
- 10 Frostbite
- 10 Shatter Shield
- 10 Ice Armor
- 15 Cloak of Ice
- 15 Dismiss Fire Elemental
- 20 Cone of Cold *
- 25 Ice Storm *

The School of Universal Magic

1 Identify Item
1 Magic Missile
1 Enchanted Arrow
3 Spell Guard
3 Zone of Communication
5 Enchanted Weapon
5 Force Missile
5 Spell Resistance
10 Anti-Magic Shell
10 Force Bolt
15 Dispel
15 Magic Armor
20 Sleep *
25 Mage Key *

The School of Blood

1 Magic Missile
3 Critical Blood Magic
3 Innate Blood Casting
5 Severe Blood Magic
10 Agony of the Blood
10 Dire Blood Magic
10 Perpetual Bleeding
15 Cloak of Blood
15 Soporific Blood Magic
20 Fatal Blood Magic *

The School of Chaos

1 Magic Missile
3 Fumble
3 Vertigo
5 Chaotic Agony
5 Spell Malice
10 Feeble Mind
15 Charm Person
15 Cloak of Chaos
15 Incite
20 Wandering Mind *

The School of Necromancy

1 Magic Missile
3 Mend Undead
5 Black Tentacles
5 Bone to Steel
5 Necromantic Fear
10 Command Undead
15 Cloak of Bone
15 Spirit Armor
20 Ray of Fatigue *
25 Harm *

* These spells are “Mage Only” skills. They are “Taught” skills and are limited to a maximum of five purchases.

The School of Universal Magic

Anti-Magic Shell

School: Universal

Level: 10

Restriction: None

Duration: five minutes

Area of Effect: The Caster

Incantation: "I grant myself an anti-magic shell - five minutes."

This spell creates an invisible immobile zone of magic nullification around the caster. This zone protects the caster from all spells and all other packet-delivered magical effects.

The only exception is a spell or effect accompanied by "Arcane".

The caster may not cast spells at all (unless using the skill "Arcane"), even if the spells are innate or are cast from scrolls or other magic items.

Magic items will still operate, but any spell cast from a magic item is negated (unless the item grants the "Arcane" benefit to the spell).

The caster is free to move in any fashion, but the spell instantly ends if the caster willingly or unwillingly moves either foot from its spot.

Dispel

School: Universal

Level: 15

Restriction: None

Duration: Instant

Area of Effect: Creature Targeted

Incantation: "I dispel all magical effects."

This spell brings forth a ray of negative magic. All spells and magical effects currently active on the struck creature, as well as anything the creature is holding or carrying, will be instantly negated.

The spells *Spell Guard* and *Spell Resistance* can block this spell. Other methods may also exist to protect against this spell.

Enchanted Arrow

School: Universal

Level: 1

Restriction: none

Duration: until used

Area of Effect: Arrow or Bolt Touched

Incantation: "I grant this missile an enchantment of Magic until discharged."

This spell grants a single Archery missile the descriptor of "Magic" when it is discharged. The caster need not be the person to shoot the weapon.

Enchanted Weapon

School: Universal

Level: 5

Restriction: none

Duration: five minutes

Area of Effect: Weapon Touched

Incantation: "I grant this weapon an enchantment of Magic - five minutes."

This spell causes a single weapon of any type touched by the caster to carry the descriptor of "Magic" for five minutes. The caster need not be the person to wield the weapon.

Force Bolt

School: Universal

Level: 10

Restriction: None

Duration: Instant

Area of Effect: Creature Targeted

Incantation: "Force Bolt - Damage Ten."

This spell brings into being a bolt of magical energy that inflicts ten points of damage to the torso of the creature struck.

Force Missile

School: Universal

Level: 5

Restriction: None

Duration: Instant

Area of Effect: Creature Targeted

Incantation: "Force Missile - Damage Five."

This spell brings into being a burst of magical force. A creature struck by the burst is inflicted with five points of damage to the torso.

Identify Item

School: Universal

Level: 1

Restriction: none

Duration: instant (at Logistics)

Area of Effect: Magic Item Touched

Incantation: "I identify this magic item."

This spell grants the caster insight into the magical properties of a single magic item. The Player must bring the magic item and its Item Tag to Logistics to receive some information about the item. The caster will receive a general description (using In-Game terminology) of the item's magical properties. Attunement is required in order to gain the full Out-Of-Game Information Sheet for the magic item. A separate casting is needed for each item to be identified.

This spell cannot be cast on an item being worn or carried by another person. The caster must actually take possession of the item. Should this spell be cast on a non-magical item, no information will be gained and the spell is wasted. This spell does not grant the ability to ascertain the monetary value of a magic item.

The item must have a numbered Special Item Tag in order to be identified. Therefore, items such as poisons, potions, gems, and components cannot be identified. Cursed items will not be apparent to the caster of this spell – other methods are required to detect cursed items.

Mage Key

School: Universal

Level: 25

Restriction: none

Duration: special

Area of Effect: Lock Touched

Incantation: "I call forth a magical key to open this lock. One, two, three, four, five..."

This spell brings into being a key of magical force that unlocks a single lock of any quality. To utilize this spell, the Player must actually unlock the lock with a special Out-Of-Game key. It may be necessary to "Clarify" that an actual In-Game key is not being used.

It takes a minimum of 55 seconds to open the lock. The caster must count to 55 out loud as part of the spell incant. The spell can be disrupted during this time.

When this spell is first learnt, the Player should ask for a "Mage Key" at event check-in. This key opens most In-Game locks. If the key does not work, then it should be assumed that the lock is beyond the spell's capabilities. Knight Blades will only provide one key, so the Player must be responsible for its safekeeping.

Magic Armor

School: Universal

Level: 15

Restriction: none

Duration: until used

Area of Effect: Creature Touched

Incantation: "I grant you two points of magic armor."

A creature touched by the caster instantly gains two magical Armor Points. The points remain until removed by damage or until dispelled.

Magic Missile

School: Universal

Level: 1

Restriction: None

Duration: Instant

Area of Effect: Creature Targeted

Incantation: "Magic Missile - Damage One."

A creature struck by this spell is inflicted with one point of damage to the torso.

Sleep

School: Universal

Level: 20

Restriction: None

Duration: 55 seconds
Area of Effect: Creature Targeted
Incantation: "I cause you to sleep."

This spell forces the victim into a Sleep effect for 55 seconds. Note that immunities and protections from mental spells will be effective against this spell.

Spell Guard

School: Universal
Level: 3
Restriction: None
Duration: until used
Area of Effect: Creature Touched
Incantation: "I grant you a guard from the next spell."

This spell forms a magical barrier of protection around the touched being. The next spell to affect the protected creature will be negated - the Player should call out "Resist!" when subjected to a spell or magical effect.

This spell does not negate magical attacks delivered by a Claw or weapon strike. It also does not provide protection from the effects of Magical Traps.

This spell will not protect against potions the Player Character drinks or touch-delivered spells that the Player Character does not refuse.

Spell Resistance

School: Universal
Level: 5
Restriction: None
Duration: until used
Area of Effect: Creature Touched
Incantation: "I grant you a spell resistance."
This spell forms a magical barrier of protection around the touched being. The protected creature may then negate one spell or magical effect of his choice that he is later subjected to. The Player should call out "Resist!" when using this protection.

This spell does not negate magical attacks delivered by a Claw or weapon strike. It also does not provide protection from the effects of Magical Traps.

This spell will not protect against potions the Player Character drinks or touch-delivered spells that the Player Character does not refuse.

Zone of Communication

School: Universal
Level: 3
Restriction: None
Duration: five minutes
Area of Effect: No more than 10 steps from caster
Incantation: "Zone of communication - five minutes."

This spell creates an area in which all creatures have the ability to speak the common tongue. The area is centered on and moves with the caster. The area extends to a ten-foot radius around the caster.

The caster should speak loud enough so that everyone in the area of effect can hear the incantation. It is the caster's responsibility to clarify to anyone newly approaching the area that a *Zone of Communication* is in effect.

Any creature exiting the area's boundary instantly loses the ability to communicate, but will regain it if they re-enter the area.

Note that no creature is ever compelled to speak – the spell simply grants them the ability to do so. Extremely dim-witted monsters may speak very poorly. Creatures of animal intelligence will only be able to convey general concepts. Mindless monsters cannot speak at all.

The School of Air

Air of Silence

School: Air
Level: 10
Restriction: School of Air Specialists only
Duration: five minutes
Area of Effect: Creature Targeted

Incantation: "I cause silence in the air around you - five minutes."

This spell creates a zone of silent air around a victim. The zone thwarts all verbal sound produced by the victim for five minutes.

The silence prevents all verbal communication as well as the casting of spells. The Player is free to pantomime speaking or shouting without making any sound. Innate spells, spells cast from magic items, and magical effects are unaffected. Obviously, skill calls and other Out-Of-Game calls are unaffected.

Air Resistance

School: Air

Level: 3

Restriction: School of Air Specialists only

Duration: until used

Area of Effect: Creature Touched

Incantation: "I grant you an Air spell resistance."

This spell forms a magical barrier of protection around the touched being. The protected creature may negate one spell of his choice from the School of Air that he is later subjected to. The Player should call out "Resist!" when using this protection.

Air spells can easily be recognized by their incants. The wording will include references to lightning, electricity, air, wind, etc. This spell will not protect against potions the Player Character drinks or touch-delivered spells that the Player Character does not refuse.

Chain Lightning

School: Air

Level: 20

Restriction: School of Air Specialists only

Duration: Instant

Area of Effect: Creature Targeted

Incantation: "Chain Lightning – Damage 20."

This spell brings into being arcing electrical bolts of magical energy. A creature struck by the bolts suffers 20 points of damage to the torso.

Cloak of Lightning

School: Air

Level: 15

Restriction: School of Air Specialists only

Duration: five minutes

Area of Effect: The Caster

Incantation: "I grant myself a cloak of lightning - five minutes."

This spell creates an invisible immobile zone of energy from the plane of Air around the caster. This zone protects the caster from all spells and all other packet-delivered magical effects, with the exception of spells or effects accompanied by "Arcane".

This spell also protects against all uncalled damage from weapon or Claw strikes. The Player should call out "No Damage" when subjected to such an attack. For spell attacks, it is "Resist".

While this spell is in effect, the caster may only cast spells from the School of Air.

Spells operating on the caster at the time of casting are automatically dispelled. Magic items (permanent magic items, scrolls, potions, etc.) will not operate for the caster while this spell is in effect

The caster is free to move in any fashion, but the spell instantly ends if the caster willingly or unwillingly moves either foot from its spot.

The caster must wait five minutes before benefiting from this spell again, no matter what method is used to generate the spell (spellcasting, magic item, etc.)

Note that this spell can be penetrated by "Arcane" and "Bypass".

Disarming Wind

School: Air

Level: 3

Restriction: School of Air Specialists only

Duration: Instant

Area of Effect: Creature Targeted

Incantation: "I call forth a gust of wind to Disarm your weapon."

This spell brings into being a focused gust of magical wind. The powerful wind causes a victim to drop his weapon as if affected by the “Disarm” skill – the victim must attempt to toss the weapon to the ground at least five feet away. If the victim of this spell is holding more than one weapon, then he may choose which weapon to drop.

The spell packet does not need to hit the weapon in order to be effective. Two-Handed Weapons that are being held with both hands are not affected by this spell.

In darkness or other uncertain conditions, a monster fighting with claws will make a call of “Claw” to inform the caster that there is not an actual weapon present. In this case, the spell is not expended.

Dismiss Earth Elemental

School: Air

Level: 15

Restriction: School of Air Specialists only

Duration: Instant

Area of Effect: Creature Targeted

Incantation: “I dismiss this earth elemental to its home plane.”

This spell causes a targeted earth elemental to instantly vanish, returning to its home plane.

Note that certain tremendously powerful elementals may be highly resistant or immune to this spell.

Electrocution

School: Air

Level: 10

Restriction: School of Air Specialists only

Duration: five seconds

Area of Effect: Creature Targeted

Incantation: “I cause you Agony by electrocution - five seconds.”

This spell brings into being a burst of magical electrical energy. A creature struck by the burst is assailed with extremely painful internal and external surges of electricity. The victim experiences an Agony effect for five seconds.

Lightning Bolt

School: Air

Level: 10

Restriction: None

Duration: Instant

Area of Effect: Creature Targeted

Incantation: “Lightning Bolt - Damage Ten.”

This spell brings into being a bolt of magical electrical energy that inflicts ten points of damage to the torso of the creature struck.

Lightning Storm

School: Air

Level: 25

Restriction: School of Air Specialists only

Duration: Instant

Area of Effect: Creature Targeted

Incantation: “Lightning Storm – Damage 30.”

This spell brings into being a flurry of arcing electrical bolts of magical energy. A creature struck by the bolts suffers 30 points of damage to the torso.

Magic Missile

See School of Universal Magic for spell description

Shock

School: Air

Level: 5

Restriction: School of Air Specialists only

Duration: Instant

Area of Effect: Creature Targeted

Incantation: “Shock - Damage Five.”

This spell brings into being an electrical burst of magical energy. A creature struck by the burst suffers five points of damage to the torso.

Static Discharge

School: Air

Level: 10

Restriction: School of Air Specialists only

Duration: Instant

Area of Effect: Creature Targeted

Incantation: “Static Discharge. Shock - Damage Five. Shock - Damage Five. Shock - Damage Five. Shock - Damage Five. Shock - Damage Five.”

This spell brings into being five electrical bursts of magical energy. A creature struck by a burst suffers five points of damage to the torso.

Each burst requires a separate spell packet. The packets must be thrown one at a time in immediate succession.

The School of Earth

Avalanche

School: Earth

Level: 25

Restriction: School of Earth Specialists only

Duration: instant

Area of Effect: Creature Targeted

Incantation: “Avalanche - Damage 30.”

This spell causes a magical avalanche to form above and fall upon a victim. A creature struck by the avalanche suffers 30 points of damage to the torso.

Boulder

School: Earth

Level: 10

Restriction: None

Duration: instant

Area of Effect: Creature Targeted

Incantation: “Boulder - Damage Ten.”

This spell launches a large magical boulder toward a victim, inflicting ten points of damage to the torso.

Cloak of Earth

School: Earth

Level: 15

Restriction: School of Earth Specialists only

Duration: five minutes

Area of Effect: The Caster

Incantation: “I grant myself a cloak of earth - five minutes.”

This spell creates an invisible immobile zone of energy from the plane of Earth around the caster. This zone protects the caster from all spells and all other packet-delivered magical effects, with the exception of spells or effects accompanied by “Arcane”.

This spell also protects against all uncalled damage from weapon or Claw strikes. The Player should call out “No Damage” when subjected to such an attack. For spell attacks, it is “Resist”.

While this spell is in effect, the caster may only cast spells from the School of Earth.

Spells operating on the caster at the time of casting are automatically dispelled. Magic items will not operate for the caster while this spell is in effect. This applies to all permanent magic items, scrolls, potions, etc.

The caster is free to move in any fashion, but the spell instantly ends if the caster willingly or unwillingly moves either foot from its spot.

The caster must wait five minutes before benefiting from this spell again, no matter what method is used to generate the spell (spellcasting, magic item, etc.)

Note that this spell can be penetrated by “Arcane” and “Bypass”.

Dismiss Air Elemental

School: Earth

Level: 15

Restriction: School of Earth Specialists only

Duration: Instant

Area of Effect: Creature Targeted

Incantation: “I dismiss this air elemental to its home plane.”

This spell causes a targeted air elemental to instantly vanish, returning to its home plane.

Note that certain tremendously powerful elementals may be highly resistant or immune to this spell.

Earth Resistance

School: Earth

Level: 3

Restriction: School of Earth Specialists only

Duration: until used

Area of Effect: Creature Touched

Incantation: "I grant you an Earth spell resistance."

This spell forms a magical barrier of protection around the touched being. The protected creature may negate one spell of his choice from the School of Earth that he is later subjected to. The Player should call out "Resist!" when using this protection.

Earth spells can easily be recognized by their incants. The wording will include references to sand, rocks, earth, etc.

This spell will not protect against potions the Player Character drinks or touch-delivered spells that the Player Character does not refuse.

Earthen Grasp

School: Earth

Level: 10

Restriction: School of Earth Specialists only

Duration: 55 seconds

Area of Effect: Creature Targeted

Incantation: "I cause the ground to Pin your left foot."

This spell causes the very ground itself to form a magical grasping hand of earth. The hand rises up to hold fast the left foot of the targeted creature.

Fist of Rock

School: Earth

Level: 10

Restriction: School of Earth Specialists only

Duration: instant

Area of Effect: Creature Targeted

Incantation: "I call forth a fist of rock to Shatter your shield."

This spell brings into being a disembodied fist made of magical stone. The fist instantly Shatters any shield held by the victim.

This spell has no effect on items other than shields.

Granite Form

School: Earth

Level: 10

Restriction: School of Earth Specialists only

Duration: special

Area of Effect: The Caster

Incantation: "I grant myself a granite form."

This spell instantly transforms the caster into a stone statue. Although it appears the same as the Petrify effect, this stony form is far superior.

The caster must assume a rigid stance and cross his arms over his chest. Optionally, he may kneel, sit, or lay down, but must still maintain the rigidity and crossed arms.

While in statue form, the caster is resistant to all weapon and Claw attacks – this includes magical weapons. The Player should call out "No Damage" when subjected to such an attack.

The caster is also resistant to Poison Gas. In this case, the Player should state "Resist".

The caster is not immune to spells or magical effects. However, certain spells may be ineffective since the caster's body retains an immobile solid stone form until the caster wishes to end the spell. A *Stone to Flesh* spell instantly ends this spell, as does a *Dispel* spell or Dispel effect.

As with Petrify, items cannot be removed from the caster's body and he can see and hear normally.

This spell lasts indefinitely, but instantly ends if the caster willingly moves any part of his body at all once the rigid position has been assumed.

Magic Missile

See School of Universal Magic for spell description

Sandblast

School: Earth

Level: 5

Restriction: School of Earth Specialists only

Duration: instant

Area of Effect: Creature Targeted

Incantation: "Sandblast - Damage Five."

This spell brings into being a cone of high velocity magical sand. A creature struck by the blast suffers five points of damage to the torso.

Stalactite

School: Earth

Level: 20

Restriction: School of Earth Specialists only

Duration: instant

Area of Effect: Creature Targeted

Incantation: "Stalactite - Damage 20."

This spell causes a large magical stalactite to form above and fall upon a victim, inflicting 20 points of damage to the torso.

Stone Skin

School: Earth

Level: 10

Restriction: School of Earth Specialists only

Duration: until used

Area of Effect: Creature Touched

Incantation: "Stone Skin - one point of magic armor."

A creature touched by the caster instantly gains one magical Armor Point. The point remains until removed by damage or until dispelled.

The School of Fire

Cloak of Fire

School: Fire

Level: 15

Restriction: School of Fire Specialists only

Duration: five minutes

Area of Effect: The Caster

Incantation: "I grant myself a cloak of fire - five minutes."

This spell creates an invisible immobile zone of energy from the plane of Fire around the caster. This zone protects the caster from all spells and all other packet-delivered magical effects, with the exception of spells or effects accompanied by "Arcane".

This spell also protects against all uncalled damage from weapon or Claw strikes. The Player should call out "No Damage" when subjected to such an attack. For spell attacks, it is "Resist".

While this spell is in effect, the caster may only cast spells from the School of Fire.

Spells operating on the caster at the time of casting are automatically dispelled. Magic items will not operate for the caster while this spell is in effect. This applies to all permanent magic items, scrolls, potions, etc.

The caster is free to move in any fashion, but the spell instantly ends if the caster willingly or unwillingly moves either foot from its spot.

The caster must wait five minutes before benefiting from this spell again, no matter what method is used to generate the spell (spellcasting, magic item, etc.)

Note that this spell can be penetrated by "Arcane" and "Bypass".

Dismiss Water Elemental

School: Fire

Level: 15

Restriction: School of Fire Specialists only

Duration: Instant

Area of Effect: Creature Targeted

Incantation: "I dismiss this water elemental to its home plane."

This spell causes a targeted water elemental to instantly vanish, returning to its home plane.

Note that certain tremendously powerful elementals may be highly resistant or immune to this spell.

Fiery Agony

School: Fire

Level: 10

Restriction: School of Fire Specialists only

Duration: five seconds

Area of Effect: Creature Targeted

Incantation: "I inflict fiery agony upon you - five seconds."

A creature struck by this spell is assailed with extremely painful internal and external heat. The victim experiences an Agony effect for five seconds.

Fire Resistance

School: Fire
Level: 3
Restriction: School of Fire Specialists only
Duration: until used
Area of Effect: Creature Touched
Incantation: "I grant you a Fire spell resistance."

This spell forms a magical barrier of protection around the touched being. The protected creature may negate one spell of his choice from the School of Fire that he is later subjected to. The Player should call out "Resist!" when using this protection.

Fire spells can easily be recognized by their incants. The wording will include references to flame, burning, heat, etc. This spell will not protect against potions the Player Character drinks or touch-delivered spells that the Player Character does not refuse.

Fireball

School: Fire
Level: 10
Restriction: none
Duration: instant
Area of Effect: Creature Targeted
Incantation: "Fireball - Damage Ten."

This spell brings into being a sphere of magical fiery energy. A creature struck by the sphere suffers ten points of damage to the torso.

Firestorm

School: Fire
Level: 25
Restriction: School of Fire Specialists only
Duration: Instant
Area of Effect: Creature Targeted
Incantation: "Firestorm - Damage 30."

This spell brings into being a flurry of fiery blasts of magical energy. A creature struck by the blasts suffers 30 points of damage to the torso.

Flame Burst

School: Fire
Level: 5
Restriction: School of Fire Specialists only
Duration: Instant
Area of Effect: Creature Targeted
Incantation: "Flame Burst - Damage Five."

This spell brings into being a small fiery burst of magical energy. A creature struck by the burst suffers five points of damage to the torso.

Flamestrike

School: Fire
Level: 20
Restriction: School of Fire Specialists only
Duration: Instant
Area of Effect: Creature Targeted
Incantation: "Flamestrike - Damage 20."

This spell engulfs a creature in a vertical column of fire that causes 20 points of damage to the torso.

Flaming Blade

School: Fire
Level: 3
Restriction: School of Fire Specialists only
Duration: Five Minutes
Area of Effect: Weapon Touched
Incantation: "I grant this weapon magical Fire – five minutes."

This spell causes a single melee weapon of any type touched by the caster to carry the descriptor of "Fire" for five minutes. The caster need not be the person to wield the weapon.

Note that the flames instantly neutralize any poisons that may have been applied to the weapon.

Magic Missile

See School of Universal Magic for spell description

Searing Weapon

School: Fire

Level: 10

Restriction: School of Fire Specialists only

Duration: Five Minutes

Area of Effect: Creature Targeted

Incantation: "I inflict your weapon with searing heat - five minutes."

A creature struck by this spell finds a held weapon to be unbearably hot to the touch. The intense heat causes the victim to drop the weapon. The victim must attempt to toss the weapon to the ground at least five feet away. Note: although similar, this is not a "Disarm" effect.

The weapon may not be wielded again for five minutes. The weapon is not damaged in any way.

If the victim of this spell is holding more than one weapon, then he may choose which weapon to drop. All types of weapons are subject to this spell, even Two-Handed weapons.

The spell packet need not strike the weapon. This spell, as with all spells, may hit anywhere on the body or personal gear.

In darkness or other uncertain conditions, a monster fighting with claws will make a call of "Claw" to inform the caster that there is not an actual weapon present. In this case, the spell is not expended.

Note that this spell will not burn poisons off of weapons like the *Flaming Blade* spell.

Wildfire

School: Fire

Level: 15

Restriction: School of Fire Specialists only

Duration: instant

Area of Effect: Creature Targeted

Incantation: "Wildfire. Fireball - Damage Ten. Fireball - Damage Ten. Fireball - Damage Ten."

When this spell is cast, the caster brings into being three fiery spheres of magical energy. A creature struck by a sphere suffers ten points of damage to the torso.

Each sphere requires a separate spell packet. The packets must be thrown one at a time in immediate succession.

The School of Water

Cloak of Ice

School: Water

Level: 15

Restriction: School of Water Specialists only

Duration: five minutes

Area of Effect: The Caster

Incantation: "I grant myself a cloak of ice - five minutes."

This spell creates an invisible immobile zone of energy from the plane of Water around the caster. This zone protects the caster from all spells and all other packet-delivered magical effects, with the exception of spells or effects accompanied by "Arcane".

This spell also protects against all uncalled damage from weapon or Claw strikes. The Player should call out "No Damage" when subjected to such an attack. For spell attacks, it is "Resist".

While this spell is in effect, the caster may only cast spells from the School of Water.

Spells operating on the caster at the time of casting are automatically dispelled. Magic items will not operate for the caster while this spell is in effect. This applies to all permanent magic items, scrolls, potions, etc.

The caster is free to move in any fashion, but the spell instantly ends if the caster willingly or unwillingly moves either foot from its spot.

The caster must wait five minutes before benefiting from this spell again, no matter what method is used to generate the spell (spellcasting, magic item, etc.)

Note that this spell can be penetrated by "Arcane" and "Bypass".

Cone of Cold

School: Water

Level: 20

Restriction: School of Water Specialists only

Duration: Instant

Area of Effect: Creature Targeted

Incantation: "Cone of Cold – Damage 20."

This spell brings into being a cone of extremely cold magical energy. A creature caught in the cone suffers 20 points of damage to the torso.

Dismiss Fire Elemental

School: Water

Level: 15

Restriction: School of Water Specialists only

Duration: Instant

Area of Effect: Creature Targeted

Incantation: "I dismiss this fire elemental to its home plane."

This spell causes a targeted fire elemental to instantly vanish, returning to its home plane.

Note that certain tremendously powerful elementals may be highly resistant or immune to this spell.

Frostbite

School: Water

Level: 10

Restriction: None

Duration: Instant

Area of Effect: Creature Targeted

Incantation: "Frostbite – Damage Ten."

This spell brings into being a small burst of extremely cold magical energy. A creature struck by the burst suffers ten points of damage to the torso.

Frozen Arm

School: Water

Level: 10

Restriction:

Duration: 55 seconds

Area of Effect: Creature Targeted

Incantation: "I freeze your left/right arm solid."

This spell encases the targeted being's arm in a block of ice. The being is then unable to make use of that arm for 55 seconds. The left or right arm must be

specified in the spell incant. Note that both arms would have to be frozen to totally prevent spellcasting, as either hand may be used to cast spells.

The victim also loses the ability to willingly release items held in the frozen arm's hand. As a side effect, the victim is resistant to all effects that would cause held items to be dropped or dislodged from the hand. The Player should call out "Resist!" when subjected to such effects. Note that the scorching heat of a *Searing Weapon* spell is negated by the cold of this spell and is thereby always resisted throughout the duration of the *Frozen Arm* spell.

Grip of Ice

School: Water

Level: 3

Restriction: School of Water Specialists only

Duration: five minutes

Area of Effect: Creature Touched

Incantation: "I grant you a frozen grip on your weapons - five minutes."

When this spell is cast, the caster encases the touched being's weapon hand (or hands) in a hard block of ice. The being can then "Resist" all effects that would cause the weapon to be dropped or dislodged from the hand. The protection can be called upon an unlimited number of times for the five minute spell duration.

If the recipient of this spell is holding more than one weapon at the time of casting, then both weapons will be locked into icy grips. Neither the caster nor the recipient has control over this.

The recipient of this spell forfeits the ability to willingly release the weapon (or weapons) during the spell duration. Note that the scorching heat of a *Searing Weapon* spell is negated by the cold and is thereby always resisted while this spell is active.

Ice Armor

School: Water

Level: 10

Restriction: School of Water Specialists only

Duration: until used

Area of Effect: Creature Touched

Incantation: "I grant you ice armor – one point of magic armor."

This spell forms a protective barrier of magical ice around the touched being. The protected creature gains one magical Armor Point.

The point remains until removed by damage or until dispelled.

Ice Storm

School: Water

Level: 25

Restriction: School of Water Specialists only

Duration: Instant

Area of Effect: Creature Targeted

Incantation: "Ice Storm – Damage 30."

This spell brings into being a flurry of magical ice and cold energy. A creature caught in the storm suffers 30 points of damage to the torso.

Icicle

School: Water

Level: 5

Restriction: School of Water Specialists only

Duration: Instant

Area of Effect: Creature Targeted

Incantation: "Icicle – Damage Five."

This spell brings into being a huge icicle of magical energy. A creature struck by the icicle suffers five points of damage to the torso.

Magic Missile

See School of Universal Magic for spell description

Shatter Shield

School: Water

Level: 10

Restriction: School of Water Specialists only

Duration: Instant

Area of Effect: Creature Targeted

Incantation: "I shatter your shield with extreme cold."

This spell brings into being a frigid blast of intense magical coldness. The blast instantly causes a "Shatter" effect on any shield held by the targeted creature. This spell has no effect on items other than shields.

Water Resistance

School: Water

Level: 3

Restriction: School of Water Specialists only

Duration: until used

Area of Effect: Creature Touched

Incantation: "I grant you a Water spell resistance."

This spell forms a magical barrier of protection around the touched being. The protected creature may negate one spell of his choice from the School of Water that he is later subjected to. The Player should call out "Resist!" when using this protection.

Water spells can easily be recognized by their incants. The wording will include references to ice, cold, freezing, etc.

This spell will not protect against potions the Player Character drinks or touch-delivered spells that the Player Character does not refuse.

The School of Blood

Agony of the Blood

School: Blood

Level: 10

Restriction: School of Blood Specialists only

Duration: five seconds

Area of Effect: Creature Targeted

Incantation: "I inflict you with agony of the blood - five seconds."

A creature struck by this spell is afflicted with extreme pain due to a magical alteration to his blood composition. The victim experiences an Agony effect for five seconds.

Cloak of Blood

School: Blood

Level: 15

Restriction: School of Blood Specialists only

Duration: five minutes

Area of Effect: The Caster

Incantation: "I grant myself a cloak of blood - five minutes."

This spell creates an invisible immobile zone of extraplanar energy around the caster. This zone

protects the caster from all spells and all other packet-delivered magical effects, with the exception of spells or effects accompanied by “Arcane”.

This spell also protects against all uncalled damage from weapon or Claw strikes. The Player should call out “No Damage” when subjected to such an attack. For spell attacks, it is “Resist”.

While this spell is in effect, the caster may only cast spells from the School of Blood.

Spells operating on the caster at the time of casting are automatically dispelled. Magic items will not operate for the caster while this spell is in effect. This applies to all permanent magic items, scrolls, potions, etc.

The caster is free to move in any fashion, but the spell instantly ends if the caster willingly or unwillingly moves either foot from its spot.

The caster must wait five minutes before benefiting from this spell again, no matter what method is used to generate the spell (spellcasting, magic item, etc.)

Note that this spell can be penetrated by “Arcane” and “Bypass”.

Critical Blood Magic

School: Blood

Level: 3

Restriction: School of Blood Specialists only

Duration: instant

Area of Effect: Creature Targeted

Incantation: “Damage Five by Blood Magic.”

A victim struck by this spell finds his own blood to be directly under attack. The victim will suffer five points of damage to the torso.

Dire Blood Magic

School: Blood

Level: 10

Restriction: School of Blood Specialists only

Duration: instant

Area of Effect: Creature Targeted

Incantation: “Damage 30 by Blood Magic.”

A victim struck by this spell finds his own blood to be directly under attack. The victim will suffer 30 points of damage to the torso.

Fatal Blood Magic

School: Blood

Level: 20

Restriction: School of Blood Specialists only

Duration: instant

Area of Effect: Creature Targeted

Incantation: “Damage 50 by Blood Magic.”

A victim struck by this spell finds his own blood to be directly under attack. The victim will suffer 50 points of damage to the torso.

Innate Blood Casting

School: Blood

Level: 3

Restriction: School of Blood Specialists only

Duration: five minutes

Area of Effect: the caster

Incantation: “I grant myself innate Blood Magic - five minutes.”

The caster gains the ability to cast any of his learnt Blood spells innately for the next five minutes, with no limit to how many spells are cast this way.

Magic Missile

See School of Universal Magic for spell description

Perpetual Bleeding

School: Blood

Level: 10

Restriction: School of Blood Specialists only

Duration: indefinite

Area of Effect: Creature Targeted

Incantation: “I cause you to lose one Vitality every five seconds by bleeding.”

A victim struck by this spell is magically afflicted with internal and external bleeding. The victim loses one point of Vitality every five seconds. The effect continues until the victim either dies or is healed for at least one point of Vitality.

The administration of the “First Aid” skill will end the spell’s effect if the victim reaches zero Vitality. A

usage of the “Self-Remedy” skill will also end the spell in a similar manner.

Severe Blood Magic

School: Blood

Level: 5

Restriction: School of Blood Specialists only

Duration: instant

Area of Effect: Creature Targeted

Incantation: “Damage Ten by Blood Magic.”

A victim struck by this spell finds his own blood to be directly under attack. The victim will suffer ten points of damage to the torso.

Soporific Blood Magic

School: Blood

Level: 15

Restriction: School of Blood Specialists only

Duration: 55 seconds

Area of Effect: Creature Targeted

Incantation: “Sleep by Blood Magic.”

A victim struck by this spell finds his own blood directly under attack. The victim lapses into a Sleep effect for 55 seconds. Note that immunities and protections from mental effects will negate this spell.

The School of Chaos

Chaotic Agony

School: Chaos

Level: 5

Restriction: School of Chaos Specialists only

Duration: five seconds

Area of Effect: Creature Targeted

Incantation: “I inflict you with chaotic agony - five seconds.”

A creature struck by this spell is assailed with a powerful combination of mental anguish and physical pain. The victim experiences an Agony effect for five seconds.

Charm Person

School: Chaos

Level: 15

Restriction: School of Chaos Specialists only

Duration: five minutes

Area of Effect: Creature Targeted

Incantation: “I charm you to treat me as your best friend – five minutes.”

This spell magically compels the victim to treat the caster as his single most trusted friend or ally in existence.

The effects of this spell must be roleplayed properly without trying to skirt the rules. It is not acceptable to totally ignore the spell with the justification of “my character is so evil that he would even kill his best friend!” or other such excuses. The Player Character must protect and assist the caster as a reasonable person would care for his closest friend.

This spell does not make the victim a total automaton, and the victim is not compelled to violate his In-Game or Out-Of-Game morals.

Note that while most intelligent races are subject to this spell, many monsters are immune to it due to the monstrous, alien, or primitive nature of their minds (or their lack of a mind altogether).

Cloak of Chaos

School: Chaos

Level: 15

Restriction: School of Chaos Specialists only

Duration: five minutes

Area of Effect: The Caster

Incantation: “I grant myself a cloak of chaos - five minutes.”

This spell creates an invisible immobile zone of extraplanar energy around the caster. This zone protects the caster from all spells and all other packet-delivered magical effects, with the exception of spells or effects accompanied by “Arcane”.

This spell also protects against all uncalled damage from weapon or Claw strikes. The Player should call out “No Damage” when subjected to such an attack. For spell attacks, it is “Resist”.

While this spell is in effect, the caster may only cast spells from the School of Chaos.

Spells operating on the caster at the time of casting are automatically dispelled. Magic items will not operate for the caster while this spell is in effect. This applies to all permanent magic items, scrolls, potions, etc.

The caster is free to move in any fashion, but the spell instantly ends if the caster willingly or unwillingly moves either foot from its spot.

The caster must wait five minutes before benefiting from this spell again, no matter what method is used to generate the spell (spellcasting, magic item, etc.)

Note that this spell can be penetrated by “Arcane” and “Bypass”.

Feeble Mind

School: Chaos

Level: 10

Restriction: School of Chaos Specialists only

Duration: five minutes

Area of Effect: Creature Targeted

Incantation: “I inflict you with a feeble mind. No spellcasting – five minutes.”

This spell magically reduces the mental capability of the victim in a very specific way. The victim is unable to muster the concentration to remember the exact wording of incantations and perform the precise manual motions in order to cast spells.

The victim’s mind is not affected in other ways – only spellcasting is prevented.

Fumble

School: Chaos

Level: 3

Restriction: School of Chaos Specialists only

Duration: instant

Area of Effect: Creature Targeted

Incantation: “I cause you to drop all held items.”

A creature struck by this spell must attempt to toss all held In-Game items safely to the ground at least five feet away. All types of items (including Two-Handed Weapons) are affected by this spell.

Note that spell packets are not considered to be physical objects In-Game.

Incite

School: Chaos

Level: 15

Restriction: School of Chaos Specialists only

Duration: 55 seconds

Area of Effect: Creature Targeted

Incantation: “I command you to attack the closest creatures.”

A creature struck by this spell will be compelled to attack the closest creature in sight for the next 55 seconds. The victim is allowed to attack with spells or weapons at his discretion, but must make a continuous effort to do so.

Magic Missile

See School of Universal Magic for spell description

Spell Malice

School: Chaos

Level: 5

Restriction: School of Chaos Specialists only

Duration: indefinite

Area of Effect: Creature Targeted

Incantation: “I cause you to take double damage from the next damaging spell.”

This spell enhances the next damage spell that affects the victim. The damaging spell will inflict double damage upon the victim. If the victim resists the damaging spell, then the *Spell Malice* effect will remain in place until damage is actually received by a spell.

Vertigo

School: Chaos

Level: 3

Restriction: School of Chaos Specialists only

Duration: instant

Area of Effect: Creature Targeted

Incantation: “Vertigo. I disable your left/right leg – five seconds.”

A creature struck by this spell is afflicted with a strong momentary bout of vertigo. This causes a “Disable Five Seconds” effect. The left or right leg must be specified in the spell incant.

Note that the spell packet need not strike the legs of the target. This spell, as with all spells, may hit anywhere on the body or personal gear.

Wandering Mind

School: Chaos

Level: 20

Restriction: School of Chaos Specialists only

Duration: 55 seconds

Area of Effect: Creature Targeted

Incantation: "I cause your mind to wander. No called attack skills or spellcasting."

This spell causes the victim's mind to wander. The victim is unable to perform even the simplest feats of concentration. The victim cannot cast spells or use skills to make special attacks. Normal uncalled weapon attacks are still possible.

All other actions may be performed normally, but the victim should roleplay a lack of concentration to the best of his ability.

The School of Necromancy

Black Tentacles

School: Necromancy

Level: 5

Restriction: School of Necromancy Specialists only

Duration: 55 seconds

Area of Effect: Creature Targeted

Incantation: "I call forth black tentacles to entangle your feet."

This spell brings into being writhing black tentacles beneath the feet of the targeted creature. The tentacles rise up to hold fast both feet of the targeted creature. The feet cannot be moved from their spot for 55 seconds.

Bone to Steel

School: Necromancy

Level: 5

Restriction: School of Necromancy Specialists only

Duration: until used

Area of Effect: Undead Creature Touched

Incantation: "I grant this undead double Vitality."

An undead creature touched by the caster has its current total Vitality doubled. All of these extra points of Vitality are lost before the original points are reached.

Only one *Bone to Steel* spell can be active on a creature at one time. A new *Bone to Steel* spell may be received once the extra Vitality points are removed.

Note that this spell is effectual on all types of undead creatures regardless of bodily structure or appearance.

Cloak of Bone

School: Necromancy

Level: 15

Restriction: School of Necromancy Specialists only

Duration: five minutes

Area of Effect: The Caster

Incantation: "I grant myself a cloak of bone - five minutes."

This spell creates an invisible immobile zone of extraplanar energy around the caster. This zone protects the caster from all spells and all other packet-delivered magical effects, with the exception of spells or effects accompanied by "Arcane".

This spell also protects against all uncalled damage from weapon or Claw strikes. The Player should call out "No Damage" when subjected to such an attack. For spell attacks, it is "Resist".

While this spell is in effect, the caster may only cast spells from the School of Necromancy.

Spells operating on the caster at the time of casting are automatically dispelled. Magic items will not operate for the caster while this spell is in effect. This applies to all permanent magic items, scrolls, potions, etc.

The caster is free to move in any fashion, but the spell instantly ends if the caster willingly or unwillingly moves either foot from its spot.

The caster must wait five minutes before benefiting from this spell again, no matter what method is used to generate the spell (spellcasting, magic item, etc.)

Note that this spell can be penetrated by “Arcane” and “Bypass”.

Command Undead

School: Necromancy

Level: 10

Restriction: School of Necromancy Specialists only

Duration: five minutes

Area of Effect: Undead Creature Targeted

Incantation: “I command this undead to do my bidding - five minutes.”

An undead creature struck by this spell is under the complete control of the caster for five minutes. The creature will do anything the caster tells it to do (of course, the victim is not required to violate his Out-Of-Game morals). The creature will even attack its allies and/or kill itself if so commanded. It will obey each order to the best of its ability until the next order is given.

Note that this spell will have no effect on a creature that is not undead. If this spell is used on a living or dead (but not undead) creature, then the proper response would be “Resist”.

It is widely known that several types of undead creatures are not affected by this spell.

Harm

School: Necromancy

Level: 25

Restriction: School of Necromancy Specialists only

Duration: instant

Area of Effect: Living Creature Targeted

Incantation: “I reduce this living creature to One Vitality.”

A living creature struck by this spell is instantly reduced to only one point of Vitality - regardless of how many points were present. This spell reduces both magical and natural Vitality. Armor Points are unaffected. Any unliving or undead creature struck by this spell should state “Resist”.

Magic Missile

See School of Universal Magic for spell description

Mend Undead

School: Necromancy

Level: 3

Restriction: School of Necromancy Specialists only

Duration: instant

Area of Effect: Undead Creature Touched

Incantation: “I mend five Vitality for this undead.”

An undead creature touched by the caster is restored five points of Vitality.

Note that this spell will have no effect on a creature that is not undead. If this spell is used on a living or dead (but not undead) creature, then the proper response would be “Resist” if it is not Refused.

Necromantic Fear

School: Necromancy

Level: 5

Restriction: School of Necromancy Specialists only

Duration: five minutes

Area of Effect: Creature Targeted

Incantation: “I command you to flee in fear - five minutes.”

This spell causes irrepressible terror in the victim. The victim suffers the Fear effect for five minutes.

Ray of Fatigue

School: Necromancy

Level: 20

Restriction: School of Necromancy Specialists only

Duration: 55 seconds

Area of Effect: Creature Targeted

Incantation: “I inflict you with weakness.”

A creature struck by this spell is inflicted with the Weakness effect for 55 seconds.

Spirit Armor

School: Necromancy

Level: 15

Restriction: School of Necromancy Specialists only

Duration: until used

Area of Effect: Living Creature Touched

Incantation: "I grant this living creature two points of magic armor, but damage five points of Vitality."

A living creature touched by the caster gains two magical Armor Points. Simultaneously, the spell recipient's Vitality is directly damaged for five points.

Only one casting of this spell can be active on a creature at one time. A new casting may be received once all of the magic Armor Points are removed.

Regarding The Gods

There are twenty fantasy gods in the Knight Blades world. Most intelligent creatures worship (or pay tribute to) one, some, or all of these deities.

The gods are of differing ethics: some are good, some are evil, and some are of a neutral viewpoint.

There are three Main Gods. The Main God of Good is called “Light” or “The Light”. The Main God of Evil is called “Dark” or “The Dark”. The Main God of Neutrality is called “Grey” or “The Grey”.

Each of the Main Gods has several aspects referred to as “undergods”. Light and Dark have four undergods each, while Grey has nine undergods.

Main God: Light
Undergods: Halcyon, Nemesus, Nexus, Phoenix

Main God: Dark
Undergods: Kull, Nekros, Sepsis, Tempesta

Main God: Grey
Undergods: Arcana, Aureus, Bellicose, Clandesta, Karma, Lucenta, Nocturna, Sylvik, Uργο

The Dead Gods

It is commonly known that there were more gods in the past. Information on these gods is rather scant, since very little has been written of them since The Cataclysm. They are given the status of “Dead” or “Inactive” because it seems that no divine favor can be gained from them. Nevertheless, there are still people in The World who revere these gods.

The four dead gods are: Fathom (a Grey god of knowledge), Ardentia (a Grey goddess of passion), Veritus (a Light god of truth), and Ravager (a Dark god of pain).

The Ravager’s position as “dead” is fiercely debated!

The “Withdrawal” of The Gods

In the past, the gods were much more active and involved in the affairs of their mortal worshippers. It was known even then that they were not omniscient or omnipotent. They do not know all or see all. They sometimes miss things and make mistakes.

As a whole, the gods have decided to take a “hands off” approach to their followers. This seeming lack of leadership has led to some bickering amongst the churches. Then again, it has also inspired many priests to become even more devout and zealous in regards to their faith.

Worshipper Alignments

Player Characters capable of casting Divine spells tend to maintain a moral alignment that is promoted by their deity. But there is no obvious In-Game means for regulating moral behavior.

Followers of Light and Its undergods tend to remain strictly good. The good deities consider some actions to be repugnant regardless of the circumstances. The list of acts includes the use of Death Poison and the creation or control of undead creatures.

Followers of Dark and Its undergods tend to remain strictly evil. Acts of kindness somehow fit in with an elaborate diabolical scheme. Their acts of kindness usually fit in with an elaborate diabolical scheme.

Followers of Grey tend to remain strictly neutral, but often abandon this notion once “Invested” into the service of an undergod.

Neutrality - as far as Grey views it - is the pure idea of moral indifference, personal balance, and objectivity. Extreme actions should be avoided.

The undergods of Grey have a different attitude toward the concept of neutrality.

Although Grey encourages Its followers to remain totally neutral in morality, the undergods of Grey do not. The undergods focus on a specific neutral topic

and expect their followers to further the cause. The undergods of Grey – although neutral themselves – are without a great deal of concern for the concepts of good, evil, or neutrality.

The Gods of Good

Light

God of Good

Associated Portfolio: Good in all its incarnations
Epithets: The Light One
Superior: None
Moral Alignment: Good
Symbol: a solid white disc
Totem Animal: no preference
Favored Weapon: no preference
Favored Armor: no preference
Favored Colors: white

The Light, or simply “Light”, is the god of good. Light is formless, so the correct pronoun would be “It”. It is exceedingly intelligent and powerful.

Halcyon

Goddess of Joy

Associated Portfolio: happiness, celebrations, peace, love, entertainment, relieving pain and suffering
Epithets: The Joyous Reveler
Superior: Light
Moral Alignment: Good
Symbol: shaking hands
Totem Animal: lark
Favored Weapon: no preference
Favored Armor: no preference
Favored Colors: white, any bright color

Nemesis

God of Justice

Associated Portfolio: righteous revenge, vengeance, retribution, punishment of the guilty or wicked, accountability, hunting evil fugitives, placing blame
Epithets: The Bringer of Reckoning
Superior: Light
Moral Alignment: Good
Symbol: the fasces (a bundle of rods containing an axe) flanked by long swords
Totem Animal: badger

Favored Weapon: any weapon used by the enemy
Favored Armor: Light or Moderate
Favored Colors: white, grey, blue, red

Nexus

God of Order

Associated Portfolio: lawfulness, clear thinking, logic, construction of useful things, civilization
Epithets: The Builder of Logic
Superior: Light
Moral Alignment: Good
Symbol: a stack of bricks or blocks formed into a wall or pyramid
Totem Animal: beaver
Favored Weapon: any weapon that is also a tool or resembles a tool
Favored Armor: Moderate or Heavy
Favored Colors: white, blue

Phoenix

Goddess of Life

Associated Portfolio: renewal, healing, birth, putting the undead to rest
Epithets: The Ascendant from the Ashes
Superior: Light
Moral Alignment: Good
Symbol: a magnificent bird rising from a fire
Totem Animal: peacock
Favored Weapon: no preference
Favored Armor: no preference
Favored Colors: white, red, orange, gold

The Gods of Evil

Dark

God of Evil

Associated Portfolio: Evil in all its incarnations
Epithets: The Dark One
Superior: None
Moral Alignment: Evil
Symbol: a solid black disc
Totem Animal: no preference
Favored Weapon: no preference
Favored Armor: no preference
Favored Colors: black

The Dark, or simply “Dark”, is the god of evil. Dark is formless, so the correct pronoun would be “It”. It is exceedingly intelligent and powerful.

Kull
God of Murder

Associated Portfolio: assassination, death by surprise or treachery, undeserved death, destruction, needless killing, slaughter, massacre, homicide for profit
Epithets: The Darkest Killer of All
Superior: Dark
Moral Alignment: Evil
Symbol: a skull pierced by a dagger or sword
Totem Animal: viper
Favored Weapon: short sword
Favored Armor: Light
Favored Colors: black, blood red, any dark color

Nekros
God of the Undead

Associated Portfolio: undeath, tormenting souls, creating/controlling/assisting undead creatures
Epithets: The Lord of Rattling Bones
Superior: Dark
Moral Alignment: Evil
Symbol: a skeletal hand emerging from a grave
Totem Animal: raven
Favored Weapon: pole arm
Favored Armor: Moderate
Favored Colors: black, grey, brown, alabaster

Sepsis
Goddess of Disease

Associated Portfolio: spreading pain, spreading disease, needless suffering, torture, sadism, masochism, disfigurement, starvation, famine, pestilence, insects, parasites, vermin
Epithets: The Glorious Bringer of Plague
Superior: Dark
Moral Alignment: Evil
Symbol: a large fly
Totem Animal: rat
Favored Weapon: no preference
Favored Armor: Light
Favored Colors: black, any dark drab color

Tempesta
Goddess of Chaos

Associated Portfolio: confusion, madness, causing insanity, strife, turmoil, senseless conflict
Epithets: Our Lady of Discord
Superior: Dark
Moral Alignment: Evil
Symbol: a swirling vortex like a cyclone, hurricane, or tornado
Totem Animal: magpie
Favored Weapon: no preference
Favored Armor: no preference
Favored Colors: black, grey, red

The Gods of Neutrality

Grey
God of Neutrality

Associated Portfolio: Things neither inherently Good nor inherently Evil
Epithets: The Grey One
Superior: None
Moral Alignment: Neutral
Symbol: a solid grey disc
Totem Animal: no preference
Favored Weapon: no preference
Favored Armor: no preference
Favored Colors: grey

The Grey, or simply “Grey”, is the god of neutrality. Grey is formless, so the correct pronoun would be “It”. It is exceedingly intelligent and powerful.

Arcana
Goddess of Magic

Associated Portfolio: magical power, magical potions and items, teaching magical skills and spells
Epithets: Our Mistress of Enchantment
Superior: Grey
Moral Alignment: Neutral
Symbol: a wand emitting sparks or other effects
Totem Animal: dragonfly
Favored Weapon: staff or dagger
Favored Armor: Light
Favored Colors: grey, white, red, blue, brown

Aureus
God of Wealth

Associated Portfolio: fortune, business, commerce, trade, merchants, shrewd haggling, gambling for money, investment, buying & selling, gems, coins, jewelry, making money, gold
Epithets: The Wealthiest One of All
Superior: Grey
Moral Alignment: Neutral
Symbol: ornate necklace inset with a very large gem
Totem Animal: ermine
Favored Weapon: any ornate weapon
Favored Armor: no preference
Favored Colors: grey, purple, gold, silver

Bellicose
God of Battle

Associated Portfolio: warfare, strategy, tactics, weapons, fighting skill, competition, physical fitness, strength of the body, weaponsmithing, armorsmithing
Epithets: The Greatest Warrior of All
Superior: Grey
Moral Alignment: Neutral
Symbol: crossed battleaxe and mace
Totem Animal: lion
Favored Weapon: axe, mace, or war hammer
Favored Armor: Heavy
Favored Colors: grey, blood red, rust

Clandesta
Goddess of Stealth

Associated Portfolio: secrecy, deception, cunning, subtlety, hiding, disguise, misdirection, theft for the greater good or evil purposes or for selfish reasons, avoiding detection or attention
Epithets: The Unseen Lady
Superior: Grey
Moral Alignment: Neutral
Symbol: a full cloak concealing a shadowy or invisible figure
Totem Animal: fox
Favored Weapon: throwing dagger
Favored Armor: Light
Favored Colors: grey, any dark color

Karma
Goddess of Luck

Associated Portfolio: chance, good luck and bad luck, coincidences, games, gambling for fun
Epithets: Lady Luck
Superior: Grey
Moral Alignment: Neutral
Symbol: a black cat with a four-leaf clover
Totem Animal: platypus
Favored Weapon: no preference
Favored Armor: no preference
Favored Colors: grey, green, any color picked randomly

Lucenta
Goddess of the Sun

Associated Portfolio: sunshine, the sun, clouds, birds, the daylight hours
Epithets: The Maiden of Sunlight
Superior: Grey
Moral Alignment: Neutral
Symbol: bright sky with the sun, clouds, and an eagle
Totem Animal: eagle
Favored Weapon: no preference
Favored Armor: Light or Moderate
Favored Colors: grey, light blue, yellow, gold

Nocturna
Goddess of Night

Associated Portfolio: darkness, the moon & the starry night sky, nocturnal creatures, nighttime hours
Epithets: The Midnight Maiden
Superior: Grey
Moral Alignment: Neutral
Symbol: night sky with the moon, stars, and a bat
Totem Animal: bat
Favored Weapon: no preference
Favored Armor: Light or Moderate
Favored Colors: grey, black, dark blue, silver

Sylvik
God of Nature

Associated Portfolio: wild animals, trees and all other plants, forests, isolation, wilderness survival
Epithets: The Great Druid
Superior: Grey
Moral Alignment: Neutral

Symbol: an oak leaf with an acorn
Totem Animal: elk
Favored Weapon: any bow or crossbow
Favored Armor: Light
Favored Colors: grey, green, brown, any forest color

Urgo
God of Knowledge

Associated Portfolio: learning, teaching, spreading information, discovering secrets, education, research, writing, making books and documents, protecting books and libraries, preserving knowledge
Epithets: The Great Librarian
Superior: Grey
Moral Alignment: Neutral
Symbol: a book emblazoned with the “pi” symbol
Totem Animal: owl
Favored Weapon: no preference
Favored Armor: no preference
Favored Colors: grey, tan, brown

Regarding Divine Spells

Divine spells basically function to support and defend the caster and allies of the faith. The spells are mostly curative and invigorating in nature.

These spells are learned in the same manner as Mana spells.

Holy Symbols

A holy symbol is a special device honoring a deity. Any Player Character with Divine spells must wear or hold their holy symbol in order to cast Divine spells. The holy symbol is a conduit to the deity; the deity's power flows through it and then through the caster.

To meet the requirements of a suitable conduit, a holy symbol must be a solid white, grey, or black disc with a minimum diameter of two inches. If the Player Character follows an undergod, then the holy symbol must have the appropriate image on the disc as well without replacing or totally covering the solid main color of the holy symbol.

The holy symbol must be its own distinct item - it cannot be affixed or built into a shield, weapon, garment, or other item. It is not uncommon to have additional symbols emblazoned on shields and garments, but these cannot be used as the conduit for Divine energy.

It is not required to openly display the holy symbol, but most priests will do so unless there is a dire need not to. Concealing one's holy symbol is usually considered an affront to the deity, unless there is a good reason for it. Clandesta priests usually conceal it, but not always. Priests of evil gods may sometimes temporarily conceal their symbols in order to evade justice if necessary.

Players are responsible for providing their own holy symbol if needed. Holy symbols are therefore usually personal "props" and cannot be stolen. Certain magic items in the form of holy symbols can be stolen, however. It is best to

clarify with the owner before taking a holy symbol.

Divine Favor

Divine Favor is received from a particular deity as a reward for great devotion and strong worship. A Player purchasing Divine spells must designate which god is granting the spells. This is called the "Patron Deity".

Dedication to an undergod does not grant access to the special spells available to Specialty Priests of that undergod unless the Holy Investiture skill is purchased.

Followers granted Divine spells are expected to constantly offer praise to the Patron Deity and attempt to convince other people to worship the deity.

A Player Character may dedicate to one of the three main gods, and later choose to dedicate to a specific undergod. Obviously, the undergod must be a subordinate of the associated main god. This must be declared when submitting the next Skill Update for the Player Character so that the character sheet will reflect this change.

A Player Character may switch allegiance and dedicate to a totally different god. In this case, all purchased Specialty Priest spells become inaccessible.

Specialty Priests

A Player Character does not necessarily have to be of the Cleric Character Class in order to be considered a Specialty Priest. A Specialty Priest must have purchased Holy Investiture in a deity.

The Pious

When a priest has learned every Standard Divine spell as well as every Specialty Priest spell of a particular undergod, he is traditionally given the title of "Pious". Sometimes the title is combined

with another title, such as “Pious High Priest”, or with the person’s name, such as “Father Jacob The Pious”.

Note that the *Turn Undead* spell is actually five spells. Each level is considered to be a separate spell. The *Sanctuary* spell is also a requirement for the title of Pious.

Knight Blades Lost to Ruin

Divine Spell List for Player Characters

The CP Cost of Divine Spells for Cleric Class Player Characters is the spell level.
The CP Cost of Divine Spells for other Player Character Classes is the spell level times three.

Standard Divine Spells

1 Awaken
1 Cure Minor Wounds
1 Neutralize Poison
3 Alleviate Fear
3 Constitution
3 Freedom
3 Poison Guard
5 Cure Critical Wounds
5 Cure Disease
5 Damage Guard
10 Cure Mortal Wounds
10 Pin

Arcana Specialty Priest Spells

1, 3, 5, 10, 15 Turn Undead
5 Bless Weapon
5 Deny Spell Resistance
15 Sanctuary *

Aureus Specialty Priest Spells

1, 3, 5, 10, 15 Turn Undead
3 Weapon of Silver
5 Bless Weapon
15 Sanctuary *

Bellicose Specialty Priest Spells

1, 3, 5, 10, 15 Turn Undead
3 Skin of Iron
5 Bless Weapon
15 Sanctuary *

Clandesta Specialty Priest Spells

1, 3, 5, 10, 15 Turn Undead
1 Protected Cache
5 Bless Weapon
15 Sanctuary *

Halcyon Specialty Priest Spells

1, 3, 5, 10, 15 Turn Undead
5 Bless Weapon
10 Overjoy
15 Sanctuary *

Karma Specialty Priest Spells

1, 3, 5, 10, 15 Turn Undead
1 Fortunate Victim
5 Bless Weapon
15 Sanctuary *

Kull Specialty Priest Spells

1, 3, 5, 10, 15 Turn Undead
3 Envenom
5 Bless Weapon
15 Sanctuary *

Lucenta Specialty Priest Spells

1, 3, 5, 10, 15 Turn Undead
5 Bless Weapon
10 Daytime Constitution
15 Sanctuary *

Nekros Specialty Priest Spells

1, 3, 5, 10, 15 Turn Undead
5 Bless Weapon
5 Undead Restoration
15 Sanctuary *

Nemesis Specialty Priest Spells

1, 3, 5, 10, 15 Turn Undead
5 Bless Weapon
10 Spell Retribution
15 Sanctuary *

Nexus Specialty Priest Spells

1, 3, 5, 10, 15 Turn Undead
5 Bless Weapon
5 Denial of Spellcasting
15 Sanctuary *

Nocturna Specialty Priest Spells

1, 3, 5, 10, 15 Turn Undead
5 Bless Weapon
10 Nighttime Constitution
15 Sanctuary *

Phoenix Specialty Priest Spells

1, 3, 5, 10, 15 Turn Undead
5 Bless Weapon
15 Full Healing
15 Sanctuary *

Sepsis Specialty Priest Spells

1, 3, 5, 10, 15 Turn Undead
5 Bless Weapon
5 Inflict Nausea
15 Sanctuary *

Sylvik Specialty Priest Spells

1, 3, 5, 10, 15 Turn Undead
3 Tree Healing
5 Bless Weapon
15 Sanctuary *

Tempesta Specialty Priest Spells

1, 3, 5, 10, 15 Turn Undead
1 Chaotic Disarm
5 Bless Weapon
15 Sanctuary *

Virgo Specialty Priest Spells

1, 3, 5, 10, 15 Turn Undead
3 Sixth Sense
5 Bless Weapon
15 Sanctuary *

* The *Sanctuary* spell is a “Cleric Only” skill. It is a “Taught” skill and is limited to a maximum of five purchases.

Standard Divine Spells

Alleviate Fear

Level: 3

Restriction: none

Duration: instant

Area of Effect: Creature Targeted

Incantation: "I alleviate fear."

A creature struck by this spell is instantly relieved of any Fear effects.

Awaken

Level: 1

Restriction: none

Duration: instant

Area of Effect: Creature Touched

Incantation: "I awaken you to full consciousness."

A creature touched by the caster is instantly returned full consciousness. This spell could be used to remove the effects of a *Sleep* spell, Sleep Poison, the Waylay skill, etc.

This spell will not bring someone to consciousness if they are in the bleeding-out period.

Constitution

Level: 3

Restriction: none

Duration: until used

Area of Effect: Creature Touched

Incantation: "I grant you Constitution - one extra Vitality."

A creature touched by the caster instantly gains one point of magical Vitality. The point remains until removed by damage or until dispelled. Healing will not replace the Vitality once removed.

Cure Critical Wounds

Level: 5

Restriction: none

Duration: instant

Area of Effect: Creature Touched

Incantation: "I restore five Vitality."

A creature touched by the caster is healed five points of Vitality.

Cure Disease

Level: 5

Restriction: none

Duration: instant

Area of Effect: Creature Touched

Incantation: "I cure all diseases in your body."

A creature touched by the caster is instantly cured of all current Disease effects.

Cure Minor Wounds

Level: 1

Restriction: none

Duration: instant

Area of Effect: Creature Touched

Incantation: "I restore one Vitality."

A creature touched by the caster is healed one point of Vitality.

Cure Mortal Wounds

Level: 10

Restriction: none

Duration: instant

Area of Effect: Creature Touched

Incantation: "I restore ten Vitality."

A creature touched by the caster is healed ten points of Vitality.

Damage Guard

Level: 5

Restriction: none

Duration: until used

Area of Effect: Creature Touched

Incantation: "I grant you a guard from the next damaging spell."

This spell forms a magical barrier of protection that negates the next spell to inflict points of damage. The recipient should call out "Resist!" when subjected to such an attack.

This spell only protects against direct damage from spells. It does not prevent weapon or Claw

attack damage, Poison Gas, acid, Holy Water, or damaging poison effects from spells.

Freedom

Level: 3

Restriction: none

Duration: instant

Area of Effect: Creature Touched

Incantation: "I grant you freedom from your restraining effects."

A creature touched by the caster is instantly free of any current effects restricting movement. The effects may have been brought about by spells, poisons, magical effects, etc. This includes (but is not limited to) paralysis, pin, entangle, web, frozen limbs, etc.

Note that this spell does not remove the Petrify effect. A petrified victim's body has actually been transformed – they are not simply restrained or held fast.

Neutralize Poison

Level: 1

Restriction: none

Duration: instant

Area of Effect: Creature Touched

Incantation: "I neutralize all poisons in your body."

A creature touched by the caster is instantly cured of all currently active poison effects.

Note that this spell will not heal damage inflicted by poisons. Therefore, this spell will be of no use against "Poison One", "Poison Five", "Poison Ten", "Poison Twenty", or "Poison Fifty". It will also not reverse the instant death effect of "Death Poison".

Pin

Level: 10

Restriction: none

Duration: 55 seconds

Area of Effect: Creature Targeted

Incantation: "I pin your left foot in place."

A creature struck by this spell finds his left foot held fast by a magical force. The foot cannot be moved from its spot for 55 seconds.

Poison Guard

Level: 3

Restriction: none

Duration: until used

Area of Effect: Creature Touched

Incantation: "I grant you a guard from the next poisoning."

This spell negates the next poison effect to hit the protected creature. The Player should call out "Resist!" when using the protection.

Note that this spell does not prevent the damage inflicted by a weapon or Claw strike. It simply negates the poison that accompanies the strike.

Spells for Specialty Priests

Note that the spells *Bless Weapon*, *Sanctuary*, and *Turn Undead* are common to all Specialty Priests of all deities.

Bless Weapon

Level: 5

Restriction: Specialty Priests only

Duration: five minutes

Area of Effect: Weapon Touched

Incantation: "In the name of X, I bless this weapon - five minutes."

This spell causes a single weapon of any type touched by the caster to carry the descriptor of "Blessed" for five minutes. The caster need not be the person to wield the weapon.

The incant must include the name of the caster's patron deity.

Sanctuary

Level: 15

Restriction: Specialty Priests only

Duration: five minutes

Area of Effect: the caster

Incantation: “In the name of X, I create a sanctuary – five minutes.”

When this spell is cast, the caster creates an immobile area inside which he is resistant to all types of attacks.

The incant must include the name of the caster’s patron deity.

Sanctuary protects against spells, magical effects, weapons, Claws, Poison Gas, etc. Any attack made by the caster from within the area is also negated. The caster should call out “No Damage” if hit with a weapon or Claw. For spell attacks, it is “Resist”.

The caster must place down around him a clearly-seen unbroken ring of rope. Similar substitute phys reps must be pre-approved at event check-in. The ring must be a circle no larger than five feet in diameter. The caster may begin the spell incant once the ring is in place. The caster is not immune to attacks while positioning the ring.

Phys reps from multiple spells may not overlap. If the ring is incomplete (a broken circle), then the spell fails. In-Game, nobody may touch the ring except the caster.

The caster must maintain a standing or kneeling position throughout the spell duration, but need not remain completely motionless. The caster cannot affect another person by using a spell, magic item, or skill. The spell ends if the caster leaves the circle or if he touches or moves the ring in any way. Be aware that long cloaks that drag on the ground might accidentally touch the ring and thereby end the spell.

The caster must wait five minutes before benefiting from this spell again, no matter what method is used to generate the spell (spellcasting, magic item, scroll, etc.)

Note that this spell can be penetrated by “Arcane” and “Bypass”.

Turn Undead

Level: 1, 3, 5, 10, 15

Restriction: Specialty Priests only

Duration: five minutes

Area of Effect: Creature Targeted

Incantation: “In the name of X, I turn this undead, level X, five minutes.”

An undead creature struck by this spell must recoil and is kept at bay, unable to approach within ten feet of the caster for five minutes.

The incant must include the name of the caster’s patron deity.

This spell can be purchased at different Spell Levels. The “level” stated in the incant is equal to the Spell Level.

This spell will have no effect on a creature that is not undead. If this spell is used on such a creature, then the proper response would be “Resist”.

Note that the more powerful undead will require especially high levels of turning. The so-called “Greater Undead” are not affected by this spell at all.

Arcana Specialty Spell

Deny Spell Resistance

Level: 5

Restriction: Specialty Priests of Arcana only

Duration: five minutes

Area of Effect: Creature Targeted

Incantation: “I deny you *Spell Resistance* - five minutes.”

A creature struck by this spell may not benefit from the *Spell Resistance* spell for five minutes. Only the specific spell called *Spell Resistance* is suspended.

Aureus Specialty Spell

Weapon of Silver

Level: 3

Restriction: Specialty Priests of Aureus only

Duration: five minutes

Area of Effect: Weapon Touched
Incantation: “I grant this weapon a coating of silver - five minutes.”

This spell causes a single weapon of any type touched by the caster to carry the descriptor of “Silver” for five minutes. The caster need not be the person to wield the weapon.

Bellicose Specialty Spell

Skin of Iron

Level: 3
Restriction: Specialty Priests of Bellicose only
Duration: until used
Area of Effect: The Caster
Incantation: “I grant myself a Skin of Iron to ‘Reduce’ the next Critical Hit.”

This spell grants the caster the ability to reduce the next Critical Hit affecting him. The hit will only cause one point of damage.

The caster must call out “Reduced” when hit with such an attack.

Clandesta Specialty Spell

Protected Cache

Level: 1
Restriction: Specialty Priests of Clandesta only
Duration: entire event
Area of Effect: single pouch touched
Incantation: “I grant this pouch protection from searching.”

This spell prevents a belt pouch (or similar container worn on the body) from being searched.

The caster must be simultaneously touching the pouch and one person during the casting of the spell. The person touched is attuned to the pouch as its “owner”.

Thereafter, whenever someone attempts to search the pouch, the owner of the pouch must state “Resist”.

Only the owner may search the contents of the pouch – not even the original caster can search it if he is not the owner.

The spell is not active unless the pouch is being worn or carried. Only the owner can remove the pouch.

Halcyon Specialty Spell

Overjoy

Level: 10
Restriction: Specialty Priests of Halcyon only
Duration: 55 seconds
Area of Effect: Creature Targeted
Incantation: “I command you to inflict no damage.”

A creature struck by this spell is not allowed to inflict damage in any way. Weapons may be used for blocking attacks only. Non-damaging attacks and effects are allowed by the target.

Karma Specialty Spell

Fortunate Victim

Level: 1
Restriction: Specialty Priests of Karma only
Duration: instant
Area of Effect: Creature Targeted
Incantation: “I grant a Self-Remedy to this bleeding person.”

A creature struck by this spell is instantly granted a power similar to the “Self-Remedy” skill. The creature will awaken with one point of Vitality after five minutes.

If the target already has the skill “Self-Remedy” then this spell’s effect will be used instead of the skill.

This spell will have no effect on a creature that is not in the bleeding-out period. If this spell hits a person who is not bleeding out, then the targeted Player is free to state “Resist” or simply ignore the spell.

Kull Specialty Spell

Envenom

Level: 3

Restriction: Specialty Priests of Kull only

Duration: until used

Area of Effect: weapon touched

Incantation: "I envenom this weapon with Poison Five."

This spell magically applies a dose of "Poison Five" to a single touched melee weapon. The caster need not be the person to wield the weapon.

The Poison harmlessly dissipates at the end of the event if unused. The caster must clarify this to anyone else in possession of the weapon.

Lucenta Specialty Spell

Daytime Constitution

Level: 10

Restriction: Specialty Priests of Lucenta only

Duration: until used

Area of Effect: the caster

Incantation: "I grant myself Daytime Constitution – three extra Vitality until sunset."

When this spell is cast, the caster gains three points of magical Vitality. These points are lost at 5:55pm. The spell can only be cast during the "daylight" hours (between 5:55am and 5:55pm).

Nekros Specialty Spell

Undead Restoration

Level: 5

Restriction: Specialty Priests of Nekros only

Duration: Instant

Area of Effect: Undead Creature Touched

Incantation: "By the power of Nekros, I restore this undead to full Vitality."

An undead creature touched by this spell is healed to its maximum total Vitality.

Note that this spell will have no effect on a creature that is not undead. If this spell is used on a living or dead (but not undead) creature, then the proper response would be "Resist".

Nemesis Specialty Spell

Spell Retribution

Level: 10

Restriction: Specialty Priests of Nemesis only

Duration: until used

Area of Effect: the caster

Incantation: "I grant myself the ability to reflect the next damaging spell."

This spell grants the caster the ability to reflect the next damaging spell to which he is subjected. The caster must call out "Reflect" when hit with such a spell. The spell's effects will be automatically returned upon its caster.

Only spells that inflict points of damage can be reflected by this spell.

If for some reason a reflected spell gets reflected as well, then the spell will affect the final person to not Reflect it.

Nexus Specialty Spell

Denial of Spellcasting

Level: 5

Restriction: Specialty Priests of Nexus only

Duration: 55 seconds

Area of Effect: creature targeted

Incantation: "I deny you the ability to cast spells."

A creature struck by this spell may not cast any spells for the next 55 seconds. Only the casting of actual spells is stopped, not the use of magic items or magical effects.

Nocturna Specialty Spell

Nighttime Constitution

Level: 10

Restriction: Specialty Priests of Nocturna only

Duration: until used

Area of Effect: the caster

Incantation: "I grant myself Nighttime Constitution – three extra Vitality until sunrise."

When this spell is cast, the caster gains three points of magical Vitality. These points are lost

at 5:55am. The spell can only be cast during the hours of “nighttime” (between 5:55pm and 5:55am).

Phoenix Specialty Spell

Full Healing

Level: 15

Restriction: Specialty Priests of Phoenix

Duration: instant

Area of Effect: Creature Touched

Incantation: “I restore you to full Vitality.”

A creature touched by the caster is healed to its maximum total Vitality.

Sepsis Specialty Spell

Inflict Nausea

Level: 5

Restriction: Specialty Priests of Sepsis

Duration: five seconds

Area of Effect: Creature Targeted

Incantation: “I inflict you with nausea – five seconds.”

A creature struck by this spell is inflicted with the Nausea effect for five seconds.

Sylvik Specialty Spell

Tree Healing

Level: 3

Restriction: Specialty Priests of Sylvik

Duration: Instant

Area of Effect: The Caster

Incantation: “Tree Healing.”

This spell allows the caster touch any upright undamaged living tree to heal himself five points of Vitality. The tree may be of any size.

Tempesta Specialty Spell

Chaotic Disarm

Level: 1

Restriction: Specialty Priests of Tempesta

Duration: Instant

Area of Effect: Creature Targeted

Incantation: “I chaotically disarm you of your held weapons.”

A creature struck by this spell must attempt to toss all held weapons to the ground at least five feet away. The spell packet does not need to hit the weapon in order to be effective. Two-Handed Weapons that are being held with both hands are not affected by this spell.

In darkness or other uncertain conditions, a monster fighting with claws will make a call of “Claw” to inform the caster that there is not an actual weapon present. In this case, the spell is not expended.

Urgo Specialty Spell

Sixth Sense

Level: 3

Restriction: Specialty Priests of Urgo

Duration: Until Used

Area of Effect: The Caster

Incantation: “I grant myself a Sixth Sense.”

This spell allows the caster one resistance to Waylay. The caster decides when to use the resistance. This spell can be stacked with the skills Waylay Guard and Waylay Resistance, but not with itself.

Regarding Treasure

The acquisition of treasure is a driving force for most inhabitants of The World. Gold is valued as a bribe for Death, and magic items are prized for their assistance in avoiding a visit to Death.

Currency Values

Intelligent creatures trade in different types of coins and gems. Although supply and demand causes fluctuation, generally one Gold Piece is worth ten Silver Pieces.

Gems of various colors also exist, but most of them do not have fixed market values.

Special Items

Finely crafted items, jewelry, permanent magic items, and certain other things have significant In-Game value. A valuable item will have a "Special Item Tag". A permanent magic item will also have an "Out-Of-Game Information Sheet". The Special Item Tag will have the item's number from our database, as well as a physical description of the item. The Out-Of-Game Information Sheet will have details of the item's magical properties. Only the Item Tag can be stolen - never the Information Sheet.

Phys Reps

All items with tags must be accompanied by a physical representation, or "phys rep" of the item. Without a phys rep, the item cannot be removed from the pouch, bag, box, or other container in which the tag is kept (except to place it in another pouch). Anyone can carry tags in this way.

In some cases, the Player who wishes to use the magic item must supply the phys rep.

Minor & Permanent Magic Items

There are two main types of magic items: Minor Magic Items and Permanent Magic Items. Minor Magic Items include magical potions, oils, and

scrolls. They are usually only good for one usage and for a short duration. Permanent Magic Items are much more valuable and can typically be used several times per event.

Components

Components are not generally considered to be magic items, although they often do have magical potential within them. They are used in the creation of poisons and magical potions, oils, and scrolls. They are almost always needed in order to perform a Ritual or Rite.

Artificial plants and small toy animals such as frogs, snakes, mice, insects, etc. are used as phys reps for Components. If these are game items, they will have a "K" marked on them in a permanent fashion.

Some items qualify as Components but have purple item tags. Purple tags do not require a phys rep. The tag acts as the item itself. Purple tag items are to be considered "Phys Rep Optional".

Items from Earlier Campaigns

All game items from *Knight Blades Reforged* will be honored in *Knight Blades Lost to Ruin*. Items from campaigns prior to that are no longer valid.

Glow Sticks and Other Artificial Lights

Glow sticks are considered very minor magical items. They are also to be considered minor personal items, and therefore cannot be stolen. Anyone can freely make use of glow sticks. This rule is mostly for reasons of safety. There is no limit to how many you may bring to the game. However, Players are only allowed to carry green or yellow glow sticks eight inches or less in length. All other colors have specific uses for furthering plots or marking areas that require extra caution.

Electric lanterns can be used freely, but the use of actual flashlights is reserved only for extreme Out-Of-Game emergencies.

Abandoned Spell Packets & Glow Sticks

Spell packets of any type and GREEN or YELLOW glow sticks found on the ground unattended are assumed to have been discarded and can be taken and used by anyone who finds them.

Bags of Holding

Everyone is assumed to possess a pouch containing item tags for extra weapons, armor, and shields. This is often referred to as a “Bag of Holding”. This is a game mechanic for convenience only. Therefore, no tag is needed for the bag itself and the bag is not a game item of its own. However, the tags it contains are game items and are subject to theft.

If you need to use an In-Game replacement for a weapon or shield, you have to simulate removing it from your Bag of Holding. You will actually be using the same phys rep. You must take at least five seconds to remove an item from a Bag of Holding.

In order to simulate replacing armor with a new set from your pouch, you actually remove the armor and then put it back on again. Alternatively, you may simulate this action for a minimum of 55 seconds. However, some pieces of armor might take you less time if you actually remove it and replace it Out-Of-Game. You are free to use whichever method you wish.

Item Stickers

Some game props will have special restrictions placed on them. When encountering a game item, Players should look carefully for a special round sticker. The sticker will be either red or yellow. The color indicates the type of special restriction.

Red Stickers

Red stickers denote items that must stay in the general area in which they are found. Players

may carefully handle and examine the items, but must place them back in the original spot. These items will usually be expensive or fragile props.

From time to time, an item with a red sticker will be placed in the care of an NPC. In this case, the NPC might carry the item around and show it to the Players. If you are handed such an item, you should hand it back when you are finished inspecting or using it. Please do not steal the item or try to take it far away from its NPC custodian.

Yellow Stickers

Yellow stickers denote items that can be taken from the area and utilized for the entire event, but must be turned in at event checkout. The items will be inconspicuously returned to the person at check-in of the next event. This system is in place to prevent the permanent loss of hard to find props.

Unrestricted Items

Potions, oils, scrolls, and certain other items typically will not have a sticker of any sort. Although the items may bear Knight Blades markings, they are not restricted in any way.

The following game items are unrestricted:

- Coins
- Gems
- Components
- Spell packets
- Death Tokens
- Casting Scrolls
- Insight Scrolls
- Bottled Items (Film canisters used for Potions, Oils, Poisons, or Holy Water)

Any item found without a sticker or a Knight Blades marking that is not on this list is assumed to be a personal “prop” item or personal phys rep. These items should not be touched.

Personal Items

A personal item is anything a Player has made or bought Out-Of-Game (costumes, armor, boffer weapons, ornamental jewelry, etc.). It is against

the rules to take these items without clear Out-Of-Game permission. Personal items are sometimes phys reps which must be accompanied by item tags. Only the tag can be stolen, never the phys rep itself. If someone has the ability to take command of the phys rep, then the item's owner should relinquish the item tag.

Without a phys rep, the item cannot be used or removed from the pouch in which the tag is kept. Personal items left unattended on a bunk or anywhere else cannot be stolen. Only the tags can be stolen.

Some types of personal items, such as weapons/armor/shields, must be "purchased" with In-Game money in order to bring the item into the game. When a Player Character purchases a personal item, an item tag will be issued to the owner.

A "prop" is a personal item that cannot be stolen In-Game or Out-Of-Game and has no value In-Game whatsoever. Props are usually costume pieces or jewelry. The Out-Of-Game call of "prop" indicates that an item is a prop and cannot be taken away from you.

Items supplied by the game (potions, herbal components, gems, coins, etc.) can be stolen, however. This means that a thief can steal your In-Game coins, but cannot steal any personal items.

Activating Magic Items

When evoking the power of a magic item, the Player must make a call of "Activate Item" before the spell incantation or the special attack or ability.

The Player can optionally make the call of "Item Activated" after a defensive effect or a Stealth attack.

This will alert others that a magic item was used for the power in question. This is an Out-Of-Game call, but Players are allowed to use the information In-Game as they see fit.

In order to activate the power of a magic item, you must have the item tag as well as the prop somewhere on your person. The item does not necessarily have to be worn in the manner it was intended. For example, a ring does not necessarily have to be worn on a finger. The Player Character must be Attuned to the item in order to use its powers.

The power of a magic item cannot be accessed if the item is inside a Bag of Holding or a pouch protected by the *Protected Cache* spell, but you cannot rid yourself of a Cursed Item by placing it a Bag of Holding or protected pouch.

Using Single-Use Items

The tags for single-use items (such as potions, oils, scrolls, Holy Water, etc.) must be ripped in half and crumpled to indicate Out-Of-Game that the item is no longer usable.

Searching Others

From time to time, it may be advantageous to search the body of a fallen adversary.

To search someone, crouch next to them and state, "I search you." The person may respond in one of two ways. They may say "Go ahead and search me" or they may say "describe your search".

A searched person may choose to make no reply, and simply hand over all In-Game items they are carrying.

In the first case, you are being given permission to physically touch the person in order to search them. This should not be taken as permission to touch inappropriate or taboo areas, such as the groin area or female chest area. It is strictly against the rules to hide In-Game items in these places. You are never required to touch anyone, so you have the option to describe the search instead.

In the second case, you have been denied permission to touch the person. You must then describe the details of your search. If the searched person actually has In-Game items

hidden in the places you describe, then they must hand over the items. The person being searched should pantomime the searching process and take as much time as it would actually take to search in the manner described.

Keep in mind that more specific searches may yield more treasure but will take longer to perform.

In all cases the item must actually be hidden in the location described. However, certain NPC's and monsters are not subject to this rule.

Item Tags Must Remain With Items

A phys rep that requires an item tag must remain in close proximity to the tag. If you are carrying a sword, for example, you must have the item tag on your person somewhere. Should you decide to leave the sword on your bed unattended, you must leave the tag with it as well. Only the tag can be stolen, never the phys rep (unless it is a special In-Game item).

A phys rep is needed for any item you are going to use. If you never use the item, you do not need a phys rep. But since the In-Game items are subject to theft, all tags you possess must be kept in your pouch or some other In-Game area.

Items Stored Under Your Bunk

Any personal items placed under a bunk are considered Out-Of-Game and should only be touched by the owner. You are not allowed to place In-Game items under your bunk.

Useless Weapons from NPC's & Monsters

You will often find when you defeat a weapon-wielding creature that they have no item tag for

the weapon. The In-Game reason is that the weapon is in such disrepair that it is no longer useful as a weapon at the end of the battle.

Please understand that this is a game mechanic to prevent a flood of free In-Game weapons.

Note that sometimes the weapons do indeed have In-Game value, so do not assume that this is always the case.

Regarding Potions & Poisons

Magical Potions and Magical Oils are stored in 35mm film canisters. They have bright yellow tags to make them easily noticeable. The tag's color can be seen through the canister without having to actually open the container.

Poisons have green tags to easily distinguish them from Magical Potions and Oils. Poison is sometimes kept in a black film canister with a hole in its side to view the green paper within.

Magical Potions

Potions are minor single-use magic items that come in a nearly endless selection. Potions are consumed by a creature in order to gain the effects. Most potions are beneficial, but a few can be harmful.

Magical Oils

A Magical Oil is a form of potion that is applied to the surface of an object. You can apply it to unattended objects or items in your possession. You can only apply it to objects under the direct control of someone else if the person allows you. The application of oils must take a minimum of five seconds per dose. Only one type of oil can be in effect on one object at one time. If an oil is applied to an object already under the effects of another oil, then the old effect is lost and the new one takes over.

If you possess an object under the effects of an oil, and then give the object to another person, you must discreetly inform the person (by "Clarify") about the oil and how long the effects will last.

Poisons

Poisons take affect immediately. The specific effect is explained by the name of the poison. As usual, all effect durations are 55 seconds unless otherwise stated. Damaging poisons instantly cause a number of points of damage. This

damage is always applied to the torso, regardless of where on the body it initially struck the victim.

Poison can be applied to a weapon (Blade Poison), smeared on an item (Contact Poison), delivered in a gas globe (Poison Gas), or conveyed through a beverage (Ingested Poison).

Blade Poison

Someone with the Poison Handling skill can apply Blade Poison to any type of weapon. The application of poison must take a minimum of five seconds per dose. You can only apply it to unattended weapons or weapons in your possession, not to weapons under the direct control of someone else (unless they do not "Refuse" it). Blade Poison can also be safely removed with the Poison Handling skill.

If you hand a poison-coated weapon to another person, you must discreetly inform the person (by "Clarify") about the poison and its type.

The next time the weapon is used to strike an opponent, the wielder of the weapon must call out the name of the poison. If the Player forgets to make the poison call, or misspeaks the verbal, then the poison is considered lost. After the initial hit, the poison is used up. Note that certain monsters can continue to swing poison more than once, to simulate the existence of poison glands and the like.

A skill cannot be called along with a poison on a weapon. Once the poison is used for the initial strike, then a skill can be used. If you forget to call the poison and call a skill, then the poison is considered lost. If you swing for regular uncalled damage without calling out the poison, then the poison is lost as well. The only skill that can be used in conjunction with a poison is the Pierce skill.

Only one type of poison can be in effect on one weapon at one time. If a second dose is applied to a weapon already coated with poison, then the

original poison is wiped off and the most recent poison will be in effect.

Blade Poison takes affect a split second after the damage from the blade itself.

Poison remains on a weapon if the attack does not hit.

Once applied to a weapon, Blade Poison will expire at the end of the event if unused.

Armor vs. Poison

Armor Points can protect a victim from Blade Poison if the weapon strike does not do enough damage to actually affect magical or natural Vitality points. Armor offers no protection from Poison Gas, Contact Poison, or Ingested Poison.

Poison Gas

Poison Gas is delivered by gas globes. Gas globes are small ceramic balls filled with a dose of poisonous gas. They are represented by spell packets.

A gas globe can only affect one person, no matter how close other people are. Armor Points do not protect a victim from gases.

The correct call for a poison gas attack would be the name of the poison followed by the word "Gas", for example "Sleep Poison Gas!"

The word "Gas" is not used when the poison is on a thrown weapon. Note that spell packets can never be used to represent thrown weapons.

Contact Poison

Contact Poison is represented by petroleum jelly (such as Vaseline™). If a victim touches his bare skin to an object coated with contact poison, he will immediately suffer the effects of the poison. Since it directly contacts the skin, this type of poison is assumed to have bypassed all magical and physical protections. Contact Poison has the same effect as "Poison Fifty Arcane", and therefore it cannot be resisted.

Contact Poison can be safely removed by carefully wiping it off without making any contact with bare skin. The Poison Handling skill is not needed, as it is with Blade Poison. Note that accidentally touching Contact Poison during removal (even with the Poison Handling skill) will cause it to take full effect.

Ingested Poison

A person's drink may be poisoned with Ingested Poison. The Poison is represented by a small skull & crossbones sticker, which is placed on the drink's container.

The Poison will affect anyone who drinks even the smallest quantity of the poisoned drink. The Player must read the sticker to find out what type of Poison it is, so that the Poison's effects can be properly roleplayed. Ingested Poison is available in the same varieties as Blade Poisons.

Anyone who sees the sticker notices something odd about the drink, and is free to point it out In-Game. A Player can obtain a "fresh batch" of personal drinks by peeling the Poison sticker off the container.

The maximum volume of liquid to be poisoned is about a gallon. Larger quantities simply cannot be poisoned, no matter how many doses are used. Solid food cannot be poisoned either.

The Poison Resistance skill can be used to negate the effects. The Trap Avoidance skill is of no use.

Ingested Poison is always found in black 35mm film canisters. The Poison must be kept in the container until use. You need the Poison Recognition skill to remove and read the sticker. You need the Poison Handling skill to apply the poison to a beverage.

The Poison user must simulate, pantomime, or otherwise roleplay the motions of opening the Poison vial, opening the target liquid's container (if necessary), and pouring the Poison into the container. The Poison user must then attach the Poison sticker to the container. Only one type of Poison may be in use for one container. It is the

drinker's option as to which type of Poison is in effect if different types are found on a container.

There must be a sticker on the container from which a person directly drinks for the Poison to be effective. Ingested Poison loses its potency when transferred between different containers, such as from a large bottle to a drinking glass.

Utilizing Potions & Poisons

Anyone who opens a potion, oil, or poison bottle and removes the Description Tag takes the effect unless they are simply identifying the potion/oil/poison with the appropriate skill (Potion Identification or Poison Recognition).

Anyone may drink a potion to benefit from its effects. You may administer a potion or oil to an unconscious Player Character, and they are then required to take the effect.

The Poison Handling skill is needed to safely utilize a poison of any type.

After a potion/oil/poison is used, the tag must be ripped in half and crumpled to indicate Out-Of-Game that it is no longer usable.

Duration After Application/Consumption

Once applied, all types of Poison will expire at the end of the event if unused.

Unless otherwise stated, the effects of active potions and oils will expire at the end of the event.

Regarding Locks & Traps

Many people try to secure their possessions with locks and traps. Although locks and traps are almost commonplace, this only creates a greater challenge to the legendary thieves of the Knight Blades world!

Locks

Locks are represented by small, easily picked padlocks. Each lock will have an attached tag with the item number. The lock's item number is needed to determine the lock level as well as to match the key to the lock.

The appropriate "Lockpicking" Skill is required to attempt to open any In-Game lock.

All In-Game locks must be provided or approved by Knight Blades.

Door Locks

Door Locks appear similar to other In-Game locks, but are placed along with a Door Lock card to distinguish them. Eye rings to hang the lock and card will be affixed near all lockable doors by the Knight Blades Staff.

Door Locks can be picked by anyone possessing the appropriate Lockpicking skill for the Level of the Door Lock.

If the lock has been successfully picked, the lock is simply left on the eyehook in an unlocked position. An unlocked lock on an eyehook means anyone can open the door if they wish to do so.

Door Locks cannot be stolen by normal means. Once they are installed, they are considered a permanent part of the door, until they are completely removed by a Master Locksmith.

Door Locks can be "broken" to allow entry into a locked building, but they can be repaired by a Locksmith. The Door Lock card has details of the rules for breaking a Door Lock.

In-Game, Door Locks can be locked, unlocked, picked, and/or broken from either side of the door. However the lock phys rep must always remain on the outside of the building.

Door Lock installation, repair, or removal requires a Locksmith. The task must be roleplayed for 5 minutes. The Player can roleplay the procedure in whatever manner they wish in order to make this aspect of the game enjoyable, but the door must remain open throughout. The 5 minute period does not need to be uninterrupted. The Locksmith can take breaks and even leave the door if he wishes. It is the Player's responsibility to keep track of how much time they have spent in actual roleplay before they can consider the task complete. Once the task is complete, the Player will place the lock and Plot Card on the eye hook.

Door Locks are always of Exceptional quality, and therefore are level 1 or higher.

Traps

Anyone may attempt to disarm any trap they find. Traps may be disassembled, removed, or bypassed entirely.

Traps are not disarmed unless prevented from activating. Muffling the noise does not prevent the trap effects.

No part of the trap can be permanently damaged. The only exception is that white strings can be cut. Colored string and other types of cords can never be cut! Part of the skill in disarming a trap is to determine if a cord is a string, a wire, fishing line, twine, etc. Cutting anything other than white string is a detriment to the game, as it permanently destroys a reusable resource. Accidentally cutting anything else carries a minimum penalty of the trap being sprung. Intentional cutting is considered malicious cheating and subject to harsh disciplinary action.

For safety reasons, the laying down of rope, string, twine, and other cords by Players requires prior approval.

The skills Parry and Dodge cannot be used to negate the effects of a trap.

Damage done by traps is always considered a hit to the torso.

Types of Traps

Small Physical Trap- Triggering (stepping on, using a weapon) a snap-cap inflicts five points of damage to the one person who sets it off. Multiple Small Physical Traps set off at one time by one victim, such as stepping on three snap-caps at once, still results in only five points of damage.

Large Physical Trap- Setting off a snap/pop/bang, such as a pull-string alarm, tripwire, or party popper causes 25 points of damage to the one person who set it off. Multiple Large Physical Traps set off at one time by one victim still results in only 25 points of damage.

Magical Trap- Setting off an electronic trap, such as a buzzer or beeper or strobe light, will result in some sort of magical effect. The closest person should look for an Out-Of-Game plot card to describe the magical consequences. Everyone should remain in their location while the effects are clarified.

Magical traps may cause a non-magical effect brought about by a magical method. For example, a magical trap may release a huge cloud of non-magical Death Poison Gas that affects everyone in a 25-foot radius. In this case, the gas could be resisted by the Poison Resistance skill. However, most magical traps will deal some type of magical damage. The spells *Spell Guard* and *Spell Resistance* are useless against these traps.

To summarize:

Small Physical Trap- Snap-cap.
5 points of damage to torso.

Large Physical Trap- Party popper.
25 points of damage to torso.

Magical Trap- Electronic buzzer.
Look for a Plot Card to describe the magical effect.

Regarding Game Atmosphere

We strive for a mature and rational atmosphere. The more seriously everyone takes the game, the more believable the game will be. Players of Knight Blades should easily become fully immersed in a realistic - albeit fantasy - world.

There are rules in place to prevent disruptive situations.

Costuming

All Player Characters must wear an acceptable costume that fits the time period. It need not be 100% historically accurate, but it should appear somewhat authentic.

Makeup

We have seen this all too often: a Half Orc with a perfect makeup job on his face, but then has his hands unpainted and uncovered showing his pale bare skin. This is inconsistent, distracting, and silly looking. Please keep your appearance acceptable if you choose to play a fantasy race. The makeup is a strict requirement. This will help greatly in maintaining the In-Game atmosphere.

War paint, fake tattoos, and other minor markings can help distinguish your Player Character, but be sure that you do not have an unnatural appearance that is identical to another Player Character Race.

Also note that the only marking that is restricted is a black, white, or grey disc on the forehead.

Anachronisms

Blatant anachronistic possessions can greatly detract from the atmosphere of the game. These things include T-shirts, jeans, sneakers, logos, etc. Please refrain from displaying such items.

Prohibited Items & Activities

To preserve the In-Game atmosphere and to minimize safety issues, we must disallow certain items and activities.

Prohibited While Playing:

- Tee shirts of any sort
- Jeans of any sort
- Wristwatches (pocket watches are OK)
- Cell phones and other electronic devices
- Clothing items with logos on them
- Colorful sneakers (unadorned is OK)
- Modern slang
- Obvious Out-Of-Game talk
- Obscene/profane/offensive language
- Modern swearing/cussing
- Real-world religious items
- Cigarettes/Vape devices
- Alcohol

You may bring the prohibited items to an event, but the items should be kept concealed in all areas that are considered "In-Game". Concealed phones must be kept on silent mode. Smoking/Vaping will be allowed only in designated areas.

Game Times

Traditionally, we hold an Out-Of-Game Opening Meeting on Friday night prior to the start of game at each event. During the meeting, we will answer individual questions and clarify important points for the weekend. We also hold a short supplemental meeting for any Players who may be new to the game (but all Players are welcome to attend). Game play customarily starts at 10pm on Friday night and then runs continuously until 2pm on Sunday. The camp is considered to be In-Game during this entire period of time. Specific areas (such as the bathrooms) will be designated as Out-Of-Game, and will be made clearly known to all Players. Closing Ceremonies will occur shortly after the game ends on Sunday.

Going Out-Of-Game

Extended Out-Of-Game activity is not allowed at Knight Blades. You can go Out-Of-Game for short periods of time in order to pack or unpack your gear or to apply makeup & costuming. Short trips to the bathroom or smoking area are always permitted. However, you cannot safely relax in the tavern or wander around the campsite in an Out-Of-Game state. If you strongly desire to be Out-Of-Game during certain times, you must spend the time in an Out-Of-Game area or off the campsite entirely. All of your game items must remain in an In-Game area.

To indicate that you are Out-Of-Game, you may don a thick plain white headband and/or hold a weapon to the top of your head as if you were balancing it there.

In order to prevent confusion, Players cannot wear white headbands or white bandages on their heads (although a white bandage heavily soaked with blood is acceptable).

When a Player Character is dead, and walking to Death's Realm, the Player should wear a white headband or hold the weapon as described. NPC's will also indicate that they are dead in this way. Player Characters are considered In-Game while inside Death's Realm.

No special indication is needed during a Hold, Clarify, or Caution.

Players may not sleep Out-Of-Game in any In-Game area. We recommend that the Player Characters sleep in shifts so that a watchful eye will always be open to alert other characters of imminent threats.

Obviously, Players must never go Out-Of-Game to escape In-Game trouble! They also may not "conveniently" jump back into the game to assist with an In-Game situation.

Items Out-Of-Game vs. In-Game

Every game item (that is, items that can be stolen from a Player Character) must remain In-Game at

all times if the owner of the item is attending the event.

The only exception to this is a short visit to the bathroom or a brief smoking break.

Changing Your Physical Appearance

Since our Out-Of-Game faces cannot be changed, we use clothing, costuming, and makeup to distinguish different In-Game characters.

If any Player feels the need to drastically change their Player Character's appearance, they must inform everyone that they are still the same person In-Game.

Anyone who wants to truly conceal their identity would need to cover their face somehow.

Plot Cards

Some special game effects are very detailed, and would require an unacceptable amount of time to explain them. To maintain the In-Game atmosphere, we make use of "Plot Cards".

A Plot Card is a bright green colored card or sheet of paper that explains an intricate game effect.

Anyone who sees a Plot Card within ten feet is obligated to read it. Often, an NPC may hand a plot card to a Player Character. In this case, the Player cannot let anyone else read it, unless the card or the NPC states otherwise.

Plot Cards are to be considered hard rules that must be followed. It is against the rules to ignore a Plot Card.

Plot Cards will most often be used to explain the effects of a magical trap, a property or effect of a magic item, an eerie feeling or vision, a strange quality of a certain area, a curse, or an unusual ability of a monster.

Special “Three Counts”

In some special situations, an In-Game action may not be clear Out-Of-Game. An Out-Of-Game “Three Count” might be used in order to describe the action.

For example, if caught in an Entangle spell, a powerfully strong monster may shout, “I rip free – one! I rip free – two! I rip free – three!”

This indicates that the creature did not resist the spell, but was able to avoid its full effect or duration. The count also allows bystanders time to react to the action.

Three Counts should only be performed with prior approval from the Knight Blades Staff.

Magical Portals

A Magical Portal is represented by a string of lights in the form of a large circle. These portals transport people to different places. They may bring the user to a far away location or even another dimension or plane of existence. Sometimes, the portal only opens for certain types of creatures or for people attuned to it.

The string of lights may surround a doorway or other entrance. It may also be placed on a wall or the floor. To pass through a portal placed on a solid surface, you need just touch the middle of the circle. Using a portal is always mediated by an NPC or clarified by a Plot Card. If neither is present, assume the portal is inactive or not attuned to you.

Rules Marshals

For the convenience of our Players, we have put Rules Marshals in place. A Rules Marshall will typically wear a white headband while overseeing large battles.

Rules Marshals are staff members who have an intimate knowledge of the rules, as well as an understanding of the spirit of the rules. Rules Marshals will also have better access to the Game Master for more complex rulings.

Metagaming

The term “metagaming” describes the idea of unfairly using Out-Of-Game knowledge to your benefit In-Game.

Our policy on metagaming is that we do not restrict the Players. Knight Blades does not force Players to keep secrets Out-Of-Game.

If you choose to divulge a secret to someone while you are Out-Of-Game, then that person is allowed to use the information In-Game. It is your choice whether to keep it a secret or not.

You are not allowed to use information that you gain while unconscious/dead or while playing an NPC. This must be kept confidential.

In-Game/Out-Of-Game Distinction

Knight Blades is a game for adults. Even among adults, a certain measure of maturity is sometimes needed in order to distinguish between In-Game and Out-Of-Game behavior.

Players should keep in mind that In-Game interactions are separate from Out-Of-Game relations. Please remember that In-Game characters are not Out-Of-Game people.

The intense roleplaying and excellent theatrical skills of some Players may, at times, make it difficult to tell what is real and what is acting.

Please do not take Out-Of-Game offence to In-Game slights. Anger should always be roleplayed – it should never be Out-Of-Game anger.

Also understand that just because someone may seem angry with you In-Game, it does not mean that they are angry with you Out-Of-Game.

Regarding The Monsters

In your adventures at Knight Blades, you may come across a variety of strange creatures and deadly monsters such as Orcs, Goblins, Trolls, Fiends, Giant Bats, Giant Spiders, and numerous types of Undead. You may also encounter the mythological monsters of legend. But be warned – there may be more to them than what you expect!

The abilities and weaknesses of specific monsters are generally unknown, since the average non-adventuring person does not directly encounter monsters and live to tell the tale. Most of this type of information must be discovered In-Game. However, it is commonly known that the Undead are vulnerable to Holy Water and resistant to poison and other things that affect a creature possessing a metabolism.

Special Rules for Monsters

Monstrous creatures may not follow the rules of skill acquisition for Player Characters, but the skills always have the same effect. For example, a monster might be able to use Pierce with Claws or Thrown Weapons. Another monster may use a Tripping Attack with a Claw held in one hand. Reflect or Absorb could be used by a monster against game effects other than spells.

Any creature that deviates from the rules for Player Characters will be a monster somehow marked in an unusual way. We may use distinctive patterns, symbols, vampire fangs, special effect contact lenses, prosthetic features, and other methods to indicate a creature is atypical. There is always a distinguishing physical characteristic, but it may be very subtle and not instantly noticeable.

If a character does something contrary to the standard rules, this is actually an excellent reason to be wary of the character, and a good excuse to investigate, scrutinize, and thoroughly examine the character.

Monster Spells

Obvious monsters may cast special spells that are not in the rulebook. These spells will be very straightforward and unambiguous. The most commonly encountered spells of this type are probably the Goblin-specific spells that affect only their hated enemies, the Dwarves. For example, “I cause this Dwarf to Sleep!”

Focusing

Focusing represents a monster making some effort to do something unique, and/or use a potentially powerful offensive attack. It can be seen In-Game that the monster is preparing something especially potent.

A Three Count of “Focusing - One! Focusing - Two! Focusing - Three!” indicates a Focusing attempt.

Focusing cannot be disrupted as spells can, but the monster may choose to stop focusing and take a different action. If so, they will need to start a new Focusing count from the beginning if they wish to resume it.

Bypass

This special monster ability allows an attack to circumvent a defense, resistance, or protection.

The Bypass ability is only to specific things. For example, a monster with tremendous physical strength may be able to overpower protective barriers such as *Sanctuary*, but this same monster might not be able to Bypass a *Spell Guard*. Also, the Bypass ability may only usable a limited number of times or only in certain circumstances.

A Focusing Three Count usually, but not always, precedes the usage of a Bypass.

The monster will make an attack. If the target of the attack calls out a resistance (Parry, Dodge, Resist, No Damage, etc.) that can be defeated, then the attacker will call “Bypass”. This indicates that the attack takes effect.

Note that in some cases the defender could have a secondary defense. For example, a Player Character protected by *Sanctuary* would call “No Damage” to a poisoned weapon attack. If the attacker bypasses the No Damage call, then the Player Character could use a Poison Resistance to negate the poison.

Torso

This rare ability allows a monster’s weapon or Claw to affect its opponent’s torso even if the torso was not the area struck Out-Of-Game. The attacker must actually strike a legal body area. These strikes can be blocked by weapons and shields as usual.

This ability can be used in conjunction with any damaging melee skill. However, Stealth Attacks cannot be combined with this ability.

The Combat Call is “Torso!” with a strike from a Claw or weapon. If it is combined with a skill, then the skill call will be added to it at the end. For example, “Torso Critical!”

Superhuman Strength

This is a special quality of certain monsters, and occasionally Player Characters. A creature with Superhuman Strength is imbued with strength much greater than any human could ever hope to gain naturally.

Superhuman Strength allows for various minor advantages, such as breaking free from physical bindings, carrying an unconscious companion at a full sprint, forcing doors open, throwing a body (ten feet or less), moving stone statues, etc.

A Player need only make this call to indicate to another Player that he is capable of performing the feat of strength in question. For example: “Superhuman Strength! I run with your dead

body!” Monsters may use Superhuman Strength in even more creative ways.

Ruggedness

Some monsters have a property called “Ruggedness”. Only damage to the torso of these creatures is calculated against the total Vitality points. Strikes to other body areas do not inflict damage significant enough to count against Vitality. There is no Out-Of-Game call for Ruggedness, so please be aware that it could be in effect.

Threshold

Some monsters have a “Threshold” which prevents any damage of one point or less. Therefore, normal strikes – even those made by magical weapons – will earn the response of “No Damage”. In order to harm these monsters, an attack must cause more than one point of damage (a Critical Hit, for instance).

Sometimes Threshold applies to spell-based damage as well as weapon-based damage.

Although rare, some monsters have a greater version of Threshold. Damage of a certain minimum number would be needed to harm these creatures.

Reduce

Some monsters have a quality that prevents special damaging attacks from taking their full effect. These monsters can reduce attacks that they receive to one point of damage. The exact reason varies from monster to monster, and may often be a topic of research In-Game.

Therefore, strikes (and sometimes spells) that would ordinarily cause more than one point of damage will earn the Out-Of-Game response of “Reduced”.

Regeneration

Some monsters have a powerful regenerative ability. Their damaged Vitality points are automatically restored at a predetermined rate.

This can protect the monster from bleeding out, depending on the rate of Regeneration. This is a silent effect; there is no Out-Of-Game call.

Self-Healing

There are creatures capable of producing a burst of healing to mend their wounds. This is a visible effect. The Out-Of-Game statement for this is “Self-Heal X”, with the “X” being the number of Vitality points healed.

Immunity to Normal Weapons

There are some creatures that cannot be harmed by normal weapons. Blessed weapons, silver weapons, or weapons enchanted with Fire, Magic, or Shadow may be needed in order to damage them.

Immunity to Stealth Attacks

A monster may be highly resistant or immune to Stealth Attacks due to some special awareness ability (or literally eyes on the back of its head!). In this case, the monster will call “Resist” to let the attacker know that only one point of damage was taken from the strike.

Combinations of Monstrous Qualities

Some monsters may have a combination of the qualities described here. For example, a creature may have Ruggedness as well as Reduce.

Monsters That Reawaken

Some exceptionally powerful creatures are only permanently destroyed by an esoteric method. Unless the special technique is used, the monster will revive after a certain amount of time after being “killed”.

Gating and Rifting

Some creatures can create and utilize magical Gates or Rifts. A Gate or Rift is similar to a Magical Portal, but is centered on an individual creature. The distinction between the two terms is something that must be discovered In-Game, but the game mechanic is basically the same for both. In most cases, an Out-Of-Game Three Count is used, such as “I Rift In, One! I Rift In, Two! I Rift In, Three!”

Appendix I: Topographical Map of The World

