

Mythical Journeys

Rule Book

It is often said that a dwarf will craft one item in his lifetime of unsurpassable quality - a crowning achievement. An item that will never be matched by any other of its kind. We have each taken a part of ourselves and forged our dreams and ideas into the creation of this game. In your hands you hold a master creation designed to enhance the imagination, sharpen the senses, and enable dreams to become realities...

This book is dedicated to you - our friends, who inspired us to dare; our families, who believe in us (and may still be searching for us) because this is all we ever do; and to our Players and Cast whose teamwork, fair play, and commitment to excellence have made Mythical Journeys what it is today. We thank you.

Note: This PDF was created from the contents of the MJ website as of March 30, 2005.

Table of Contents

1.0) Intro to Live Roleplaying	6
1.1) What is Live Role Playing?	6
1.2) Different Types of LARP Games	7
1.3) How Do I Start?	8
1.4) Conflict and Combat	9
2.0) The Ten Steps to Roleplaying Enlightenment	10
2.1) Ten Easy Steps to Roleplaying Enlightenment	10
2.2) The Ever Increasingly Inaccurately Named Top Ten List	10
3.0) Creating Your Character	16
3.1)) Creating a Hero	16
3.2) Creation Steps	17
4.0) Races	18
4.1) Choose your Race	18
4.2) Dwarf	19
4.3) Elf	21
4.4) Famori	24
4.5) Ra'Kash	25
4.6) Warg	27
4.7) Human	29
5.0) Classes	30
5.1) Character Classes	30
5.2) Cleric	31
5.3) Mage	35
5.4) Fighter	39
5.5) Thief	43
5.6) Generalist	47
6.0) Creating your History	51
6.1) General Information	51
6.2) Questions to Answer	52
6.3) Character Creation and History Example: Dakima al-Milal	55
6.4) Character Creation and History Example: Forghun Stonesinger	57
7.0) Skill Descriptions	59
7.1) The Skills	59
7.2) A - B	60
7.3) C - D	65
7.4) E - H	69
7.5) I - N	74
7.6) O - R	78
7.7) S	83
7.8) T - Z	88
8.0) Alchemy	92
8.1) Introduction	92
8.2) Starting Potions	93

8.3) Use of potions in game	94
9.0) Magic and Spells	95
9.1) The Use of Magic	95
9.2) Knowledge Scrolls and Learning Spells	97
9.3) Rules of Magic	98
9.4) Stacking Spells	99
9.5) Making Spell Packets	100
9.6) College of Fire	101
9.7) College of Ice	104
9.8) College of Wind	107
9.9) College of Earth	110
10.0) Faith and Deities	113
10.1) Pilgrims, Acolytes, and Priests	113
10.2) Learning and Using Faith	115
10.3) Deities and Religions	116
10.4) Blessed Spells	120
11.0) Poison, Traps, and Locks	123
11.1) Poison and Venom	123
11.2) Traps	125
11.3) Locks	127
12.0) Scrollcraft	128
12.1) Creating, Learning, and Using Battle Scrolls	128
12.2) The Scrolls	130
13.0) Crafting and Equipment	135
13.1) Starting Equipment	135
13.2) Introduction to the Crafting Skills	136
13.3) Gatherers	137
13.4) Refiners	138
13.5) Crafters	139
14.0) Combat	142
14.1) Introduction to Combat	142
14.2) Stopping Combat	143
14.3) Combat Safety	144
14.4) How To Use A Shield	146
14.5) Noncombatant Players	147
14.6) No-Combat Areas	148
14.7) Legal Hits	149
14.8) Courtesy	150
14.9) Calling Skills	151
14.10) Roleplaying Combat	152
14.11) Resist and No Effect	153
14.12) Torso Shot	154
14.13) Damage Progression	155
14.14) Death and Dying	156
14.15) The Dead Don't Sneeze!	159
14.16) Searching Others	160

14.17) Carrying Others	161
15.0) Armor and Weapons	162
15.1) Weapons	163
15.2) Armor	164
15.3) Repairing Armor and Weapons	166
16.0) The Sounds of Battle	167
16.1) Special Attacks	167
16.2) Special Defenses	169
16.3) The List	170
16.4) Dark Messenger (Battle Vignette)	179
16.5) Ambush (Battle Vignette)	181
17.0) Costuming and Things You'll Need	183
17.1) Costuming	183
17.2) What You'll Need	186
18.0) Interacting With The Game	188
18.1) Acceptable Behavior	188
18.2) Arriving At The Game	189
18.3) Brownie Points (BPs)	191
18.4) Cabins - Where to Sleep	192
18.5) Cast Members	193
18.6) Character Histories	194
18.7) Check and Payment Policy	195
18.8) Contacting Us	196
18.9) Disguise and Forgery	197
18.10) Donations	198
18.11) Feedback Letters and Updating	199
18.12) Internet Access	200
18.13) Lost and Found	201
18.14) Merchanting Policy	202
18.15) Message Board	203
18.16) Metagaming	204
18.17) Newsletter	205
18.18) Parental Consent	206
18.19) Privacy Policy	207
18.20) Props	208
18.21) Refund Policy	209
18.22) Registration and Refunds	210
18.23) Thieves and Stealing	211
18.24) Updating Your Character	212
18.25) Volunteers Needed	213
18.26) Web Site	214
19.0) The World of Pendaan	215
19.1) Rise of the Queen	215
19.2) Places of Note	217
19.3) Recent Events	225
19.4) Money, Coins, and other Valuables	227

19.5) Time and the Calendar	228
19.6) The Year In Spirit	230
20.0) Map of the Wurld	232
20.1) Link to LARGE Map	232
21.0) Glossary	233
21.1) Glossary of Terms	233
22.0) Additional Information	236
22.1) 3rd Edition Rulebook Design Credits	236
22.2) 3rd Edition Rulebook PDF Download	239
22.3) Injury Waiver/Parental Consent (PDF Version 3.0)	240
22.4) Sword Construction	241

1.0) Intro to Live Roleplaying

1.1) What is Live Role Playing?

Live Action Role Playing is very similar to improvisational theater. The player creates a character, much like an author writing a book or a play would do. The player then acts the part of the character. Unlike a play, in which the lines are written and memorized before the performance, the event (or game) is the performance. At Mythical Journeys this is a bit like Shakespeare-in-the-Park meets J.R.R. Tolkien.

You can think of the setting for the game as the stage. Our setting is a 120 plus acre camp. To this stage the game coordinators will often add props just like those in a play. Props in LARPs can range anywhere from small boxes of treasure buried in the woods to entire buildings decorated with banners and lanterns to look like a guardhouse or tavern.

The characters that make up the game are just like characters that make up a play. Characters in a play have goals and motivations and so should the character you create (see the Creating a Character section). Perhaps your character is the greedy type and heard that there was great treasure to be had, or perhaps s/he was raised by wolves and wants only to keep the forests safe from hunters. Within the basic story line of the game, the possibilities are bounded only by your imagination.

So, you've thought up an excellent character, now what? Well, just as the characters in a play will try to accomplish things, so should your character. At Mythical Journeys the game coordinators have written the beginnings of many stories called plot lines. Sometimes these will be obvious, like a farmer running into town asking for help to save his crops from the Insect Men. Far more often they will be subtle. Perhaps you find a box in the woods with a map. Talk to others about it and you may find that someone has been searching for that map for a year. Perhaps they will pay your character for it or your character could offer to trade the map for a share of whatever it leads to. It is up to you as a player to decide how to proceed. This is a wonderful thing about LARPing. You are your own main character and you alone decide your character's fate.

1.2) Different Types of LARP Games

Live action role playing games are a diverse lot. Many are one-day or single-weekend events in which players are assigned prearranged roles, lists of goals and motivations, and linked somehow to the core plotline written by the game coordinators. Players' roles from that point forward are improvisational, though restricted in that they will only encounter the most interesting plot twists if they follow the general trajectory of their assigned character. The game does not continue beyond the single event. An interactive mystery theater is one well-known example of this type of LARP. Games that take place at conventions are often of this sort. Games like this are also typically noncombat - conflicts between players, if and when they occur, are settled by reference to predetermined attributes (for example, comparing numbers written on index cards carried by the players may determine who wins a fight between the two). These games can be loosely classified as theatricalLARPs.

Mythical Journeys, in contrast, is an ongoing campaign-style, fully improvisational, live boffer combat game. A single story with many interconnecting plotlines carries on indefinitely; the same characters meet again every weekend of play and continue where they left off. New players can enter the game at any time (they are considered new arrivals to the town of Freehold, in which most of the game takes place). Before entering the game, new characters can write themselves a detailed personal history consistent with the established history and geography of the game world (the "world") and the existing balance of power. Indeed, players are urged to develop such a history before beginning their first game in order to flesh out their character and provide "plot hooks" for use by staff plotwriters (see Creating a Character below). Players determine their character's personality, goals, and motivations, which often change over time as the character evolves and interacts with others. Similarly, staff plotwriters initiate plots based on the past actions of characters as well as events unfolding elsewhere in the world. As the game progresses, the world influences the character, and the character influences the world.

1.3) How Do I Start?

Most games have a period of time between when you arrive at the game location and the actual start of the game. Often this time is used to bring things like your costume and sleeping bag to wherever you are staying or to decorate the area to look more "in game." Many people take the time to hang banners in their cabins or disguise an obvious nylon camping tent with fallen branches and leaves. This time is also used to "check-in" or register at the game. This lets the game coordinators know you are at the game, keep track of where you are staying, and give you your character envelope (which includes any materials and information due you for that particular event, such as your updated character sheet, money or goods you may have earned or produced between games, or the contents of dreams you may have had or will have). In-game weapons and armor must be checked for safety at this time. If you are a new player, please ask for a waiver form. Without this form, you will not be permitted to play the game (and, moreover, you will not receive the Mythical Journeys newsletter). After you are registered and your stuff is settled in, don't hesitate to talk to people! Many of the folks at the event would love to tell you how they made their particular sword or where they got the fabric for their tunic. If you have any questions, please feel free to ask our staff. We are here to make sure you have a wonderful time.

Just before the start of the game there is a mandatory "out-of-game" meeting for all the players. This time is used to go over any last-minute announcements and answer any questions players might have about rules. As usual, don't be afraid to ask! If you don't understand something, chances are that five other people found it just as confusing. At the end of this meeting players will be allowed 10 minutes to get into character - meditate, buy an ale, hide in the woods, or whatever.

Once the game begins, you will be in a totally different world. The camp has become Freehold with borders looking out onto vast fields of grain. Magic abounds. Thieves lie in wait in every shadow. Heroes guard the unsuspecting against the murderous villains and fiends which strike at night. You have magically transformed into your character. You have crossed the boundary between "Out of Game" and "In Game." Constrained only by game rules and real-world law, you are encouraged to live your character to the fullest.

New players' characters are said to have just arrived in Freehold; if this describes you, remember that your character is new in town. Try to get to know other townsfolk. Perhaps you could try asking them why they are in Freehold. Keep in mind the character you have created. Are you curious about something? Try asking around to see if you can find a librarian in town. Are you looking for battle? Try hunting trolls in the woods.

Remember, LARPing is a game, just like soccer, cricket, or basketball. Some players are there to learn the rules for the first time, some are there to meet new friends, some to win, and some to just have fun.

1.4) Conflict and Combat

Conflict is an important part of Mythical Journeys, as it is of any good story. Many of these conflicts are physical, and are played out with boffer weapons, shields, and small birdseed-filled beanbags representing certain types of magical spells. Combat safety is a primary concern (see Combat Safety section); nevertheless, participants in such combats will be hit with beanbags and foam-covered swords. (Noncombatant status can be arranged for players who for whatever reason can not or do not wish to be even lightly assaulted, e.g., during pregnancy; see the Non-combatant Players section of this rulebook for details).

Physical combat is only a small part of the MJ gaming experience, however. Many players participate in combat rarely or not at all, preferring to devote their efforts to solving historical prophecies, trading goods and information, seeking knowledge, enriching themselves via stealth and trickery, or other pursuits. This diversity among player characters adds greatly to the quality of the game, as characters devoting less character points (see Creating a Character) to combat skills have more to invest in magical power, devotion to their deity, craft and trading skills, lockpicking and the like. Most of the crises in the world which heroic player characters hope to solve are best approached by teams of characters with a wide range of skills.

2.0) The Ten Steps to Roleplaying Enlightenment

2.1) Ten Easy Steps to Roleplaying Enlightenment

People come to a LARP to have fun and to interact with others. We all like to be swept up into the continuum of the story and to feel involved with history in the making. Here are some tips on how to find plot or have plots find you

2.2) The Ever Increasingly Inaccurately Named Top Ten List

1. TALK TO PEOPLE

This includes the mysterious fellow in the tavern, or the seemingly innocuous townsperson wandering down the lane. Everyone has information to share. If you see a group of people talking, approach them politely as you would in the real world, and ask if you can join in on their conversation. Voice your opinion, have opinions. Tell tales of your past, or your culture. Sing songs, or play an instrument. Then you will stick out in people's minds and they will enjoy interacting with you.

2. EXPLORE THE WOODS

There are many trails in the woods; often you will find interesting travelers and items on or near them. However, if you leave the trails, you will invariably find more interesting adventures.

3. GET A JOB

Work at the tavern, deliver messages, make up a job you think needs doing (the hedges are a mess!) and tell the town leaders you are willing to do it. People will recognize you, define you, and become more likely to approach you (and write plot for you!).

4. JOIN A GUILD

Have a craft? Talent? Join the guild in town, if there is one; if there is not, create one. You will meet people with similar interests at guild meetings, and if you create one, you will become a leader in the town.

5. VISIT IN-GAME ESTABLISHMENTS

These are central gathering places for many people with similar interests. Decide what kind of people you want to meet and spend time in the locations that they frequent. Everybody spends time in the tavern; if you work your way into a conversation there, you will probably learn something. Do not be afraid to approach the quiet guy in the back, drinking by himself. He maybe quiet, but he could also have quite a story to tell.

6. KEEP BUSY

While it is necessary to relax (or collapse) at the tavern on occasion, try not to give yourself too much down time. Take a walk in the forest, move to another table, go to the library.

7. RUN WITH SCISSORS!

Figuratively speaking of course... take chances in the game. Don't be afraid to risk life and limb because in this world you get more than one chance.

8. LISTEN TO YOUR ENEMIES

Sounds strange, but it is true. They know things that none of your friends will know, and they slip up at times, divulging information they may not intend to. This is how you learn about global plots and issues. Take note.

9. USE AND READ THE MESSAGE BOARD

We have an in-game message board on the Mythical Journeys Web site. This is an excellent way to share information and opinions between events, and to make a name for yourself even before you attend your first event. Read it, post on it. If you do not have a computer, try and find one in your local library. This is a valuable resource.

10. PLAYS WELL WITH OTHERS

Being mysterious is fun, but in the end, sharing information and working together brings you plot, and more importantly, camaraderie.

11. POWER IS RELATIVE

Don't worry how powerful your character is as far as attributes, and powers you have. The new player can be as powerful as the veteran with the most points in the game. Your power and success is all in how you play your character.- Submitted by Joseph Faccenda

12. STAY IN CHARACTER

Your entire roleplaying experience will be improved ten-fold if you make the effort to remain in character. Roleplaying is contagious and if you can stay in character no matter what, then those around you will do the same. -Submitted by Jeremy Struck

13. DON'T JUMP FOR YOUR BLADE

Some "monsters" in the world of Mythical Journeys will interact with you. Not all the monsters want your head on a stick, some might even want to help you. Learn to recognize which is which and your life will be much easier. - Submitted by Eric Huebner Alan

14. PLAY YOUR OWN GAME

When creating your character and interacting with others do what you want- what makes you happy. We're all here to have fun and you'll have more fun if you aren't worried about impressing others or "being cool". Don't be afraid to be different or to do what you think your character would do.- Submitted by Carl Mikkelson

15. HAVE FUN

This is the most important piece of advice anyone can give a person interested in pursuing live role playing as a hobby. It's all well and good to be serious about your role playing and to stay in character throughout the event, but the bottom line is that you are there to interact with your friends, do something exciting and have fun. After all, these role playing events cost a certain amount of money. Why pay to have a bad time. Relax a little, get crazy and have a good time. - Submitted by Bob, Deva and Ken Fagan

16. REMEMBER - IT'S JUST A GAME

This follows from the previous tip. One reason for participating in a roleplaying game, whether it be through a tabletop, or live action venue, is to try different solutions to the problems presented to see how they work out without the fear of real-life laws and retribution hanging over your head. A participant in a role playing game might try to steal an item that he or she needs and is unable to obtain through honest methods. If the player is caught in-game they may suffer some in-game punishment, but will have learned that perhaps another alternative may have been wiser. In real life this would not be true. Therefore, if your character has some set back in-game, enjoy it. These set backs are what give your character the rich background that make for future interaction and make you a prime target for future plots. Don't get mad, use the set back for a character twist. - Submitted by Bob, Deva and Ken Fagan

17. MAKE YOUR OWN FUN

Although we all pay real money to participate in our favorite live action game it is impossible for the people in charge to give individual attention to every player all the time. This may not seem fair to some, but that's the way it is. There are two things a player can do about this, they can have a miserable time and later complain about it and possibly it will get fixed. Or, they can make some fun of their own. The player will find that they enjoy themselves far more if they come to the event with at least one thing that they want to accomplish each day. Remember, if you're not having fun, there are probably others not having fun. Why not plan something of your own which will give not only you, but several others something to do as well. Your addition to the efforts of the staff will make the game that much richer and will keep you from being bored as well.- Submitted by Bob, Deva and Ken Fagan

18. SUBMIT A CHARACTER HISTORY

It is sometimes difficult to submit a character history before you actually experience a new game system for the first time. Walking in your character's shoes for a couple of events

always helps to develop your character's traits, ambitions and background. Nevertheless, it is always a good idea for a player to submit a character history as early as possible. The people who write plots for that organization can use your history to aim plots at you in future events. Your character history need not be long, or comprehensive. In fact, it is advisable to have many loose ends in your character history. Your parents have disappeared, a sibling who wandered off, that adversary who always escaped from you at the last moment, these are the sort of unresolved issues that develop into memorable role playing experiences later on. The more you leave open, the more the plot team has to work with.

Another good reason to put together a character history is that it can give you a way to interact with other players. For example, if your character's entire family was killed in an explosion caused by the nearby School of Alchemy your character might try and exact his revenge on any alchemist he meets. This provides you with a bit of plot of your own creation and also gives any alchemist you meet something to do as they try to save their own lives. These are the sort of angles that make a character history ripe for exploitation. - Submitted by Bob, Deva and Ken Fagan

19. DON'T MIND YOUR OWN BUSINESS - MIND EVERYONE ELSE'S!

In any role playing game the player has two choices. One, they can mind their own business and no one will bother them, including, possibly, the plot writers. Or, two, they can mind everyone else's business, find out everything they can about the other players and their dealings and have people coming to them at every event. With option one, the only plot the player will be involved with are those plots that he, or she happens upon by chance. With option two, the player can become involved with all the other players' plots as well. Not only will you know what the other players are looking for, but you can also bring together characters that have something the others need, or want. If one character has found an important artifact that another is looking for, you could be the one to bring them together and save the day. Eventually the players will start coming to you as a source of information.

Or, the player character can get involved in other players' business in another way. As a member of the town authority, if a player joins the town guard, town watch, or some other organization, that player can involve themselves in other characters' dealings at any time. If the others commit a crime, bring charges against them. If the others are crime victims, help them find the perpetrator. Not only does this position make you feel like a super hero, but eventually your character will have gained that reputation and others will seek you out to aid them, or to rat on their fellow players. - Submitted by Bob, Deva and Ken Fagan

20. DON'T BE SCARED UNLESS IT IS PART OF YOUR CHARACTER

Too often the town tavern is full of players while the surrounding woods are full of NPC's waiting in vain to interact with someone. When they try to get the players out of the tavern, no one will come. This seems strange when all these people have paid a certain amount of money to be adventurers. Yet the only adventure they find is a seat in the tavern. The best advice is to jump at any opportunity offered. Offer to help anyone looking for assistance, no matter who it is. Even though, in real life, you know there may be a trap

waiting at the end of the trail, go for it, it may lead to something else. Or perhaps, you can get the better of the situation and come out ahead. It's one thing if you're playing a cowardly character, but, after all, you've paid to find adventure, why not seek it out. Sitting in the tavern isn't always the best way. - Submitted by Bob, Deva and Ken Fagan

21. NPCs SHOULD ALWAYS SAY "YES!"

This is similar to saying, "yes" to adventure, but for NPC's it's even more important. A good piece of advice in improvisational theater is to always say yes. If the improviser is asked any question and he, or she replies, "yes", the improvisation can continue. However, if the improviser replies, "no", there's no where else to go and the improvisation must end. This advice can be used to some extent by the player character, but it is even more important to the NPC. Player characters have their own history which shouldn't be altered to fit the circumstance, or it becomes confusing. Non-player Characters, on the other hand, have a very vague background and, since they are meant to entertain as many players as possible, they are able to add to this background when needed. Because of this, there is no reason why an NPC that is sent out to interact with one player cannot interact with others as well. For example, an NPC is captured by the players as a criminal and is brought before the judge. During his interrogation it is revealed that the criminal is from a certain town. Another player character who is searching for her missing family hears this and questions the criminal after he is sentenced to death. "You're from Oakdale? Have you ever heard of Mandrake Darkhand?" "Yes," replies the NPC. "What have you heard?" "I've heard he is a man to be reckoned with," replies the NPC. This makes the player very happy and lets the improvisation continue. "Have you heard anything else?" "Yes," replies the NPC, "but I will only tell you if you help me to escape." Now the NPC can be led off to the jail giving him time to talk to the plot people and find out how to use the conversation for future role playing. Simply by saying, "Yes" this NPC has made a paying customer happy and has opened the door for added plot development. - Submitted by Bob, Deva and Ken Fagan

22. DECORATE YOUR CAMP OR CABIN

This may seem foolish to some, yet the results are surprising. It really detracts from the atmosphere of a live role playing game to come into a campsite full of neon orange tents with coolers strewn about and Coca-Cola cans littering the ground. The same holds true of cabins. Tents should be kept to a neutral color, coolers can be camouflaged with a towel, or other piece of cloth and modern food packaging should be kept concealed. To help the atmosphere the player can add banners, wall hangings and other props to make their area appear more "in-character". Something as simple as bed sheets hung on the plain walls of a cabin can add to the atmosphere. When your campsite, or cabin fits into the atmosphere of the game, it encourages other players to come and visit you there. They will all want to see "that awesome campsite" that you've set up and will stop by to share in-game rumors and information while they are there. Decorating your area isn't difficult, yet it has many benefits. - Submitted by Bob, Deva and Ken Fagan

23. DON'T HOARD IN-GAME MONEY

Being the richest character in the game really doesn't have that many benefits and will often make your character a target for thieves. Why hoard that money? Instead use it to add fun to your role playing experience and those of otherplayers. Hire some underlings, bribe some guards, buy gifts for the nobles. There are many ways to turn simple coinage into memorable experiences for all, but money sitting in a pouch doesn't really do anything. - Submitted by Bob, Deva

and Ken Fagan

24. TEACH YOURSELF TO READ & WRITE

Of all the talents that players choose for their characters, reading and writing is always the last. Yet these skills can provide a lot more fun than skill with weaponry can. Once a battle is over there really isn't much use for swordplay. Yet a scandalous note can breed fun for months to come. Secret messages, codes, anonymous warnings and treasure maps are the ingredients of all adventure stories. However, if your character can't read, there isn't much for you to do with these things. On the other hand, if your character can read and write, you can keep yourself and many others entertained simply by writing letters.- Submitted by Bob, Deva and Ken Fagan

25. KEEP NOTES!

Even if your character can't read, you probably can. Some role playing games have so many plot lines running at once that it's hard to keep track of them all. Don't be afraid to keep notes. If your character can't write, keep notes secretly. Many times something that came up months ago has some bearing on this event's plot. If you can't remember what it is, you might as well not have seen it. Write it down now and use it later. -Submitted by Bob, Deva and Ken Fagan

3.0) Creating Your Character

3.1)) Creating a Hero

Creating a character for a LARP is a lot like writing a character for a story. Specifically, the character should have a history, and of course a present circumstance that has brought them to Freehold. Through their experiences, they will build a future. Using this rulebook and your imagination, you will arrive at Mythical Journeys with the first two of the three items in that list. In order to create a character that you will truly enjoy playing and developing, be sure to take the time to really think about them and their implications, because they will shape the third

We have organized this rulebook in the logical order that people usually use to create a character. First, you choose a race, then you choose a class (or profession), then, in part depending upon your chosen class, you select a specific set of skills. This creates the basic outline for your character. Then you must use your imagination to create your character's history (which must be consistent with game history), your current goals, your personality, your weaknesses and strengths, and your hopes for the future. Keep in mind that it is often a character's weaknesses that make them unique and fun to play!

Mythical Journeys uses a point-based system to generate and develop characters. Think of these points as your character's cumulative experiences in life. The more experience you have accumulated, the more points you have. Every character beginning the game starts with 100 character points, plus a bonus of 10 points if you submit a detailed character history in writing at least two weeks before your first event. Each time you play a full-weekend game, your character receives 15 character points (plus 15 more if you submit a timely Feedback Letter). There are other ways to obtain character points (see the Before and After the Game, Feedback and Updating, and Brownie Points sections), but first we will outline the basics. Choosing a race is free. Choosing a class is free. Skills, however, are based upon points.

3.2) Creation Steps

1. **Choose a Name.** Your name is a very important thing. Since Mythical Journeys is such a large world, often times people will never have met you therefore will form much of their opinion about your character based on your name. If you are successful with your Character you might have to live with this name for years to come.

Some things to avoid: Names that are overly popular. While Bilbo or Aragorn might seem like a good name, trust us there really are not. You most definitely should avoid a name that is terribly cliché or over the top. A name like “Death Dealer the God Slayer” is NOT a good name.

Lastly, your name will be made public. So if your character has a secret identify of some sort do not put that in the “Character Name” section. Put the secret name in the “History” section and your Character Name should be what you want publicly known.

2. **Choose a race.** There are six player races at Mythical Journeys: Dwarves, Elves, Famori, Ra'Kash, Wargs, and Humans. All have unique and rich histories and cultures, as well as advantages and limitations. Often the race you choose will influence the rest of your decisions in creating a character.

3. **Choose a class.** There are five player classes (or professions): cleric, fighter, mage, thief, and generalist. Each of the first four classes has a set of skills that they specialize in, including a few that are only available to that class. There are also many more general skills from which you can choose to help make your character unique.

4. **Choose your specific skills.** The costs for skills are determined by a character's class, and are listed in the Character Classes section below. Some skills are restricted to one class, though most are generally available. Note that the cost of a particular skill may change depending on class. For instance, you can create a cleric who can pick locks; but that skill will be more difficult for this character to learn than it would be for a thief.

5. **Write your character history.** Before you play Mythical Journeys for the first time, you can earn 10 extra character points (total: 110) for writing a detailed character history. This is the story of your character up to the moment they arrive in Freehold for the first time. You will need to send us your history at least two weeks before the first event you attend so that we can use it to generate unique plots for you to join, and characters for you to meet. It is something you will do anyway in your imagination, so please write it down and send it to us!

6. **Change your character.** After you play your character for the first time, you may wish you had chosen your skills differently, or perhaps being a thief just isn't for you. No problem. You can change your character once (keeping all your experience points earned so far) up until your fourth game.

4.0) Races

4.1) Choose your Race

*“If ever a curse was placed upon this land,
it is the blight known as humanity...”*

- Triannis Mosswind, Elven Seer

There are many different races and intelligent beings that populate the magical world of Mythical Journeys. This section of the Rulebook describes the races that can be chosen by players. Many other races exist in the world, of course, but they are mysterious and rare; you will learn about them as you meet them in your adventures.

You can choose to be a Dwarf, Elf, Famori, Ra'Kash, Warg, or Human. The descriptions of these races offer a general summary of the qualities and abilities of each of these races. They are not rules to which your character must adhere, simply guidelines to help enhance your roleplaying experience. Other than a few specific constraints, the rest is up to you. There is no rule that states that you cannot play an Elf from an Asian-like culture, a Dwarf from a barbarian culture, or perhaps a Ra'Kash from a long-lost Celtic-like culture. Your Human may have been raised by Dwarves (and you had to leave town when the tunnels got too small for you to navigate), or your Famori may be in denial of his or her heritage.

Try not to choose a race based only upon its benefits. Often the most creative and fun roleplaying comes from your weaknesses. Famori can be hopelessly formal, Elves a bit physically weak, and some Ra'Kash have tempers that get the best of them at times (while others are easily distracted by squirrels). Combined, these benefits and weaknesses form the core of your character, so spend some time thinking about which race to choose.

4.2) Dwarf

*“Poke a grizzly, pull a badger’s whisker,
and wrestle a giant kin before breakfast each day.”*

- Recruiting Poster for the Iron Brigade

Racial Packet: Available

Physical Description: Dwarves are bearded, stocky folk, no taller than 5' 6". Dwarves' beards are their pride and joy, males and females alike, and they would rather bury their heads in the dirt than be seen without one. Some dwarves will braid their beards, or adorn them with ribbons or bows.

Culture: Dwarves generally reside in, or come from, the mountainous and hilly regions of the world. It is said that the birth of the Dwarves came with the creation of the mountains. To remark that a Dwarf is "as old as the hills" is a compliment indeed. Dwarves are clannish, and can be as stubborn and blunt as they are aggressive. This stubbornness often sustains an unbreakable loyalty, but can also result in a bit of tunnel vision. Dwarves often lack many of the social graces found acceptable in surface society; however, at heart most Dwarves are honest folk. Dwarves dislike water, and will generally refuse to travel by such means even if the situation is life-threatening.

History: Kilnjen, the Citadel of Flame, crowned the Fireforge Mountains long before the reign of the Dark Queen. It was a city built within an active volcano, dominated by an impenetrable fortress. When the Queen first came, wave after wave of her undead armies were easily destroyed by Dwarven clerics, lava moats, and ancient stone traps. It was not to last, however. One terrible day, as the majority of the Dwarven population worked and rested, secure within their great fortress, the earth shook and heaved as never before, and the Dwarves suddenly found themselves buried beneath the Dark Queen's wrath in the form of tons of unyielding stone. Since that day, with the destruction of Kilnjen, many Dwarves have built their homes on lonely mountainsides or at the base of the Fireforge range.

Roleplaying: Dwarves are often gruff, blunt, honest, and have a tendency to enjoy Dwarven ale a bit too much. They are a quiet, private, and somewhat bitter people as a result of their great loss. They have no difficulty getting along with most of the other races, but hold bitter contempt toward Wargs for their part in the Dark Queen's sinister war. The destruction of Kilnjen resulted in the near genocide of the Dwarven race; consequently, Dwarf sightings are few and far between.

Language: In general, Dwarves speak and write Common. In addition, Dwarves hold sacred the Language of the Stone, a language of cryptic runes used to inscribe texts in stone.

Costuming: Dwarves, both male and female, must wear a beard. Dwarves, male or female, may not be taller than 5'6".

Racial Advantages: Dwarves may choose any one Crafting skill (including Refining and Gathering skills) which they know at no cost. In addition, unlike other races, they may learn a second skill for the normal cost and still master one of these two skills, learning advanced techniques. See the chapter on Crafting skills for more information.

Racial Limitations: Costuming and height requirement.

Vitality: 2

Half-Dwarves: Half-Dwarves can only be half Dwarf and half Human. They receive no racial advantages or limitations.

4.3) Elf

*"There is a song in the soul of each of us.
To know it is to achieve perfect harmony."*

- Llanden Valinsre, Elven Warrior

Racial Packet: Available for General, Amarian, Grue, and Imperial

Physical Description: Elves are a magical race that once lived among the ranks of the Faery. They are usually slender and graceful, and all have pointed ears. They do not have facial hair (except eyebrows).

Culture: Once, long ago, the Elves lived in eternal harmony with the other Faery Folk in enchanted glades and forests. They were immortal, and spent their time in pursuit of the arts, culture, and philosophy. They drank fine wines and danced the nights away by the side of a crackling fire. As such, they are an ethereal, artistic, and at times frustratingly laid back race (just ask any dwarf).

History: When the war against the Dark Queen began, the Faery were forced into the deepest reaches of the forests to escape the battles among the mortals. Years passed with the Faery watching as the Dark Queen's cruel minions slew countless mortal men, women, and children. Her wrath knew no bounds. The Elves, always a thoughtful race, eventually could stand no more and petitioned the Faery Ring to allow them to help the mortals against this evil foe. The Faery Ring refused. The Elves chose then to defy the Ring and help the mortals in the struggle against the Queen, knowing well that in doing so they would sacrifice their immortality. And so it was that the Elves, now mortal themselves, were exiled from the Faery Ring in order to stand with the mortals in the war against darkness itself.

Roleplaying: As a result of the Elves' sacrifice for the mortals, most Humans and Elves tend to get along better than other races. Elves are proud of their heritage, their ability to appreciate the finer things, and their sense of beauty. Elves now age at the same rate as mortals, having left the graces of the Faery Ring. In fact, they are somewhat frail as a result of this sacrifice; this limitation is something to consider when choosing to play an Elf.

Language: Elves speak and write the Common tongue. Elves also have an enchanted speech all their own and a flowing handwritten script that is nearly impossible to duplicate with a non-elven hand.

Costuming: All Elves must wear pointed ears. Elves cannot have facial hair, except for eyebrows.

Racial Advantages: Resist the first slumber or charm effect each event. This includes any spell, venom, or effect that includes the word "slumber" or "charm" (but not any spell, venom, or effect that does not include those words).

Racial Limitations: Costuming requirement. May not use any two-handed weapon except for a staff or pole-arm.

Vitality: 1

Half-elves: Half-elves can only be half Elf and half Human. Half Elves receive no racial advantages or limitations, and they may have facial hair.

More to being an Elf than just the pointed ears...

While the war against the Dark Queen had raged on, there were those who sought to comfort and give refuge to the innocents of war. They learned the woods and how to stay hidden, keeping to themselves; though they didn't seek out other races, they would never turn away any they deemed of good heart and in need of help. They were most at home among the trees and found comfort in the woods and shadows of the largest forests of Pendaan. Eldonshire, Oakholme to the mortals, became the largest of their communities, though one could wander for days without seeing another settled area.

Though often times the small settlements were on the ground, the grander ones could be found high up in the trees where they could be more easily hidden from the view of any who would think to intrude upon the peace of the forest.

The Elves who lived their lives in such seclusion became known as Grue, "hidden ones", and learned healing arts as well as how to live in harmony with the world which was now going to be theirs for the rest of time.

When the Queen's forces won the War, they sank into their forest homes, seeking only to protect themselves from the evil of the world. Still, they could not find it in their hearts to turn away those in need of aid.

* * *

Though some hid from the War, others wished to do more to help. Though many of them had little or no talent for wielding weapons, they mastered the arts of Elemental Magic, allowing it to course through their veins as their blood. They chose to move among the humans in their cities, helping to defend the cities and settlements that suffered the battering of the Queen's forces.

The loss of the War hit them hard. They had dedicated their life's work, literally in some cases, to winning, and now it was shattered before their eyes. They had no recourse but to abide the decision of the Mortals, but it sat heavily in their hearts.

They came to understand mortal values and systems of wealth. They learned that knowledge could be bought and used to improve ones' skills, and so for the sake of learning they amassed wealth. They built a grand city with the permission of the Queen's forces. Why imprison them when they would imprison themselves?

They built decadent libraries, majestic temples, magnificent schools dedicated to the study of Magic. They named their city and the land around it "Amaria", the Elves' ancient word for "enlightenment".

* * *

There were those, however, who knew the value of weapons and how they should be used. They lead those who would fight into battle. At first most of them fought for the experience, some even thought it fun, but watching a painful death has a way of sobering one's elation at the prospect of taking life. Some of them began to approach the slaughter with a grim determination, while other found a ferocity borne out of fear for their lives. Always though were the few who still fought for sheer enjoyment, the thrill of the battle and exhilaration of taking a life.

They built forts across Pendaan; they built places where they could rest, store food and weapons and make strategies to battle the Queen's forces. Over time the forts became strongholds and soon after that, cities. They became known as Imperials, their cities, and their empire, the Imperium. They were harsh rulers, knowing their very existences were at stake, but they provided for all who would follow their leadership.

When the War was lost they felt betrayed by the Mortals who surrendered, certain they had signed their doom beneath the Queen. They refused to give up and resisted the unstoppable forces, however in the end, their vast holdings, their strongholds and cities, were decimated save those the Queen could control. She gutted the Imperium, leaving it powerless outside its remaining holdings, and cowed beneath her heel.

4.4) Famori

*"How many Famori does it take t' change the torches?
None. By da' time dey's all done discussin' how t' do it, it's
daylight again."*

- Warg Humor

Racial Packet: Available

Physical Description: Famori are a tall and sturdy race, with a Charak, or gem, in the center of their foreheads. They are direct descendants of the Ogre, an ancestry they share with Orks, with whom they share an animosity that has existed for centuries.

Culture: Several millennia before the arrival of the Dark Queen there lived a gentle folk known as the Ogre. They were similar to the Humans in many respects except that they were much taller and had a small colored gem protruding from their foreheads. Ogre were strong and excellent fighters, yet they yearned for something more powerful than any blade: knowledge. To this day, Famori are renowned intellects, serving as Chief Librarians in many cities. They adore debate, the pursuit of knowledge, information in all forms, and have a predilection for puns.

History: As time went on, the Ogre race split into two factions: "those who would learn" became known as the Famori and "those who would fight" became known as Orks (a derivative of Ogre). With time, the gems on the Ork's foreheads slowly faded away and their towering height began to diminish. As the Orks changed, so did their relationship with the Famori. The two factions began to quarrel and have done so ever since. The Queen's wars have destroyed many of the beautiful libraries and cities that the Famori created; consequently, many do not hold her in high regard.

Roleplaying: The Famori are an intellectual and strong race of people. They tend to pay great attention to detail and the gathering of information, much to the consternation of the less patient races. They come from an ancient, organized, formal and highly ritualized society. Many Famori despise their Ork cousins as much as the Orks despise them. However, they understand that the Wargs did not choose their heritage, nor their role in the Queen's wars, willingly.

Language: Famori read and speak the Common tongue.

Costuming: All Famori wear a colored gem on their forehead (known as a Charak). The chosen color holds no known significance. The area around the gem is often decorated with makeup or runes. The gem cannot be removed. Famori males must be at least 6'2" tall; females at least 5'8" tall.

Racial Advantages: Resist first Poison or Venom once per event.

Racial Limitations: Costuming and height requirement.

Vitality: 2

Half-Famori: None. Famori are not able to interbreed with other races.

4.5) Ra'Kash

"The dogs of war are nothing compared to the cats."

- Siamese Ra'Kash proverb

Racial Packet: Available

Physical Description: The Ra'Kash are an intelligent race of cat people who come from a Mayan-like culture in the jungles of the southern continent.

Culture: Far in the southern reaches of the world lie countless miles of lush jungle which are as beautiful as they are dangerous. Hidden within the deepest regions of this jungle continent is a city made up of Maya-like ziggurat pyramids, cobblestone streets, and straw houses. This is the place the Ra'Kash call home. The Ra'Kash society is matriarchal, and usually led by groups of female priestesses who perform the Ra'Kash religious ceremonies. Women in this culture are held in the highest regard, and are treated with the utmost courtesy and respect by males. Priestesses are particularly revered. Ra'Kash are renowned hunters and are said to be able to track a falcon on a cloudy day. Needless to say, Ra'Kash bounty hunters are in great demand.

History: The Ra'Kash played no part in the war against the Dark Queen. In fact, most Ra'Kash hardly even knew that the war was going on. However, in the past few years, this has changed. The Queen has sent thousands of troops to the Southern Continent with the sole purpose of destroying the Ra'Kash civilization. In most of the Queen's domain, Ra'Kash are treated as second-class citizens, and do not hold the same rights as other races.

Ra'Kash hold no discontent toward any of the other races, but do hold a great hatred for their ancient enemies: the gnolls and kobolds. The war between these races and the Ra'Kash has endured for hundreds of years. Escaped Ra'Kash prisoners have told many stories of their treatment at the hands of the savage gnolls and their demented kobold allies, and of the unspeakable acts they saw performed on helpless captives for sport. It is for this reason that Ra'Kash are eternal enemies of the gnoll and kobold races.

Language: The Ra'Kash speak and write the common tongue. In addition, the Ra'Kash have a unique language of growls, hisses, and purrs as well as a written language of hieroglyphics and complex symbols.

Costuming: All Ra'Kash must wear appropriate and sufficient costuming to make them appear feline. This could include, but is not limited to, facial and/or body makeup, whiskers, cat ears, a mane, etc.. The more cat-like you appear, the easier it will be to roleplay your character.

Racial Advantages: Karma once per event. Furthermore, Ra'Kash are able to purchase the skill Karma up to eight additional times.

Racial Limitations: Extensive costuming requirement.

Vitality: 1

4.0) Races

Half-Ra'Kash: Half-Ra'Kash can be half Ra'Kash and half Human. Half Ra'Kash receive no racial advantages or limitations.

4.6) Warg

"Thunder bashes your name, smashes your name, then you have no name. Then your name is broked."

- Kodee, Warg Poet

Racial Packet: Available

Physical Description: Wargs are a strongly-muscled mongrel race. Legend has it that the twisted mind of the Dark Queen spawned the creation of the Wargs. It is said that by magically crossbreeding captives of many races with Orks, she created the ultimate warrior race: the Wargs were stronger and more obedient than either Orks or Humans, and grew to maturity in a quarter of the time.

Culture: In addition to being muscled warriors, Wargs are almost fearless, able to shrug off even the paralyzing touch of a ghoul. Since they are a magically-created race, most of whom are virtually enslaved in the Queen's army, Wargs have no high culture to speak of. Most live a difficult life, either in the Queen's army or in the outskirts of regular society, hated by many and understood by few. There are, however, growing numbers of Wargs who have escaped the armies and formed small communities of their own.

History: The Wargs were the perfect addition to the Queen's foul armies. Several years after their creation, the Queen added companies of these new warriors to the ranks of her Human and Ork mercenaries; with their added strength, her armies laid waste to all they encountered. Wargs were largely responsible for the near-genocide of the Dwarven race, a crime the Dwarves never let them forget. They are a young race, however, and only the future will tell what will become of them.

Role-playing: For all intents and purposes Wargs are a mongrel race - a magical and unseemly mix of Humans, Orks, Elves, Dwarves, and a few unmentionable creatures. Wargs tend to keep to themselves since many people view them as the amoral creation of the Dark Queen. This attitude has helped make Wargs somewhat bitter and mistrustful.

Language: Wargs speak and write the common tongue, but on occasion have been known to speak Ork as well.

Costuming: It is required that all Wargs wear costuming and prosthetics that make them look like the wretched mongrels people perceive them to be. This costuming includes any combination of the following: warts, elf ears, pig nose, scars, blackened/rotten/yellow teeth, fangs, horns, tusks, yellowish skin, snarled hair, etc.. Remember to look as disgusting as you can. The more vile you look the better you will be able to play this exciting and challenging role.

Racial Advantages: Resist the first Paralyze spell or skill per event.

Racial Limitations: Costuming requirement: must wear at least two of the items mentioned in the costuming section above for Wargs. Cannot possess more than 20 mana.

Vitality: 2

4.0) Races

Half-wargs: Wargs are a magically created mongrel race mixed with all races save Famori. As they are such a young race it is not yet clear whether they can successfully breed with other races.

4.7) Human

*“If ever a curse was placed upon this land,
it is the blight known as humanity...”*

- Triannis Mosswind, Elven Seer

Racial Packet: None Available

Physical Description: Humans are the most populous race in the world. They hail from a diverse set of cultures, lands, and races. They are of every height, color, and build.

Culture: Humans come from all walks of life. They tend to be a communal and social people, although there are always exceptions. They are a highly successful race and have populated the far reaches of the world (see the Setting of the World section of this rulebook).

History: Humans are a relatively young race, though they have spread to every corner of the world. With the rise of the queen, the Humans were divided. Some chose to fight with her, others against her. One cannot tell from looking at a Human which side they are on.

Roleplaying: Just because one is a human playing a human need not limit the complexity of one's roleplaying. Because of the humans' mixed history with regard to the Queen, their complex relationships with the other races, and their highly diverse cultural backgrounds, nearly any kind of character can be played as a human.

Language: Humans speak the common tongue. There are also some regional and cultural dialects.

Costuming: Any. An understanding of your culture (e.g., Barbarian, Nomad, Gypsy; etc.) will guide you in your costuming.

Racial Advantages: None.

Racial Limitations: None.

Vitality: 1

Half-Humans: Humans can interbreed with Dwarves, Elves, and Ra'Kash. Half breed characters are considered human for purposes of assessing racial advantages and limitations.

5.0) Classes

5.1) Character Classes

*Let it be shouted from the highest mountain.
Let it echo through the deepest caves and valleys.
The way of a true ranger is the way of good.*
- Llithanna Willowroot

There are many different professions and ways of life that people pursue in the world of Mythical Journeys. This section describes the classes that can be chosen by players. Others exist in the world, but you will have to discover them in game.

You can choose to be a Cleric, Fighter, Mage, Thief, or Generalist. Choosing the correct line of work is important when starting up your adventuring career. Take the time to thoroughly examine the following pages to determine which character class best suits you and the character you want to play. As you read, do not feel constrained by the class titles. For instance, simply because a class description says "Fighter" need not mean that all you do is fight. Examine the skill lists associated with the class, and select skills to shape yourself into a unique kind of fighter. Perhaps you will take a staff and many Subdues and become a warrior monk; choose faith and the sword and become a questing Paladin. The combinations are endless. Consider giving yourself a flaw. You can be someone who seeks to be a mage, but has no mana yet. Or a would-be fighter who only knows how to wield the staff.

Your imagination and roleplaying play a far greater role in your experience than any of the constraints and rules listed here. Keep that in mind as you create your character as well.

5.2) Cleric

A Cleric is the wise, pious (or not so pious), and devout follower of a deity. Through Faith, Clerics can overcome many obstacles that may stand in the way of their adventuring career. A Cleric is essential before, during, and after a battle and no group should be without one.

Put away any preconceptions for what a "cleric" is like from your previous knowledge. What makes a cleric a cleric at Mythical Journeys is their devotion to a deity, and the faith and powers that the deity bestows upon the cleric in return. Everything else is up to you.

Depending upon the deity you chose to follow, you can specialize as a healer, or a fighter, or a scholar, or even a thief. What sets you apart from everyone else is your faith (which is the power given to you by your deity that allows you to cast spells) and any other powers that are not spell-related. Every party needs a cleric in it, for their grander sense of the universe, and any powers that they may have.

There are more specialized professions a cleric can adopt at Mythical Journeys, but those are for you to discover as you become more devout. On a final note, clerics who have not yet chosen a deity are known as pilgrims. All clerics begin game play as pilgrims and must choose which deity they will follow in game.

Table 1: Cleric Skills

Skill Name	Cost	Prerequisite
<i>Divine</i>		
Create Holy Water	10	One Faith, No Pilgrims
Destroy Undead	10	One Faith
Diagnose	30	Cleric only
Empathic Healing	10	None
Faith	10	None
Fate's Favor	10	None
Lay On Hands	30	Cleric Only
Self Sacrifice	10	Cleric Only
<i>Magical</i>		
Alchemy	20	None
Detect/Attune Magic	N/A	Mages Only
Healing Salve	20	None
Mana (Earth)	20	Non-mages may have only one type
Mana (Fire)	20	Non-mages may have only one type

Table 1: Cleric Skills

Skill Name	Cost	Prerequisite
Mana (Ice)	20	Non-mages may have only one type
Mana (Wind)	20	Non-mages may have only one type
Read Magic	60	Literacy
Scrollcraft (Defensive)	15	Read magic
Scrollcraft (Enchantment)	15	Read magic
Scrollcraft (Offensive)	15	Read magic
Scrollcraft (Spiritual)	15	Read magic
<i>Stealth</i>		
Apply Poison	75	None
Assassinate	N/A	Thief Only, Shortsword or smaller weapon
Avoid Traps	N/A	Thief Only
Backstab	60	Shortsword or smaller weapon, max of 5 purchases
Catch Thrown Weapon	60	Thrown weapon
Escape Artist I	50	None
Escape Artist II	50	None
Escape Artist III	50	None
Lock Picking	40	None
Poison Craft (Blade)	75	Apply poison
Poison Craft (Contact)	75	Apply poison
Poison Craft (Ingestive)	75	Apply poison
Resist Poison	75	None
Set Traps	75	None
Traps I	30	Set Traps
Traps II	50	Set Traps
Traps III	75	Set Traps
Waylay	75	Shortsword or smaller weapon
<i>Weapon</i>		
Archery/Crossbow	30	None

Table 1: Cleric Skills

Skill Name	Cost	Prerequisite
Blowgun	25	None
Claws, Ra'Kash	20	Full Ra'Kash
Dagger	10	None
Hammer	10	None
Net	30	None
One-Hand - Blunt	30	None
One-Hand - Edged	30	None
Pole-Arm/Staff	30	None
Shield	25	None
Thrown Weapon	30	None
Two-Handed Weapon	30	None
<i>Fighting</i>		
Chosen Foe	60	Any weapon
Disarm	40	Any weapon
Florentine I	25	Any weapon
Florentine II	25	Florentine I
Florentine III	40	Florentine II
Parry	N/A	Any weapon
Pierce	30	Archery, crossbow, spear, or blowgun
Shatter	80	Blunt or two-handed weapon
Slay	N/A	Any weapon
Stun	45	Any weapon
Subdue	35	None
Sweep	25	Polearm/staff
<i>General</i>		
Bandage	30	None
Hardiness	40	5 Vitality
Karma	40	None
Literacy	10	None
Quickdeath	5	None

Table 1: Cleric Skills

Skill Name	Cost	Prerequisite
Vitality	10	None
Vitality 11-15	20	must have 10 total vitality
Vitality 16-20	30	must have 15 total vitality
Vitality 21-25	N/A	must have 20 total vitality
Vitality 26	N/A	must have 25 total vitality
<i>Craftsman</i>		
Baker	25	None
Blacksmith	25	None
Brewer	25	None
Carpenter	25	None
Farmer	25	None
Glassblower	25	None
Glassmaker	25	None
Inkmaker	25	None
Jeweler	5	None
Leatherworker	25	None
Lumberjack	25	None
Miner	25	None
Papermaker	25	None
Smelter	25	None
Tanner	25	None
Trapper	25	None
Woodworker	25	None

5.3) Mage

“The only thing more accurate than incoming enemy spells is the fireball from your own mage hitting you in the back.”

-from the MJ Rules of Adventure

A Mage is a master of intellect and manipulator of elemental energies, often called mana. These energies can only be absorbed, stored, and channeled by those trained in the art of magic. Through the use of magic, mages have the ability to control and change the very world we live in.

You can be a mage that specializes in offensive spells (often in combination with some fighting skills) and become known as a "Battle Mage." You may become a mystic, always seeking greater knowledge and deeper understanding. You may even decide to specialize in skills that allow you to combine magic with thievery.

Magic spells can be discovered on ancient scrolls of knowledge that a mage can study so as to learn and imprint the spell in their mind. Mages may appear physically weak, a perception magnified by the fact that they cannot wear armor, but looks can be deceiving. Remember, there is a lot of power in being underestimated.

Mana-based (as opposed to Faith-based) spells may not be cast while wearing armor. Consequently, most traditional mages do not wear armor.

Table 2: Mage Skills

Skill Name	Cost	Prerequisite
<i>Divine</i>		
Create Holy Water	20	One Faith, No Pilgrims
Destroy Undead	30	One Faith
Diagnose	N/A	Cleric only
Empathic Healing	40	None
Faith	20	None
Fate's Favor	40	None
Lay On Hands	N/A	Cleric Only
Self Sacrifice	N/A	Cleric Only
<i>Magical</i>		
Skill Name	Cost	Prerequisite
Alchemy	10	None
Detect/Attune Magic	20	Mages Only

Table 2: Mage Skills

Skill Name	Cost	Prerequisite
Healing Salve	10	None
Mana (Earth)	10	Non-mages may have only one type
Mana (Fire)	10	Non-mages may have only one type
Mana (Ice)	10	Non-mages may have only one type
Mana (Wind)	10	Non-mages may have only one type
Read Magic	20	Literacy
Scrollcraft (Defensive)	5	Read magic
Scrollcraft (Enchantment)	5	Read magic
Scrollcraft (Offensive)	5	Read magic
Scrollcraft (Spiritual)	5	Read magic
<i>Stealth</i>		
Skill Name	Cost	Prerequisite
Apply Poison	75	None
Assassinate	N/A	Thief Only, Shortsword or smaller weapon
Avoid Traps	N/A	Thief Only
Backstab	60	Shortsword or smaller weapon, max of 5 purchases
Catch Thrown Weapon	60	Thrown weapon
Escape Artist I	50	None
Escape Artist II	50	None
Escape Artist III	50	None
Lock Picking	40	None
Poison Craft (Blade)	75	Apply poison
Poison Craft (Contact)	75	Apply poison
Poison Craft (Ingestive)	75	Apply poison
Resist Poison	75	None
Set Traps	75	None
Traps I	30	Set Traps
Traps II	50	Set Traps

Table 2: Mage Skills

Skill Name	Cost	Prerequisite
Traps III	75	Set Traps
Waylay	75	Shortsword or smaller weapon
Weapon		
Archery/Crossbow	30	None
Blowgun	25	None
Claws, Ra'Kash	20	Full Ra'Kash
Dagger	10	None
Hammer	10	None
Net	30	None
One-Hand - Blunt	30	None
One-Hand - Edged	30	None
Pole-Arm/Staff	30	None
Shield	25	None
Thrown Weapon	30	None
Two-Handed Weapon	30	None
Fighting		
Chosen Foe	60	Any weapon
Disarm	40	Any weapon
Florentine I	25	Any weapon
Florentine II	25	Florentine I
Florentine III	40	Florentine II
Parry	N/A	Any weapon
Pierce	30	Archery, crossbow, spear, or blowgun
Shatter	80	Blunt or two-handed weapon
Slay	N/A	Any weapon
Stun	45	Any weapon
Subdue	35	None
Sweep	25	Polearm/staff
General		

Table 2: Mage Skills

Skill Name	Cost	Prerequisite
Bandage	30	None
Hardiness	40	5 Vitality
Karma	40	None
Literacy	10	None
Quickdeath	5	None
Vitality	10	None
Vitality 11-15	N/A	must have 10 total vitality
Vitality 16-20	N/A	must have 15 total vitality
Vitality 21-25	N/A	must have 20 total vitality
Vitality 26	N/A	must have 25 total vitality
<i>Craftsman</i>		
Baker	25	None
Blacksmith	25	None
Brewer	25	None
Carpenter	25	None
Farmer	25	None
Glassblower	25	None
Glassmaker	25	None
Inkmaker	25	None
Jeweler	5	None
Leatherworker	25	None
Lumberjack	25	None
Miner	25	None
Papermaker	25	None
Smelter	25	None
Tanner	25	None
Trapper	25	None
Woodworker	25	None

5.4) Fighter

“There are none quite so devout as the dying.”

- Lord Wyndgate of Thurgos

*“Nothing gets one's spirits up like beating on defenseless monsters and stealing their stuff.
The province of every noble adventurer throughout time...”*

- Kensai Musashi

A Fighter is one who faces battle head-on and delights in the countless cuts, bruises, and aching muscles that come with it. The fighter is the most popular and essential of adventuring professions. Many fighters consider adventure to be a chance to test their strength, courage, and swordsmanship against an endless plague of danger. Fighters are not simply men and women who fight. Some view battle as a sacred duty, some as what they happen to be good at, and some just find it fun.

The class of Fighter can be used as a basis for any number of complex characters. You could become a holy warrior, a fighter with outdoorsy tendencies, like a woodsman, or perhaps one trained in ancient and ritualized fighting, like a Monk. You may encounter novel specialized fighter types in game; if you impress one of these warriors, they may be willing to mentor you in their specific style of fighting.

Specialized fighters receive an extra Vitality when creating their character.

Table 3: Fighter Skills

Skill Name	Cost	Prerequisite
<i>Divine</i>		
Create Holy Water	20	One Faith, No Pilgrims
Destroy Undead	30	One Faith
Diagnose	N/A	Cleric only
Empathic Healing	40	None
Faith	20	None
Fate's Favor	40	None
Lay On Hands	N/A	Cleric Only
Self Sacrifice	N/A	Cleric Only
<i>Magical</i>		
Alchemy	20	None
Detect/Attune Magic	N/A	Mages Only

Table 3: Fighter Skills

Skill Name	Cost	Prerequisite
Healing Salve	20	None
Mana (Earth)	20	Non-mages may have only one type
Mana (Fire)	20	Non-mages may have only one type
Mana (Ice)	20	Non-mages may have only one type
Mana (Wind)	20	Non-mages may have only one type
Read Magic	60	Literacy
Scrollcraft (Defensive)	15	Read magic
Scrollcraft (Enchantment)	15	Read magic
Scrollcraft (Offensive)	15	Read magic
Scrollcraft (Spiritual)	15	Read magic
<i>Stealth</i>		
Apply Poison	75	None
Assassinate	N/A	Thief Only, Shortsword or smaller weapon
Avoid Traps	N/A	Thief Only
Backstab	60	Shortsword or smaller weapon, max of 5 purchases
Catch Thrown Weapon	60	Thrown weapon
Escape Artist I	50	None
Escape Artist II	50	None
Escape Artist III	50	None
Lock Picking	40	None
Poison Craft (Blade)	75	Apply poison
Poison Craft (Contact)	75	Apply poison
Poison Craft (Ingestive)	75	Apply poison
Resist Poison	75	None
Set Traps	75	None
Traps I	30	Set Traps
Traps II	50	Set Traps
Traps III	75	Set Traps

Table 3: Fighter Skills

Skill Name	Cost	Prerequisite
Waylay	75	Shortsword or smaller weapon
<i>Weapon</i>		
Archery/Crossbow	20	None
Blowgun	15	None
Claws, Ra'Kash	20	Full Ra'Kash
Dagger	5	None
Hammer	5	None
Net	20	None
One-Hand - Blunt	15	None
One-Hand - Edged	15	None
Pole-Arm/Staff	20	None
Shield	15	None
Thrown Weapon	10	None
Two-Handed Weapon	20	None
<i>Fighting</i>		
Chosen Foe	30	Any weapon
Disarm	20	Any weapon
Florentine I	15	Any weapon
Florentine II	15	Florentine I
Florentine III	20	Florentine II
Parry	20	Any weapon
Pierce	10	Archery, crossbow, spear, or blowgun
Shatter	40	Blunt or two-handed weapon
Slay	50	Any weapon
Stun	25	Any weapon
Subdue	20	None
Sweep	10	Polearm/staff
<i>General</i>		
Bandage	30	None

Table 3: Fighter Skills

Skill Name	Cost	Prerequisite
Hardiness	40	5 Vitality
Karma	40	None
Literacy	10	None
Quickdeath	5	None
Vitality	10	None
Vitality 11-15	20	must have 10 total vitality
Vitality 16-20	30	must have 15 total vitality
Vitality 21-25	40	must have 20 total vitality
Vitality 26	50	must have 25 total vitality
<i>Craftsman</i>		
Baker	25	None
Blacksmith	25	None
Brewer	25	None
Carpenter	25	None
Farmer	25	None
Glassblower	25	None
Glassmaker	25	None
Inkmaker	25	None
Jeweler	5	None
Leatherworker	25	None
Lumberjack	25	None
Miner	25	None
Papermaker	25	None
Smelter	25	None
Tanner	25	None
Trapper	25	None
Woodworker	25	None

5.5) Thief

"The easy way is always locked or trapped."

- From the MJ Rules of Adventure

A Thief is a master of subtlety and guile who quietly slips his or her way into the ranks of adventurers. From evasion to theft, a thief lives on sheer cunning and craft alone.

Thieves cannot hold their own in honest battle as well as Fighters, delve as deeply into the magical arts as Mages, or attract the favor of the Gods as well as do Clerics, such that one might believe them the weakest of adventurers. This is far from the truth, however, for the Thief's mastery of stealth and surprise can enrich and enlighten them as thoroughly as any other class, and lead them to hidden places where only the bravest dare to plunder.

With the variety of locks and traps sure to be found blocking your way, a thief is essential to any dungeon exploring team.

Table 4: Thief Skills

Skill Name	Cost	Prerequisite
<i>Divine</i>		
Create Holy Water	20	One Faith, No Pilgrims
Destroy Undead	30	One Faith
Diagnose	N/A	Cleric only
Empathic Healing	40	None
Faith	20	None
Fate's Favor	40	None
Lay On Hands	N/A	Cleric Only
Self Sacrifice	N/A	Cleric Only
<i>Magical</i>		
Alchemy	20	None
Detect/Attune Magic	N/A	Mages Only
Healing Salve	20	None
Mana (Earth)	20	Non-mages may have only one type
Mana (Fire)	20	Non-mages may have only one type
Mana (Ice)	20	Non-mages may have only one type
Mana (Wind)	20	Non-mages may have only one type

Table 4: Thief Skills

Skill Name	Cost	Prerequisite
Read Magic	60	Literacy
Scrollcraft (Defensive)	15	Read magic
Scrollcraft (Enchantment)	15	Read magic
Scrollcraft (Offensive)	15	Read magic
Scrollcraft (Spiritual)	15	Read magic
<i>Stealth</i>		
Apply Poison	25	None
Assassinate	50	Thief Only, Shortsword or smaller weapon
Avoid Traps	20	Thief Only
Backstab	30	Shortsword or smaller weapon, max of 5 purchases
Catch Thrown Weapon	20	Thrown weapon
Escape Artist I	30	None
Escape Artist II	30	None
Escape Artist III	30	None
Lock Picking	20	None
Poison Craft (Blade)	25	Apply poison
Poison Craft (Contact)	25	Apply poison
Poison Craft (Ingestive)	25	Apply poison
Resist Poison	25	None
Set Traps	25	None
Traps I	10	Set Traps
Traps II	30	Set Traps
Traps III	50	Set Traps
Waylay	25	Shortsword or smaller weapon
<i>Weapon</i>		
Archery/Crossbow	30	None
Blowgun	25	None
Claws, Ra'Kash	20	Full Ra'Kash

Table 4: Thief Skills

Skill Name	Cost	Prerequisite
Dagger	10	None
Hammer	10	None
Net	30	None
One-Hand - Blunt	30	None
One-Hand - Edged	30	None
Pole-Arm/Staff	30	None
Shield	25	None
Thrown Weapon	30	None
Two-Handed Weapon	30	None
<i>Fighting</i>		
Chosen Foe	60	Any weapon
Disarm	40	Any weapon
Florentine I	25	Any weapon
Florentine II	25	Florentine I
Florentine III	40	Florentine II
Parry	N/A	Any weapon
Pierce	30	Archery, crossbow, spear, or blowgun
Shatter	80	Blunt or two-handed weapon
Slay	N/A	Any weapon
Stun	45	Any weapon
Subdue	35	None
Sweep	25	Polearm/staff
<i>General</i>		
Bandage	30	None
Hardiness	40	5 Vitality
Karma	40	None
Literacy	10	None
Quickdeath	5	None
Vitality	10	None
Vitality 11-15	20	must have 10 total vitality

Table 4: Thief Skills

Skill Name	Cost	Prerequisite
Vitality 16-20	N/A	must have 15 total vitality
Vitality 21-25	N/A	must have 20 total vitality
Vitality 26	N/A	must have 25 total vitality
<i>Craftsman</i>		
Baker	25	None
Blacksmith	25	None
Brewer	25	None
Carpenter	25	None
Farmer	25	None
Glassblower	25	None
Glassmaker	25	None
Inkmaker	25	None
Jeweler	5	None
Leatherworker	25	None
Lumberjack	25	None
Miner	25	None
Papermaker	25	None
Smelter	25	None
Tanner	25	None
Trapper	25	None
Woodworker	25	None

5.6) Generalist

“Never push all of your cannons to one side of the boat.”

- old pirate adage

The Generalist is a jack-of-all-trades, employing a balance of faith, warcraft, sorcery and/or stealth in order to accomplish their goals. While initially it tends to be a difficult class to play, as Generalists lack a specific low-cost skill set, the Generalist character can eventually become one of the most powerful personages in town through the strength of their diversity. Furthermore, in terms of roleplaying, a Generalist character can be very difficult for other characters to pigeonhole, which can come in surprisingly handy.

Table 5: Generalist Skills

Skill Name	Cost	Prerequisite
<i>Divine</i>		
Create Holy Water	15	One Faith, No Pilgrims
Destroy Undead	15	One Faith
Diagnose	N/A	Cleric only
Empathic Healing	20	None
Faith	15	None
Fate's Favor	20	None
Lay On Hands	N/A	Cleric Only
Self Sacrifice	N/A	Cleric Only
<i>Magical</i>		
Alchemy	15	None
Detect/Attune Magic	N/A	Mages Only
Healing Salve	15	None
Mana (Earth)	15	Non-mages may have only one type
Mana (Fire)	15	Non-mages may have only one type
Mana (Ice)	15	Non-mages may have only one type
Mana (Wind)	15	Non-mages may have only one type
Read Magic	35	Literacy
Scrollcraft (Defensive)	10	Read magic
Scrollcraft (Enchantment)	10	Read magic

Table 5: Generalist Skills

Skill Name	Cost	Prerequisite
Scrollcraft (Offensive)	10	Read magic
Scrollcraft (Spiritual)	10	Read magic
<i>Stealth</i>		
Apply Poison	50	None
Assassinate	N/A	Thief Only, Shortsword or smaller weapon
Avoid Traps	N/A	Thief Only
Backstab	40	Shortsword or smaller weapon, max of 5 purchases
Catch Thrown Weapon	40	Thrown weapon
Escape Artist I	40	None
Escape Artist II	40	None
Escape Artist III	40	None
Lock Picking	30	None
Poison Craft (Blade)	50	Apply poison
Poison Craft (Contact)	50	Apply poison
Poison Craft (Ingestive)	50	Apply poison
Resist Poison	50	None
Set Traps	50	None
Traps I	20	Set Traps
Traps II	35	Set Traps
Traps III	60	Set Traps
Waylay	50	Shortsword or smaller weapon
<i>Weapon</i>		
Archery/Crossbow	25	None
Blowgun	20	None
Claws, Ra'Kash	20	Full Ra'Kash
Dagger	10	None
Hammer	10	None
Net	25	None

Table 5: Generalist Skills

Skill Name	Cost	Prerequisite
One-Hand - Blunt	20	None
One-Hand - Edged	20	None
Pole-Arm/Staff	20	None
Shield	20	None
Thrown Weapon	25	None
Two-Handed Weapon	25	None
<i>Fighting</i>		
Chosen Foe	50	Any weapon
Disarm	30	Any weapon
Florentine I	20	Any weapon
Florentine II	20	Florentine I
Florentine III	30	Florentine II
Parry	N/A	Any weapon
Pierce	25	Archery, crossbow, spear, or blowgun
Shatter	60	Blunt or two-handed weapon
Slay	N/A	Any weapon
Stun	35	Any weapon
Subdue	30	None
Sweep	20	Polearm/staff
<i>General</i>		
Bandage	30	None
Hardiness	40	5 Vitality
Karma	40	None
Literacy	10	None
Quickdeath	5	None
Vitality	10	None
Vitality 11-15	20	must have 10 total vitality
Vitality 16-20	30	must have 15 total vitality
Vitality 21-25	40	must have 20 total vitality
Vitality 26	N/A	must have 25 total vitality

Table 5: Generalist Skills

Skill Name	Cost	Prerequisite
<i>Craftsman</i>		
Baker	25	None
Blacksmith	25	None
Brewer	25	None
Carpenter	25	None
Farmer	25	None
Glassblower	25	None
Glassmaker	25	None
Inkmaker	25	None
Jeweler	5	None
Leatherworker	25	None
Lumberjack	25	None
Miner	25	None
Papermaker	25	None
Smelter	25	None
Tanner	25	None
Trapper	25	None
Woodworker	25	None

6.0) Creating your History

6.1) General Information

*“On that day did she swear vengeance on those who would harm the forest,
and the Crimson Claw was born.”*

- Memoirs of a Zealot

Once you have decided what your character's personality is going to be like, you must decide what made your character become that way. What are the events in your past that have shaped and molded you into a hero or villain? Below are a list of questions for you to answer that will help you flesh out your character and develop your history. Once you have written your history, enter it into your online character at least two weeks before your first game so we can do our best to fit you into our world quickly and logically.

Don't be afraid to leave openings and hooks for our plotwriters to play with: a stuttering cleric of Myraak whose face you have never seen, a long-lost sister who was separated from you at birth, or even a map which you seek that leads to something unknown.

Avoid writing noble titles into your history, similarly avoid personal wealth, land ownership, magic items, or other such resources or status. Histories that include these things will certainly be declined; after all, there would be no reason for you to adventure if you already had everything you needed. You can bring heirloom items (e.g. the sword of your great-grandfather), but these will be non-magical items of only normal value, no matter what you write in your history.

When you begin to play always keep in mind a number of things. Set goals for your character over the short and long term. Have your character work toward them. Feel free to transfer your own character and personality traits into your character, but also realize that this is your chance to roleplay an entirely different personality that you may want to experience.

6.2) Questions to Answer

What is your character's name?

Choosing a good character name is important. A well-chosen name that is easy to remember will stick in the minds of others. Cliché names like "Dragontamer," or "Deathbringer" (unless they are merely nicknames), for example, earn you little respect. More likely, people will wonder what kind of heartless parents would name their children so. Read some medieval-themed novels for ideas, or choose a name that has meaning to you from another culture. Or just make one up. It's your name, so be sure it is you, and that you like it.

We strongly recommend that you do not use the name of a well-known character from a book or movie. If you are named Conan, Legolas, or Gandalf, you will always be overshadowed by your namesake.

How old is your character?

You don't have to play someone your own age. You can play someone older, or if you can pull it off, younger. It can be quite a challenge.

Where was your character born?

Are you an Elf from the great Oakhome Forest? A bounty hunter from Draven? A barbarian cleric from the far reaches of the Frozen North? Where you come from helps to shape who you are. A thorough understanding of your home region helps to make your character more believable and more exciting to role-play with. For instance, if you are from the Frozen North, then the hot weather in Freehold will drive you crazy.

Does your character have a family?

What was your family like? Do you have brothers and sisters? Pets? Did your childhood affect who you are today? Was your family poor or commonfolk? Are your parents still alive? Do you get along with your family? Do you miss them, search for them? What are/were their names?

If you had to describe your character with five adjectives what would they be?

Cruel? Kind? Peaceful? Friendly? Forgiving? Merciless?

What are your character's beliefs?

If you have not already done so, take a look at the Faith and Deities section in this rulebook. What deity does your hero hold faith in? Do you lean more toward one or even none? Is your character lawful? Does he or she have a strict code that they must follow, or are they more free with their decisions?

What is your character's moral code?

When will your hero steal, cheat, or lie? What does it take to make you kill something? Are you capable of killing at all? Would you leave someone behind to save your own skin? What lengths will your character go to to defend their beliefs?

What is it that your character loves?

Does your character love being outside? Being alone? Being with others? Reading dusty books? Dwarven ale? Creating the perfect end to every battle? A clever phrase? Money? Carnage? Someone else?

Who is the most important person in your character's life?

Your father? Mother? Best friend? What is that person's name, and why were they important to you?

What does your character hate?

Trail Rations? Snooty Elves? Nethermancers who raise the dead? Guards that ask prying questions? Slow service from the tavern? Laws? People who mess with the forest? Your family? Yourself? Gamemasters who ask too many questions?

What is your character's weakness?

Beautiful artwork? Are you unable to resist a bribe? Chocolate? Gold? Gems? Do you always give in? Are you incapable of lying? Incapable of telling the truth?

What is your character's worst fear?

Are you afraid of being alone? Spiders? Crowds?

What makes your character happy?

Sunny days? Long walks alone? A warm fire to tell tales by in the tavern?

What is your character's idea of a good night of entertainment?

Socializing in the tavern? Dancing or singing? Hosting a party?

What did your character do before they arrived?

Who taught the character his or her beliefs? Who trained your character? What is your character's relationship with their teacher? Or, are you seeking a teacher? What was your profession previously and why did you leave it?

Why did your character leave to come to this new land?

Most people in Freehold are not from Freehold. This means they left somewhere. Knowing why you left is probably one of the most important things you will decide about your character. Did you have a falling out with your family? Are you searching for your

family or a lost love? Do you seek wealth? Are you running from a previous action you are ashamed of? Shame is a great motivator. Revenge? Tracking down someone who stole something from you? Are you being tracked, or are you on the lam? How about starting off with amnesia and wandering into Freehold by mistake?

Does your character have unusual habits, or quirks?

What are they? Why do you have them? How do others react to them? Phobias? Think of a physical attribute that might be different, or a way of speech. Again, what many might consider to be flaws actually help define who a person is. Consider them endearing and choose a few.

Create an Non-Playing Character

Though not essential, you could create a description of somebody your character has very strong feelings about. Perhaps an enemy, a long lost friend, a family member, etc. How would you recognize this character if you were to see them? It's best to specify a style of clothing, a tattoo, a facial marking, a speech mannerism (e.g. a stutter) rather than their actual appearance. If you have a 7' purple-haired character in your history, we can't bring that character into the game until we find a cast member who is 7' tall and purple-haired. If the person always wears a yellow turban, we can always find someone to play them.

Death and destruction

Many characters became adventurers when their families or towns were destroyed by undead, orcs, the Queen's Army, or some other enemy. It's cliché, but not unreasonable. You may wish to explain why they did not come back from Fate, or at least note that they did not. Perhaps their spirits were taken to create undead, or they were killed by the Queen's Doomguard or Bloodguard, who can destroy a spirit with a single strike of the sword or with a single spell.

If you want to be from a destroyed city and not just a small town, there are two good candidates. Two cities that were recently destroyed are Draven and Ironwood. Draven (just to the west of the Freelands, outside the mountains) was consumed by the darkness of Shadow in the year 258, with no one able to enter or leave. None of its inhabitants were ever seen again. Ironwood, an Imperial Elven city just to the east of Oakholme, was leveled by the Queen's Army in a lightning strike in the year 260. There is still an army of Ironwood, but their homes and families were destroyed.

6.3) Character Creation and History Example: Dakima al-Milal

Dakima al-Milal was a warrior born. From the day she turned thirteen and took the oath of the sha'dreen, defenders of the caravans, her heart had never strayed from its singular ambition.

During the dry season, when the caravans gathered at El'Idur, when stories were traded and accounts settled, the greatest of the sha'dreen were always honored by the Sultan, and their names inscribed in the great epic. The greatest of all were called to serve the Sultan, to take their place among the mightiest of the kingdom, to travel to foreign lands in his name, to defend his glory with their lives. It was a lofty goal for any warrior, but all the more so for an elf; Dakima's slight build and short stature did not cut an imposing figure on first meeting. But what she lacked in bulk, she made up for in finesse; through fierce devotion she learned the art of war. Tactics, precision, anticipating her foe's actions before striking the killing blow - these were her weapons. Furthermore, as the duties of a sha'dreen included discipline within the caravan as well as defense, her skill at disarming an opponent without bringing them to harm had earned her the particular respect of her trainers and peers.

The great caravan moved slowly through the Sandridden Plains; Dakima walked alongside, watching eastward. The dust cloud in the distance portended no good. By twilight there was no escape. The raiders of Sheikh Menghis al-Soldin were swift of sword and overwhelming in number. Every vase of spices, every bolt of fine cloth, every wagon, camel, and ingot of iron was taken by the Sheikh's warriors, and the merchants and defenders of the caravan lost the water of their bodies to the empty desert. All save Dakima. The young sha'dreen awoke in chains, the ministrations of al-Soldin's healers having restored her dying body to consciousness.

Days later, her captors' intentions became clear. The old sorcerer who approached her as she lay chained knew nothing of the elf-kin, that much was clear. On and on he droned, asking her to parley with another caravan spotted in the distance; make them believe that this caravan was still in the hands of its rightful owners, on her honor as sha'dreen to invite those of the new caravan to share tea, bringing no weapons as is the way of the caravans. As a personal favor to me, the old man cajoled. Dakima felt the predictable tug of love for the old man, but it quickly dissolved within the complexities of her fae-born intellect. She smiled sweetly. Of course, grandfather. It would be my pleasure. The old man's ignorance would buy her freedom.

Dakima approached the new caravan, bearing the token of the courier. Breathlessly, she told the sha'dreen who walked to meet her of al-Soldin's treachery and the trap that awaited them in his tea-tent. Thus there was no parley, and no tea was shared; further, as neither had clear advantage in honest battle, the Yellow Caravan of al-Fitun and the stolen caravan of al-Soldin's raiders went their separate ways, for battles in the desert under Korem's light must above all be short and decisive. Thus Dakima saved the Yellow Caravan from the treachery of al-Soldin.

The merchants of al-Fitun were grateful, but the laws of the desert are harsh. It is not for the sha'dreen to live after the caravan they defend has been lost; it is a coward's act, to

remain alive. Dakima's name was taken from her; she was ritually denied water, salt, and oil. She who had been Dakima lived among those of the Yellow Caravan as servant without rank until the great train arrived in the distant land of Nyr. The ways of these people were strange, indeed, but better an exile than one nameless. Perhaps, even, she could someday earn back the wealth of the caravan, compensate the emir to whom she was sworn for its loss, and regain her name and rank. Or perhaps a new life in this foreign land would have to do. It was not difficult to steal back her weapons and some scraps of armor. Dakima set out alone at nightfall from Nyr, following the north star.

Dakima turned in a character history and thus starts as a 110-point character. Race: elven. Class: fighter. Skills: Resist slumber/charm 1x/event (racial), +1 vitality (specialized fighter), 1H weapon (15), dagger (5), florentine I (15), Slay (50), Disarm (20), Quickdeath x1 (5). Armor: leather jerkin (1 point) and plate leg greaves (3 points). Total (armor and Vitality): four armor points and two vitality.

As Dakima progresses, more vitality is an obvious priority, as are more fighting skills. Alternatively, another good skill set to start Dakima off with would be to exchange the Slay for a second Disarm and three more Vitality (total of five, plus armor).

6.4) Character Creation and History Example: Forghun Stone-singer

Forghun Stonesinger grew up in the village of Quilaan amidst the ruins of the Fireforge. A bard and storyteller among his people, heir to a long line of the khuz griot who preserve and maintain the oral history of the Dwarf-kin of Quilaan, he was born to a prominent family that traced its ancestry back to the priests and historians of Kilnjen, in the days Before. As the eldest child of the eldest child of the eldest child of his line, he was given at his coming of age a small stone, a piece of the inner wall of lost Kilnjen, which he wore on a chain about his neck. It has long been said within his family that the bearer of the stone is favored of the Gods to become great among his people.

The Kilnstone fostered in Forghun a brief interest in gems and jewelry, but this interest faded quickly as he began to learn the great stories. For year after year, Forghun listened to the words of the elder khuz griot, pored over the few remaining scrolls of the ancient histories, and studied what remained of the legendary Dwarven earth-lore. Adept at both earth magic and scrollcraft, the young apprentice earned a reputation worthy of his family's expectations. However, though his mentors were wise and competent enough, it eventually became painfully clear to Forghun that much of what was once known had been lost, and this pained him greatly.

One day, Forghun's life changed irrevocably, as he began the Fourth Book of the epic Ehak Kilnjen. For there once was a time in which the wizard-philosopher Greenstone had spoken to the living rock and learned of the upcoming time of great sadness. As conflicts with the dark forces of the North became more frequent and more pressing, Forghun read, Greenstone had gone on a great journey, taking with him copies of the dwarf-lore to the Famori Citadel of Knowledge in Arcadia. There had been much anger and dissension among the lords of Kilnjen, to be sure, but such was the greatness of Greenstone that none dared deny him, and he left, never to return.

Had the great philosopher ever reached Arcadia? Arcadia was fallen, too, certainly, but perhaps would not be as inaccessible as entombed Kilnjen. Perhaps the tomes of ancient knowledge lay in safety in Arcadia, awaiting one such as he, who spoke and read the Language of the Stone and the elder tongues in which the earth-lore was written. Or perhaps they were scattered among the southern lands. Forghun read on until the Fourth Book was ended, and then closed it, resolved to his decision. He would seek this lore, track it down where ever it might now be, restore his people to their ancient greatness.

Weeks later, Forghun's traveling companions bade him farewell, turned back and departed for home, leaving the young khuz griot alone at the doors of the Arcanum in the strange foreign land of Dumar. It took nearly all of Forghun's remaining coin to pry the information he needed from the students of the ancient college, as they talked and gossiped in the surrounding taverns. Freehold, they had said, cautiously and under their breath. Go to Freehold. So he would. It was not far. But what to do once he arrived was another matter entirely.

Forghun turned in a character history and thus is also a 110-point character at start. Race: dwarven. Class: mage (Earth). Skills: blacksmith (racial), literacy (10), read magic (20),

6.0) Creating your History

scrollcraft (defensive) x3 (15), Earth mana x5 (50), war hammer (10), jeweler x1 (5).
Battle scroll known: Ironhide (3). Spells known: Light, Earth Bolt, State of Stone, Magic
Stones, Snare. Armor: none. Total (armor and Vitality): two Vitality (racial).

7.0) Skill Descriptions

7.1) The Skills

The following pages list all skills that are currently available to starting players, in alphabetical order. Some skills can be used as often as desired; others can be used only once per purchase of the skill per weekend (see the skill listings for details). Skills do not carry over from weekend to weekend; if you do not use up your skills at any given event, you will not be able to use the unused skills at the next event. Using a skill more times than you have purchased it constitutes cheating.

Skills can not normally be replenished, so use them wisely. Once you have used a non-unlimited skill it is lost until the next event. There are a few ways in game to replenish your skills, including potions, spells and other secrets that you will have to discover in your adventures. Do not count on them, for they are not always reliable.

Mythical Journeys also includes many skills not covered in this book; these hidden skills must be discovered in game. This is one of the things that help make your experiences unique and fun. We encourage players to explore the game from the inside.

SKILL NAME

Cat	This is the category the skill is found in. The six categories are: Divine, Fighting, General, Magical, Stealth, and Weapon skills.
Cost	This is the cost of the skill, broken down by character class (Cleric/Fighter/Mage/Thief/Generalist). Note that some skills may increase or decrease in cost as you purchase higher levels of ability in those skills.
Use	This lets you know how many times you are allowed to use the skill legally. Unlimited Use skills may be used as often as you wish. Multiple Purchase skills may be used once per weekend for each time you purchase them. Single Use skills may only be used once per weekend.
Preq	Prerequisites - What other skills you may be required to know before you can learn or use this skill.
Description	This is the description of the skill with its effects and role-playing tips.
Notes	Rules of Note, this is where information is on how the skill interacts with the game and with other skills. This is here to make it easier for you cross-reference how to cure, block, or otherwise respond to the use of certain skills by others.

7.2) A - B

ALCHEMY

Cat	Magical Skill
Cost	C20/F20/M10/T20/G15
Use	Multiple Purchase
Preq	None
Description	Alchemy is the art of creating magical potions, oils, and other elixirs from certain natural and supernatural components that must be sought in game. For each purchase of the Alchemy skill you receive one Alchemy point. Alchemy points can be spent to enable the memorization of specific alchemical recipes and the knowledge necessary to produce particular potions. An alchemist may create as many potions as they can find components for, provided that they know the appropriate recipes.
Notes	See the Alchemy section of this rulebook for more detailed information.

APPLY POISON

Cat	Stealth Skill
Cost	C75/F75/M75/T25/G50
Use	Unlimited Use
Preq	None
Description	This skill allows you to safely apply contact poison (represented by petroleum jelly), blade poison, or venoms. If you try to apply poison without this skill, you will always accidentally poison yourself.
Notes	You do not need this skill to apply ingestive poison (peanut M&Ms). You do not need this skill to wield a weapon which has been poisoned, but you do need this skill to poison a weapon. See the Poison section of this rulebook for examples of some types of poisons.

ARCHERY

Cat	Weapon Skill
Cost	C30/F20/M30/T30/G25
Use	Unlimited Use
Preq	None
Description	Permits use of a bow or crossbow. Real bows (maximum 25 lb. draw) may be used with the approval of Mythical Journeys. All missiles (arrows and bolts) must be manufactured to Mythical Journeys designs and specifications. Bows may not be used as melee weapons under any circumstances. When firing into combat, only a half-draw on the bow is allowed. Over-drawing is never allowed.
Notes	No bow may exceed a 25lb. draw weight and bows should never be over-drawn.

ASSASSINATE

Cat	Stealth Skill
Cost	Cna/Fna/Mna/T50/Gna
Use	Multiple Purchase
Preq	Thief only, Shortsword or smaller weapon.
Description	This skill represents the ability to kill a victim with one well-placed blow. This attack can be made from any direction, but it must be completely by surprise. Individuals killed by this skill are considered to be dead and quickdeathed (cf. Quickdeath skill).
Notes	The victim must not see the weapon. The weapon must be no larger than a short sword. The blow must hit the victim's torso (front or back). You may not be running when you use this skill. The clerical skill Lay On Hands will not revive a victim of Assassination, nor will healing spells, potions, or bandage.

AVOID TRAP

Cat	Stealth Skill
Cost	Cna/Fna/Mna/T20/Gna
Use	Multiple Purchase
Preq	Thief only
Description	The skill grants the ability to avoid the consequences of one trap that has been triggered. If you should trigger a trap, immediately say "Avoid Trap" and you will suffer no damage or other consequences from it. This skill does not protect any bystanders from the effects of the trap.
Notes	Anyone can try to not trigger a trap; this skill allows you to avoid suffering the effects of a trap once it has been triggered. Anyone may attempt to disarm a trap.

BACKSTAB

Cat	Stealth Skill
Cost	C60/F60/M60/T30/G40
Use	Unlimited Use
Preq	Weapon Skill
Description	This skill allows the user to do increased damage when stabbing a victim in the back. Each time the skill is purchased your backstab damage is increased by one. That is, if you have purchased the skill twice, you can backstab for three points of damage per hit. You may backstab as often as you like during an event as long as each attack is by surprise. To use this attack, call out "Backstab ."
Notes	A backstab attack must be made from behind your victim with an edged weapon of shortsword length or smaller. The attack must be by surprise. A backstab can not be blocked by a Parry.

BAKER

Cat	General Skill
Cost	C25/F25/M25/T25/G25
Use	Unlimited Use
Preq	No more than one other Crafting skill
Description	<p>You are a skilled baker or cook. Anyone can bring food to the game, but you can make food that has special effects. To use this skill, you must bring food items which are individually wrapped, and MJ will provide labels for them. You may not feed food to unconscious people.</p> <p>IMPORTANT OUT-OF-GAME NOTE - it is up to you to decide whether the food you are being offered by other players is safe for you, and whether it contains anything you might be allergic to. When in doubt, ask. MJ will not check the food brought by players. If you do not wish to eat the item in question for out-of-game reasons, you can take the label off the food and you will be considered to have eaten the item. (The item will not affect anyone else after that.)</p>
Notes	For more information on Crafting skills, see the Crafting skill section of the rule-book.

BANDAGE

Cat	General Skill
Cost	C30/F30/M30/T30/G30
Use	Unlimited Use
Preq	None
Description	When you begin applying this skill to an individual who has been knocked to zero vitality or below, you immediately stop them from slipping into death. After five minutes of bandaging, this skill brings the victim up to one vitality. It has no other healing effects. If the character doing the bandaging is of the cleric class, then bandaging only requires one minute.
Notes	You must use in-game bandages and the bandages must remain until the end of the event or until the character is healed by magical means. Bandaging will not awaken a character that has been waylaid (see Waylay skill).

BLACKSMITH

Cat	General Skill
Cost	C25/F25/M25/T25/G25
Use	Unlimited Use
Preq	No more than one other Crafting skill
Description	You may make metal armor and weapons. Items may be created only between games. You may also repair metal armor and weapons, spending 5 minutes per armor point repaired or 10 minutes per weapon. Blacksmithing must be done at a forge.
Notes	For more information on Crafting skills, see the Crafting skill section of the rulebook.

BLOWGUN

Cat	Weapon Skill
Cost	C25/F15/M25/T25/G20
Use	Unlimited Use
Preq	None
Description	This skill allows use of a blowgun. This weapon may not be used in close combat or while running.
Notes	Darts must be made entirely of foam, and your blowgun must be approved as safe by Mythical Journeys.

BREWER

Cat	General Skill
Cost	C25/F25/M25/T25/G25
Use	Unlimited Use
Preq	No more than one other Crafting skill
Description	<p>You can make wine and ale. You are responsible for supplying the bottles and their contents.</p> <p>IMPORTANT OUT-OF-GAME NOTE - it is up to you to decide whether the drinks you are being offered by other players are safe for you, and whether they contain anything you might be allergic to. When in doubt, ask. MJ will not check the drinks brought by players.</p>
Notes	For more information on Crafting skills, see the Crafting skill section of the rulebook.

7.3) C - D

CARPENTER

Cat	General Skill
Cost	C25/F25/M25/T25/G25
Use	Unlimited Use
Preq	No more than one other Crafting skill
Description	You have learned to extract the very core of the Ironwood, the most useful part. For each piece of raw Ironwood you use, you can produce two useful pieces of wood.
Notes	For more information on Crafting skills, see the Crafting skill section of the rulebook.

CATCH THROWN WEAPON

Cat	Stealth Skill
Cost	C60/F60/M60/T20/G40
Use	Unlimited Use
Preq	Thrown Weapon
Description	This skill enables a character to catch any thrown weapon without taking damage from it. Thrown weapons may be caught or swatted aside with the hands and may not contact any other part of the body. If any other part of the body is contacted then the character takes damage as normal.
Notes	This skill does not permit the catching of arrows or crossbow bolts.

CLAWS, RA'KASH

Cat	Weapon Skill
Cost	C20/F20/M20/T20/G20
Use	Unlimited Use
Preq	Must be full Ra'Kash
Description	This skill represents the skilled claw fighting techniques used by the Ra'Kash.
Notes	Ra'Kash claws must have no pipe or hard objects within them. As with all weapons, they must be safety approved. The Ra'Kash will take one point of damage each time a claw is struck by a weapon (these are not defensive weapons).

CHOSEN FOE

Cat	Fighting Skill
Cost	C60/F30/M60/T60/G50
Use	Unlimited Use
Preq	Weapon Skill
Description	This skill grants the character unlimited Parry skills versus one specified non-player race. This skill can only be used when battling that particular foe. You can only have one chosen foe in your character's lifetime and it may not be changed.
Notes	See the description of the Parry skill for complete details (especially note that you must have a weapon in your hand to use this skill). Your chosen foe must be a non-player race. Dark Elves are considered elves for purposes of this skill, and as such cannot be your chosen foe. Only skills that may be 'Parried' are affected by this skill.

CREATE HOLY WATER

Cat	Divine Skill
Cost	C10/F20/M20/T20/G15
Use	Multiple Purchase
Preq	One Faith
Description	This skill enables creation of one vial of holy water per event per time purchased. To create holy water, you must turn in one new, clean vial at the end of game for each vial of holy water you wish to make. You will be given vials of holy water at that time. Holy water comes in vials, and is represented by a white spell packet which can be thrown. Holy water can affect certain creatures and undead, but you will have to experiment in game to find out what. You may give vials of holy water to others and they may also be stolen.
Notes	Holy water packets must be kept in their vials (black film canisters) until used. These canisters are marked "good," "neutral," or "evil" based on the deity whose name they were blessed in. You may not use this skill if you are in the 'Pilgrim' stage of being a cleric (you must have a declared deity to use this skill).

DAGGER

Cat	Weapon Skill
Cost	C10/F05/M10/T10/G10
Use	Unlimited Use
Preq	None
Description	This skill allows for the use of an edged weapon of dagger size or shorter.

DESTROY UNDEAD

Cat	Divine Skill
Cost	C10/F30/M30/T30/G15
Use	Multiple Purchase
Preq	One Faith
Description	<p>This skill enables a character to invoke the name of their deity in order to destroy undead creatures. The character must possess a holy symbol of their deity, and display it boldly and forcefully without any hint of doubt, in order to invoke the desired effect. Each purchase of this skill enables one instance of destroying undead per event and, additionally, increases the power level of each invocation. For example, three purchases of this skill would enable a cleric to Destroy Undead three times, each at Power Level 3. There are three things that must be called forth boldly in the incantation in order for the skill to work</p> <ol style="list-style-type: none"> 1. Your deity must be called upon by name 2. The skill itself (Destroy Undead) 3. The power level of the skill <p>Then a packet must be thrown and must hit the target creature. Example - "By Korem's Might I Destroy Undead, Power Level 2."</p>
Notes	Clerics of Damryn may call upon another deity to maintain their guise. Shields can be painted to effectively bear a holy symbol.

DETECT/ATTUNE MAGIC

Cat	Magical Skill
Cost	Cna/Fna/M20/Tna/Gna
Use	Multiple Purchase
Preq	Mage only
Description	<p>This skill allows a specialized mage to delve into the enchantment and magic contained in the many items that you will find in Mythical Journeys. Each time you purchase this skill you can do one of two things.</p> <ol style="list-style-type: none"> 1. You may examine all items in your possession to determine if they hold magical properties 2. You may choose to detect and attune a single item in your possession that you believe (or know) may be magical to yourself or another person with one use of this skill. If item turns out not to be magic this skill is wasted.
Notes	All items you find at Mythical Journeys must be detected and attuned between events before their powers can be used. Note, you must turn in all items being 'examined' at check-out (be sure to fill out the 'magic item detection form.') If you have enough 'Detect Magic' you may detect and attune to yourself or others for each purchase of the skill.

DIAGNOSE

Cat	Divine Skill
Cost	C30/Fna/Mna/Tna/Gna
Use	Unlimited Use
Preq	Cleric only
Description	<p>This skill allows a cleric to determine the general nature of a person's ailments, including physical damage, waylay, disease, poison, paralysis and any combination thereof. They will also be able to determine roughly how close the person is to dying from their affliction. This skill will not allow the cleric to detect magical effects that do not fall under the specified categories (for example, Charm). Responses to Diagnose should be short and to the point.</p> <p>Examples</p> <ol style="list-style-type: none"> 1. "Diagnose." "Poison and Damage, 30 seconds to live." 2. "Diagnose." "Damage and Paralysis, about two minutes to live."
Notes	None

DISARM

Cat	Fighting Skill
Cost	C40/F20/M40/T40/G30
Use	Multiple Purchase
Preq	Weapon Skill
Description	<p>This skill grants the ability to gracefully (or brutally) remove your opponent's weapon from their hand. Once the skill is called you must strike your opponent's weapon with your own, at which time your opponent must carefully toss that weapon at least ten feet from the combat area (they may NOT simply drop the weapon). Only weapons (not shields or spell packets) can be Disarmed using this skill.</p>
Notes	<p>Parry will negate this skill. Two-handed weapons can not be Disarmed using this skill.</p>

7.4) E - H**EMPATHIC HEALING**

Cat	Divine Skill
Cost	C10/F40/M40/T40/G20
Use	Unlimited Use
Preq	None
Description	This skill grants the ability to transfer one of your own Vitality to someone who is injured. The exchanged point may be restored by a healing potion or by spell.
Notes	You may not give your last Vitality. You may not give more vitality than you physically have. Magically created Vitality that goes above your regular Vitality may not be exchanged.

ESCAPE ARTIST I

Cat	Stealth Skill
Cost	C50/F50/M50/T30/G40
Use	Multiple Purchase
Preq	None
Description	This skill allows the character to escape any one binding of ropes or other similar bonds, once per purchase of the skill.
Notes	None

ESCAPE ARTIST II

Cat	Stealth Skill
Cost	C50/F50/M50/T30/G40
Use	Multiple Purchase
Preq	None
Description	This skill allows for the character to escape any one binding of shackles, Ball and chain, or other metallic bonds of this nature, once per purchase of the skill.
Notes	None

ESCAPE ARTIST III

Cat	Stealth Skill
Cost	C50/F50/M50/T30/G40
Use	Multiple Purchase
Preq	None
Description	This skill allows for the character to escape cages, jail cells, stocks or other such similar confinement, once per purchase of the skill.
Notes	None

FAITH

Cat	Divine Skill
Cost	C10/F20/M20/T20/G15
Use	Multiple Purchase
Preq	None
Description	This skill represents the amount of power the cleric derives from faith in their god and the divine gifts bestowed upon them. Faith is what a cleric uses to cast clerical spells.
Notes	Characters may wear armor while casting faith-based spells. A character may have faith in only one deity. However, you may have faith even if you have not yet chosen a diety. See the Faith and Deities section for more detailed information.

FARMER

Cat	General Skill
Cost	C25/F25/M25/T25/G25
Use	Single Use
Preq	No more than one other Crafting skill
Skill Description	You grow crops, of various types. Each game you begin with four bushels of produce, which may be used in a number of ways. Produce does not need to be refined to be used.
Notes	For more information on Crafting skills, see the Crafting skill section of the rule-book.

FATE'S FAVOR

Cat	Divine Skill
Cost	C10/F40/M40/T40/G20
Use	Multiple Purchase
Preq	None
Description	This skill allows the cleric to bestow a final rite on the body of a character that has just died, which will cause Fate to treat the deceased character in a more beneficial manner. A deceased character who has received Fate's Favor must inform Fate of this when they enter his realm.
Notes	This rite must be performed on a dead body, not on a spirit.

FLORENTINE I

Cat	Fighting Skill
Cost	C25/F15/M25/T25/G20
Use	Unlimited Use
Preq	Weapon Skill
Description	This skill enables the use of two weapons simultaneously. One of the weapons may be the size of a long sword (or shorter); the other can not be larger than a dagger.
Notes	The maximum length of a long sword is 48 inches. The maximum length of a dagger is 14 inches.

FLORENTINE II

Cat	Fighting Skill
Cost	C25/F15/M25/T25/G20
Use	Unlimited Use
Preq	Florentine I and Weapon Skill
Description	This skill enables the use of two weapons simultaneously. One of the weapons may be the size of a long sword; the other may be no longer than a short sword.
Notes	The maximum length of a long sword is 48 inches. The maximum length of a short sword is 30 inches.

FLORENTINE III

Cat	Fighting Skill
Cost	C40/F20/M40/T40/G30
Use	Unlimited Use
Preq	Florentine II and Weapon Skill
Description	This skill enables the use of two weapons simultaneously. Both weapons may be the size of a long sword.
Notes	The maximum length of a long sword is 48 inches.

GLASSBLOWER

Cat	General Skill
Cost	C25/F25/M25/T25/G25
Use	Unlimited Use
Preq	No more than one other Crafting skill
Description	You may use pieces of glass to make high quality vials, suitable for bottling potions, oils, powders, poisons, and holy water. These vials may be used once. (Trust us, you don't want to get poison in your holy water, and mixing potions... well, it's just not a good idea.) You may also melt down vials to make new ones, although some glass is lost in the process. You can also make larger bottles, such as wine bottles.
Notes	For more information on Crafting skills, see the Crafting skill section of the rule-book.

GLASSMAKER

Cat	General Skill
Cost	C25/F25/M25/T25/G25
Use	Single Use
Preq	No more than one other Crafting skill
Skill Description	Any player can look for pieces of raw glass, fused from sand by lightning or other great forces. A glassmaker doesn't need to look; simply by sifting out the best sand and heating it, the glassmaker produces pieces of glass, ready to be used by a glass-blower. The glassmaker starts each game with four pieces of glass.
Notes	For more information on Crafting skills, see the Crafting skill section of the rule-book.

HAMMER

Cat	Weapon Skill
Cost	C10/F05/M10/T10/G10
Use	Unlimited Use
Preq	None
Description	This skill enables the holder to use a blunt weapon of dagger size or smaller.
Notes	The maximum size for this weapon is 14 inches. To use a larger hammer requires the appropriate One-Handed Weapon skill.

HARDINESS

Cat	General Skill
Cost	C40/F40/M40/T40/G40
Use	Single Use
Preq	5 Vitality
Description	This skill allows the character to resist the first Waylay or Subdue attack received per event. This skill also prevents the damage normally received from either of these two attacks.
Notes	This skill may be purchased only once. You must use it on the first attack of this type that hits you.

HEALING SALVE

Cat	Magical Skill
Cost	C20/F20/M10/T20/G15
Use	Unlimited Use
Preq	None
Description	This skill allows the creation of non-magical healing salves. Upon purchasing this skill you will receive a secret recipe which will tell you the ingredients needed to make a single dose of healing salve. This dose will heal three Vitality of damage. At the end of the event you may turn in as many of the required components you have gathered to Alchemical checkout, plus an equal number of new, clean vials. You will receive an appropriate number of Healing Salves.
Notes	Healing Salves will cure a Maimed limb. This skill is not considered Alchemy.

7.5) I - N

INKMAKER

Cat	General Skill
Cost	C25/F25/M25/T25/G25
Use	Unlimited Use
Preq	No more than one other Crafting skill
Description	You may make high quality ink, suitable for making battle scrolls and possibly other magical purposes.
Notes	For more information on Crafting skills, see the Crafting skill section of the rule-book.

JEWELER

Cat	General Skill
Cost	C05/F05/M05/T05/G05
Use	Unlimited Use
Preq	None
Description	This skill allows you to determine the value of jewelry and other items. These items are marked with letters of the alphabet encoding their values. By adding up the corresponding letter values, you can calculate the worth of the item. This skill gives you the ability to know what each of the letters represents. Also, this skill will give you information about the general value of some other items. This information should not be shared with other players.
Notes	Each time this skill is taken you will receive the value code of a new letter.

KARMA

Cat	General Skill
Cost	C40/F40/M40/T40/G40
Use	Single Use
Preq	None
Description	This skill gives the character the ability to avoid slipping into death after the standard ten minutes. After the character has been unconscious for ten minutes, they will awake in a weakened state, but a live none-the-less.
Notes	This skill may only be purchased once, except by Ra'Kash who may purchase it up to eight times. This skill does not stop a Quickdeath, Poison, or any other fatal effect. It only prevents bleeding to death after normal injuries and will not revive you after being QuickDeathed, Assassinated, or Deathed.

LAY ON HANDS

Cat	Divine Skill
Cost	C30/Fna/Mna/Tna/Gna
Use	Once per event
Preq	Cleric only
Description	<p>This skill allows the cleric to fully heal one person a weekend. The cleric must lay their hands on the character (only with permission, otherwise a spell packet should be used but not thrown) then the cleric must call forth in the name of their deity for the healing power. A player may use this skill once per weekend.</p> <p>“Through the power of (insert deity name here) I restore your Vitality to full.”</p> <p>Pilgrims should insert (my faith) instead of a deity’s name.</p>
Notes	Clerics of Damryn may call forth a different deity name. This skill will heal all Maims or Stuns.

LEATHERWORKER

Cat	General Skill
Cost	C25/F25/M25/T25/G25
Use	Unlimited Use
Preq	No more than one other Crafting skill
Description	<p>You may make leather armor, and possibly other leather items. Items may be created only between games. You may also repair leather armor, spending 5 minutes per armor point repaired.</p>
Notes	For more information on Crafting skills, see the Crafting skill section of the rule-book.

LITERACY

Cat	General Skill
Cost	C10/F10/M10/T10/G10
Use	Unlimited Use
Preq	None
Description	<p>This skill enables you to read and write the common language. Additional languages beyond this may be learned in game.</p>
Notes	<p>If you do not have this skill, it does not mean your character is stupid; it merely means that you can not read or write.</p>

LOCKPICKING

Cat	Stealth Skill
Cost	C40/F40/M40/T20/G30
Use	Unlimited Use
Preq	None
Description	This skill gives the character the ability to attempt to pick "in game" locks. Locks at MJ are represented by real locks that must be either opened with a key or by with lock picks. In order to attempt to pick a lock you must have the Lockpicking Skill. All locks in MJ need only a well-placed paperclip with the proper curves to bypass them. Locks that are considered in game are secured on the door with eyehook screws. These eyelets cannot be removed, nor can locks be stolen since they represent a keyhole in a door. Locks may not be smashed off using force (otherwise thieves wouldn't need to pick locks).
Notes	Players must supply their own paperclips and may not use professional lockpicking tools. A Pry spell will not open a regular lock. All locks that are legal to pick will have the Mythical Journeys symbol on them. All other locks are not to be picked and are there for out-of-game reasons.

LUMBERJACK

Cat	General Skill
Cost	C25/F25/M25/T25/G25
Use	Single Use
Preq	No more than one other Crafting skill
Description	Any player can try to find useful pieces of Ironwood, a special wood that is strong enough to hold up as a weapon or shield against metal weapons, and which burns hot enough to work iron into steel. A lumberjack knows how to find and cut Ironwood, and will start each game with four pieces of the valuable wood.
Notes	For more information on Crafting skills, see the Crafting skill section of the rulebook.

MANA

Cat	Magical Skill
Cost	C20/F20/M10/T20/G15
Use	Multiple Purchase
Preq	None
Description	Mana is the power to cast magical spells. Mana can be purchased in several different schools, e.g., Earth, Fire, Ice, and Wind. For every point of mana purchased, the school must be specified at purchase and cannot be changed. A mage character can possess mana from multiple schools simultaneously, but cannot swap mana from school to school. (Non-mages may learn only one type of mana.) You must have the appropriate mana type to cast a spell. For example, a Fireball spell might require three Fire Mana to cast; three Ice Mana would be useless in this casting. Once a spell is successfully cast, the mana is spent.
Notes	While casting with mana, the character may not wear any armor. See the Magic section for details. Only specialized mages may purchase more than one type of mana. Faith is not counted as mana.

MINER

Cat	General Skill
Cost	C25/F25/M25/T25/G25
Use	Single Use
Preq	No more than one other Crafting skill
Description	Any player lucky enough to find a mine can try to discover ore. A miner knows how to work the mine, and can recover ore that hasn't yet been exposed. A miner will begin each game with four pieces of ore.
Notes	For more information on Crafting skills, see the Crafting skill section of the rule-book.

NET

Cat	Fighting Skill
Cost	C30/F20/M30/T30/G25
Use	Unlimited Use
Preq	None
Description	This skill enables the use of a net in combat. Mesh fabric is best suited for constructing battle nets. Nets do no damage, but have a chance to entangle an opponent. For a person to be entangled they must really be entangled.
Notes	Open spaces in the net must not be able to fit over a person's head. This weapon, like all weapons, must be inspected at check-in.

7.6) O - R

ONE-HANDED WEAPON

Cat	Weapon Skill
Cost	C30/F15/M30/T30/G20
Use	Unlimited Use
Preq	None
Description	This skill enables use of a weapon that requires only one hand to wield. Players must specify the weapon type (edged or blunt) at the time the skill is purchased. Each type of weapon requires another purchase of this skill. One-handed weapons may be fashioned for use with two hands.
Notes	One-handed weapons can always be disarmed by an opponent with the Disarm skill, even if they are being used with two hands. One-handed weapons must be 48 inches long or less. One-handed edged includes the ability to use a dagger; one-handed blunt includes the ability to use a small (dagger-sized) hammer.

PAPERMAKER

Cat	General Skill
Cost	C25/F25/M25/T25/G25
Use	Unlimited Use
Preq	No more than one other Crafting skill
Description	You may make high quality paper, suitable for making battle scrolls and possibly other magical purposes.
Notes	For more information on Crafting skills, see the Crafting skill section of the rule-book.

PARRY

Cat	Fighting Skill
Cost	Cna/F20/Mna/Tna/Gna
Use	Multiple Purchase
Preq	Fighter only
Description	The Parry skill represents the ability to block a Fighting Skill attack preventing the damage and the effect. You must call "Parry" during or immediately after the attack that you intend to parry hits you. Failure to do so means you have failed to block the attack. The attack you are defending against may be blocked from any direction, but your weapon must be unsheathed and in your hand in order for this skill to be used. (You can not Parry with a shield, it must be a weapon.)
Notes	Any called attack delivered by a melee weapon may be parried using the Parry skill, except stealth skills (Backstab, Waylay, Assassinate, Poison and Venom), Death-strike, and Final Death (they are just too powerful for that). Parry can not block Subdue or any skill used with a thrown or missile weapon. Parry also may not be used against a regular melee attack with no called skill or effect.

PIERCE

Cat	Fighting Skill
Cost	C30/F10/M30/T30/G25
Use	Multiple Purchase
Preq	Archery/Crossbow/Blowgun/Thrown Weapon
Description	This skill represents an arrow's ability to puncture and bypass armor and directly damage its target. It does no damage to armor but does one point of damage directly to the target's Vitality.
Notes	Pierce can only be used in conjunction with a bow, crossbow, hand crossbow, throwing spear, or blow gun. The skill Parry does not work versus this skill. A shield can negate this skill by blocking the projectile. You may not combine Pierce with other Fighting Skills.

POISON CRAFT

Cat	Stealth Skill
Cost	C75/F75/M75/T25/G50
Use	Unlimited Use
Preq	Apply Poison
Description	With the purchase of this skill, you will receive a recipe for the desired type of poison. You will need to locate the components to make your poison and turn them in after the game at Alchemical checkout. You will then receive the poison. The basic poisons come in three types: blade, contact, and ingestive.
Notes	For complete information on poisons, see the Poison section of this rulebook. Once made, poisons will last from event to event if not used.

POLE-ARM/STAFF

Cat	Weapon Skill
Cost	C30/F20/M30/T30/G20
Use	Unlimited Use
Preq	None
Description	This skill allows for the use of a pole-arm or staff in combat.
Notes	Maximum Length for this weapon is 72 inches. Staffs and Pole-arms can not be disarmed with the skill Disarm. Only Staffs and Pole-arms can use the sweep skill. The weapon must be used with two hands.

QUICKDEATH

Cat	General Skill
Cost	C05/F05/M05/T05/G05
Use	Multiple Purchase
Preq	None
Description	This skill allows a player to dissipate a person's life force. When this skill is used on an unconscious or helpless character or monster, the victim's spirit will leave its body immediately and, after lying dead for ten minutes, begin the journey to Fate. Normal bandaging and healing will have no effect on a quickdeathed character. In order to administer a quickdeath, you must have a way to do at least one point of damage to the victim and repeat the incant, "I grant you a quick death" while touching your weapon to the victim's torso. Your victim must remain motionless during this time. If you are not disturbed during the incant then the skill works. If you are disturbed in any way (including any weapon or spell attack striking you, your weapon, your shield, or anything else on your person whether or not it affects you) the skill does not work but is not wasted.
Notes	If for whatever reason a non-helpless character allows themselves to be quick-deathed, their spirit separates from their body immediately and they die just as if they had been helpless.

READ MAGIC

Cat	Magical Skill
Cost	C60/F60/M20/T60/G35
Use	Unlimited Use
Preq	Literacy
Description	This skill enables the reading and casting of Battle Scrolls. The scroll needs to be fully translated before use, and the player must know what it says in its entirety before it can be cast.
Notes	You must have a light source to cast the scroll. You must be able to read the scroll, even if you already know what it says. You may wear armor while casting from scrolls.

RESIST POISON

Cat	Stealth Skill
Cost	C75/F75/M75/T25/G50
Use	Multiple Purchase
Preq	None
Description	This skill allows the character to resist one poison-based attack per event per purchase. In the case of blade poison, characters still take normal damage from the poisoned blades that hit them; only the effects of the poison itself are resisted.
Notes	Player must use this resistance on the first poison attack they are subjected to. Blade-based poison that does not penetrate armor need not be resisted.

7.7) S

SCROLLCRAFT

Cat	Magical Skill
Cost	C15/F15/M05/T15/G10
Use	Special
Preq	Read Magic
Description	<p>Scrollcraft, or Inscription as it is often called, is the arcane art of creating and using Battle Scrolls. It is a simple field of magic by which an adventurer can harness the power of magical spells by mastering an ancient runic alphabet and then using it to pen battle scrolls.</p> <p>You will receive one Scroll Point for each purchase of Scrollcraft skill. Scrollcraft is divided into several distinct fields, or disciplines, and each field of Scrollcraft must have Scroll points specifically and uniquely dedicated to it. With your initial purchase of Scrollcraft you must select from the following list of beginning schools Offensive, Defensive, Enchantment, and Spiritual. To create, for example, a battle scroll with the Burst spell you must have five Offensive scroll points. You may choose to devote your efforts toward mastery in one school or you may choose to dabble in all four. After your character creation, however, you must find an in-game way to learn additional fields if you so choose.</p> <p>When you first create your character you will receive your battle scrolls immediately. Thereafter, however, you must fill out a Scrollcraft Checkout Form at the end of each event detailing what battle scrolls you are making for next event. If you do not fill out this form you will receive no battle scrolls at the next event.</p>
Notes	Player may wear armor while casting battle scrolls.

SELF SACRIFICE

Cat	Divine Skill
Cost	C10/Fna/Mna/Tna/Gna
Use	Unlimited Use
Preq	Cleric only
Description	<p>This skill allows a cleric to take an affliction (magical or physical, spiritual) that somebody else is suffering from upon themselves. This ability is limited to "negative or hindering effects" (waylay, terror, quickdeath, bind, snare, main, break limb, Disease, assassinate, Death, Poison, petrify, etc...) and does not apply to bodily damage or the exchange of vitality (you cannot self sacrifice slay, death-strike, backstab, fireball, bolt, etc...). Also, you may not self-sacrifice Final Death.</p> <p>You must state which effect you are self sacrificing in order to show that you are willingly accepting this fate. If the victim is not suffering from the effect that you think they are, they will state "No effect". Diagnose will assist you in determining what the victim might be suffering from, but will only work as stated in the rule-book.</p> <p>You may NOT resist in any way the affliction that you have self sacrificed. Your God has granted you the power to take on this affliction and it will supersede any racial or spell based defenses that you have in place. Once taken on, this affliction may however be cured in any normal way. (Example: you self sacrifice a poisoned person and fall down. Your famori blood normally allows you to resist the poison, but having used this skill, you cannot. Once upon the ground, you still cannot resist this in any manner, but you can be cured by a cleanse spell.) Once you take over an effect for a person, they must inform you the length of time remaining on the effect and you must then take over exactly where they left off. (Example: you self sacrifice for somebody who has been affected by poison. You will immediately fall unconscious as they become conscious again. They will inform you that they only had one minute to live, you now have only one minute to live.)</p> <p>Self-sacrifice cannot be used to transfer an ailment to yourself if you already are suffering that ailment. For example, if you are diseased, you may not self-sacrifice disease from another person. If your right arm is maimed, you may not self-sacrifice another person's maimed right arm. This is a very limited restriction and is not meant to imply that you must have a completely healthy right arm in order to sacrifice a maim for somebody else's right arm, only that you must not have a stunned or maimed right arm if you are accepting somebody else's maim.</p>
Notes	<p>There are some effects that are not transferable in this manner. In this case, the target will inform you that the skill did not work when it is tried. These include all Curses, which may not be transferred via Self-Sacrifice.</p>

SET TRAPS

Cat	Stealth Skill
Cost	C75/F75/M75/T25/G50
Use	Unlimited Use
Preq	None
Description	This skill enables players to set traps created with the Traps I, Traps II, or Traps III skill. A skilled character may set a trap anywhere they choose; however, once it is set it can not be moved and is considered used. If the trap is accidentally set off while being set up, the character setting the trap will suffer the full effect of the trap as if they had triggered it normally (they may, however, attempt to 'Avoid Traps' if they have the skill), and the trap will be expended. A player can not manually set off a trap to hurt others.
Notes	Disabled traps may not be moved. Players may still try to avoid or disarm a trap if they recognize it, but they may not move it. See the Traps Section for more information on traps.

SHATTER

Cat	Fighting Skill
Cost	C80/F40/M80/T80/G60
Use	Multiple Purchase
Preq	Blunt or Two-handed weapons
Description	This skill represents the crushing power of your weapon to destroy your opponent's weapon or shield. This strike does no additional damage.
Notes	Parry will negate this skill. Shatter has no effect on locks, doors, or armor.

SHIELD

Cat	Weapon Skill
Cost	C25/F15/M25/T25/G20
Use	Unlimited Use
Preq	None
Description	This skill enables use of a shield in combat. This is not a weapon and may not be used as one. Shield bashing, rushing and punching are not allowed.
Notes	For more details see How to use a Shield in the Combat section. Shields may be no larger than 30" wide by 30" high. All edges must be covered in PVC pipe insulation. Tower shields may stand from the ground to the bearer's collar bone and be no wider than their forearm.

SLAY

Cat	Fighting Skill
Cost	Cna/F50/Mna/Tna/Gna
Use	Multiple Purchase
Preq	Weapon Skill, Fighter only
Description	This skill allows a player to do twenty (20) points of damage in one blow. Slay destroys magical Armor Points first, followed by physical Armor Points, magically-enhanced Vitality and lastly physical Vitality.
Notes	The strike must hit the torso area of the opponent. If it does not hit the torso area, the skill is not used. This skill can be blocked with the Parry skill. This skill may not be used with a missile or thrown weapon without prior permission from MJ.

SMELTER

Cat	General Skill
Cost	C25/F25/M25/T25/G25
Use	Unlimited Use
Preq	No more than one other Crafting skill
Description	You may work raw ore into useable metal pieces. For each piece of ore, you can produce two useful pieces of metal.
Notes	For more information on Crafting skills, see the Crafting skill section of the rule-book.

STUN

Cat	Fighting Skill
Cost	C45F25/M45/T45/G35
Use	Multiple Purchase
Preq	Weapon Skill
Description	This skill allows you to strike nerves in one of your opponent's limbs, rendering it useless for ten minutes. Stun will also do one point of damage. If your leg is stunned, you should fall (safely) to the ground (you may not hop on one foot).
Notes	Healing will instantly reverse the Stun effect. Bandage will cure it in the required time and Parry will negate this skill. This skill may not be used with a missile or thrown weapon.

SUBDUE

Cat	Fighting Skill
Cost	C35/F20/M35/T35/G30
Use	Multiple Purchase
Preq	None
Description	This skill represents a "sucker punch" or a disabling martial arts attack. To perform this skill, you must be standing approximately one-and-one-half arms' lengths away from your target and throw a small fist-sized bean bag at your opponent's chest. If it connects with the front of your opponent's torso, s/he is rendered senseless for a quick ten-count. During this count your victim will be unable to do anything but fall to the ground. If your opponent catches or blocks the beanbag in any way, successfully preventing the chest from being struck, the attack is negated. This skill will do one point of damage.
Notes	Hardiness will nullify this attack. A full helm with a faceplate will also nullify this attack. A Parry can not block this skill. On occasion this skill will be combined with an additional skill or damage, but may be still blocked as specified above. Subdue does not last long enough for the victim to be Quickdeathed.

SWEEP

Cat	Fighting Skill
Cost	C25/F10/M25/T25/G20
Use	Multiple Purchase
Preq	Staff/Pole-Arm Skill
Description	This skill represents the ability to sweep an opponent off their feet using a staff or pole-arm (only). When struck in the leg, your opponent must safely fall to the ground and then lie flat on their back or front before they can stand again. Sweep will also do one point of damage. If a Sweep attack hits elsewhere on your opponent's body, the point of damage is still done, but the opponent is not swept off their feet and the skill is not used.
Notes	Parry will negate this skill. Sweep can only be performed with a staff or pole-arm.

7.8) T - Z

TANNER

Cat	General Skill
Cost	C25/F25/M25/T25/G25
Use	Unlimited Use
Preq	No more than one other Crafting skill
Description	You may work skins and pelts into useful pieces of leather. For each skin or pelt, you can produce two useful pieces of leather.
Notes	For more information on Crafting skills, see the Crafting skill section of the rule-book.

THROWN WEAPON

Cat	Weapon Skill
Cost	C30/F10/M30/T30/G25
Use	Unlimited Use
Preq	Dagger, Hammer, or One-handed weapon
Description	This skill enables use of a thrown weapon.
Notes	Thrown weapons (including javelins) can not have any piping or solid object within them; they must be made entirely out of foam. This skill includes thrown weapons and javelins. Javelins must be between 24" and 36"; other thrown weapons must be no larger than 8".

TRAPPER

Cat	General Skill
Cost	C25/F25/M25/T25/G25
Use	Single Use
Preq	No more than one other Crafting skill
Description	Any player can try to skin monsters or other creatures which have useful hides, although some pelts will be damaged excessively by the encounter or destroyed in the attempt. A trapper will obtain four additional hides at the beginning of each game. Hides are represented with pieces of fur.
Notes	For more information on Crafting skills, see the Crafting skill section of the rule-book.

TRAPS I

Cat	Stealth Skill
Cost	C30/F30/M30/T10/G20
Use	Multiple Purchase
Preq	Set Traps
Description	This skill allows you to create one popper trap (inflicting 5 points of damage) per purchase of the skill.
Notes	All popper traps must be provided by the player and approved at check-in. See Traps Section for more information on traps.

TRAPS II

Cat	Stealth Skill
Cost	C50/F50/M50/T30/G35
Use	Multiple Purchase
Preq	Set Traps
Description	This skill allows you to create one mechanical type trap per purchase of the skill. Mechanical traps use foam weapons (spears, darts, slashing swords, etc.) This trap will do ten (10) points of damage to the target.
Notes	All mechanical traps must be provided by the player and approved at check -in. See Traps Section for more information on traps.

TRAPS III

Cat	Stealth Skill
Cost	C75/F75/M75/T50/G60
Use	Multiple Purchase
Preq	Set Traps
Description	This trap allows you to create one buzzer trap per purchase of the skill. Any trap that buzzes when you trigger it, does ten (10) points of damage to the individual who triggers it. All buzzer type traps must be provided by the player and approved at check in.
Notes	All magical traps must be provided by the player and approved at check-in. See Traps Section for more information on traps.

TWO-HANDED WEAPON

Cat	Weapon Skill
Cost	C30/F20/M30/T30/G25
Use	Unlimited Use
Preq	None
Description	This skill enables use of a weapon that requires two hands to wield. The player must specify the weapon type (edged or blunt) at the time the skill is purchased.
Notes	Two-handed weapons can not be disarmed using the Disarm skill. These weapons can not be used in one hand. Two-handed weapons must be between 48 and 66 inches in total length. You may not wield a two-handed weapon with one hand.

VITALITY

Cat	General Skill
Cost	C10/F10/M10/T10/G10
Use	Multiple Purchase
Preq	None
Description	The purchase of Vitality increases the amount of physical damage you can sustain. Each time you purchase this skill, you will gain one Vitality.
Notes	This skill will increase in cost at higher levels, and there are limits to how much Vitality you can have.

WAYLAY

Cat	Stealth Skill
Cost	C75/F75/M75/T25/G50
Use	Unlimited Use
Preq	Weapon Skill
Description	This skill represents a hard hit to the base of the skull that would render someone unconscious. To perform this skill you must be using a shortsword-sized or smaller weapon (no longer than 30") and attack your victim from behind and by surprise. You may not be running when you use this skill. The attack is made by gently tapping on the opponents back with a blunt part of the weapon and stating "waylay". The victim must fall to the ground for ten minutes, unconscious. While unconscious, the victim may still be attacked or injured, or may be killed by using the Quickdeath skill. Waylay also does one point of damage.
Notes	To perform this skill you must be using a shortsword-sized or smaller weapon (no longer than 30"). This skill can not be blocked by the skill Parry. A metal helmet will prevent the effects of this skill. Waylay is not considered a torso shot for the purposes of bleeding to death.

WOODWORKER

Cat	General Skill
Cost	C25/F25/M25/T25/G25
Use	Unlimited Use
Preq	No more than one other Crafting skill
Description	You may make and repair wooden weapons and shields. Repairs take 10 minutes per item.
Notes	For more information on Crafting skills, see the Crafting skill section of the rule-book.

8.0) Alchemy

8.1) Introduction

Magic pervades the world. Just as spellcasters can gather and shape the flow of mana so as to wreak their will, so does the earth itself accumulate and disperse magical energies according to principles beyond mortal understanding. It is well understood, however, that these energies can affect the animals and plants that dwell nearby, and sometimes even transform the earth itself. Understanding and tapping the energies contained within these unwitting vessels is the task of alchemy.

Most alchemists belong to the powerful and secretive Alchemical Guild, an institution created to oversee the proper teaching and control of alchemical knowledge. Alchemy is widely regarded as a highly secretive art - in part due to the desire of most alchemists to keep the demand for crucial components low, but also in no small part due to the strictly enforced orders of the Guild. Consequently, there are few books written on the subject; aspiring students of alchemy are well advised to locate a teacher who will instruct them in the alchemical arts.

Alchemists must scour the wilderness in search of the components necessary to create their potions, oils, salves, and powders. A wide variety of plastic flowers, fungi, animals, etc. can be found scattered throughout the game area. (Please do not gather any real plants or animals; they have no alchemical effects). These components can then be combined according to arcane recipes which the alchemist has learned or developed. Characters with Alchemy skill must take the components which they have acquired during an event to game checkout, at which time they must state what potions they are attempting to create and what recipes they will use. If not used in a recipe, all animal and plant components become unusable at the end of the event during which they are gathered; they cannot normally be preserved between events. Please turn in all unused components at the end of the event.

Each time you purchase Alchemy skill you receive one Alchemy point. These Alchemy points are used to learn alchemical processes and techniques, and to study the proper use of components, once you have found a mentor. By combining your knowledge of components and processes, you can create new recipes. For each recipe you know, you may create as many of that potion as you can find the correct components for. Alchemist characters may keep an out-of-game recipe book containing the recipes and knowledge which they accumulate. Further details are provided within the Alchemy packet, provided to players who purchase Alchemy skill. (Please request a copy when you purchase the Alchemy skill for the first time.)

8.2) Starting Potions

Starting potions which can be known by traveling apprentice alchemists new to the Freehold area are as follows, along with the Alchemy points required to learn their recipes. (The actual recipes for new characters' starting potions will be provided to players at game check-in. Please request them if you do not receive them.)

Existing characters who take the Alchemy skill will gain Alchemy points which can be used to learn recipes, but these recipes must be learned in-game.

Awaken (1)	This potion will awaken those who have been put to sleep by magic or other means.
Barkskin (1)	This oil grants 1 armor point of magical protection.
Cleanse (2)	The potion removes the effects of poison or venoms.
Communicate (1)	This powder allows the target to speak in the common tongue.
Dispel Charm (1)	Breaks the effects of a Charm spell or effect.
Healing (1)	Heals minor wounds.
Ice Armor (2)	Grants two points of magical armor.
Mana Restoration (1)	Restores mana of a specified single type (earth, fire, ice, or wind). No Restoration potion will give you more mana than you started the game with, just as Healing will not give you more Vitality than you started the game with.
Release (1)	This oil frees the subject from most types of magical bindings.
Remove Fear (1)	Breaks the effects of a Fear spell or effect.
Speak with Dead (1)	This powder allows one non-living being to speak.

8.3) Use of potions in game

Alchemical creations (generically called potions) come in three types: true potions, which must be drunk in order to invoke their effects; oils and salves, which must be applied to the skin or to inanimate objects; and powders, which include a packet which must be thrown and hit the target in order to have an effect. In all cases, the bottles must be opened and the tag read before the potion can be used. If it is too dark to read the potion tag, then the potion cannot be used (and is wasted if opened; assume you fumbled it in the dark). Once a bottle is opened, it is considered that you have quaffed the potion or applied the salve or oil. It is not possible to read a tag and then decide whether or not to use the potion. The effects of potions are considered magical and may be resisted as if they were spells unless they specify otherwise.

When using a Powder, the correct incantation (as written on the tag) must be spoken, completely, before throwing the powder. An incorrect incantation means that you have fumbled the powder. The powder may be held for ten minutes before use (unless otherwise specified on the tag), but the incantation must be said at the time of use. The use of a powder is considered a spell for all purposes; it can be resisted in the same way that spells can be used, and its use is subject to the rules of magic: you may not take more than a single pitching step while incanting or throwing, and being hit in any way will disrupt the incantation (in which case the powder is not used).

Most alchemical effects have a duration of ten minutes unless otherwise noted on the tag. Professional alchemists can be employed to nondestructively identify potions which you may discover in your adventures.

The image visible on the outside of a potion bottle represents its physical appearance. It may be a certain color, there may be things suspended in it, etc. Anyone can take note of these traits and try to use them to recognize potions they've taken before.

9.0) Magic and Spells

9.1) The Use of Magic

"The first of the Great Mages appeared when the Wurld was still very young. Their power was immense and their manipulation of the elements was nearly complete and without flaw. Back in that age, those that did not understand their ways and their art feared them. Even now, that fear persists . . ."

-Eridnas Jastou, Assistant Librarian, The Arcanum, Dumar.

Magic and magical powers are an integral part of any fantasy game system. The ability to affect the world around us with supernatural powers has intrigued us since the dawn of time and has frequently been written into folklore and legend. This power can be yours to command.

At first glance, our spell system displays only five possible schools of magic and a good number of spells. As you play the game, your adventures will reveal that what is listed in the rule book is just the tip of the iceberg, so to speak. Hidden within the ranks of our game system are numerous magic systems for you to learn and hundreds of easy-learn/easy-use spells. Our intent is to make magic seem the way it was meant to be - magical.

Your First spells

A new character who is a spellcaster must choose which school of magic will be their primary school from the four basic colleges (Earth, Wind, Fire, Ice). This is done with the purchase of your first mana. The caster then receives one free spell (marked with an * in the appropriate college) and the light spell from their primary school. If they are a mage, they receive three additional spells (chosen randomly at check-in) from their primary school starting list. (Mages may start with more than one type of mana, but they receive these additional spells only in their primary school.) Generalists receive two additional spells, and other classes receive only one.

Existing characters who choose to learn a school of magic begin only with the two free spells in the appropriate starting school and will not receive any random spells.

After your random starting spells have been determined, the proper spell tabs will be awarded. Amongst these tabs will be a tab that has a "magic school decoder." This decoder will allow you to translate knowledge scrolls (explained later in this section) that you are able to use. You get one decoder for each different type of mana you purchase. The entire spell purchase process will be explained to you when you get your first spells at the game.

Casting Spells

A “spell” is the effect of a wizard (or cleric) channeling magical energy (mana or faith) through their body and at a target. Spell casting is actually a very simple task provided you have a good short term memory and can toss a beanbag with a bit of accuracy.

By properly reciting the spell incantation for a spell you possess, and deducting your Mana (or Faith as the case may be), you have successfully cast a spell and used the Mana for it. Now that you have completed speaking the entire incantation, you must throw your spell packet (which represents the magical energy of a lightning bolt, fireball, snare spell, etc., being projected). You may not be moving (other than taking a single “pitching step”) while casting a spell or it is “fumbled” and lost.

NOTE: If you are in the process of reciting the incantation for a spell and are struck by a weapon, Subdue, or spell before completing it, the spell is lost, but you still retain the mana. The spell is interrupted even if the attack does not harm you (for example due to magical defenses, magical armor, or hitting your weapon or shield).

9.2) Knowledge Scrolls and Learning Spells

As we have mentioned many times before, the Mythical Journeys game system has many exciting hidden skills and schools of magic for you to discover. Among the treasures you can find during the game are knowledge scrolls! These glittering scrolls contain the ancient knowledge of magic which will enable you to study and learn the magic from the knowledge scroll for later use. Once you have fully translated this scroll you may present it at check-out and the spell will be added to your repertoire.

You will only be able to decipher those knowledge scrolls that you have “magic school decoders” for. If you do not have the proper decoder, you cannot use the Knowledge Scroll nor may you “borrow” a decoder from someone else.

Be warned! Knowledge Scrolls are in-game and may be stolen until they are turned in at check-out. So, you’ve managed to ‘dig up’ a few knowledge scrolls during the event? Upon inspection, you realize that one of them you are able to decode and quickly begin to translate it. When you are done, you hold in your hand a fully translated “Fireball” spell. Safeguard it with all your might as many thieves and other mages may desire to get their hands upon it before you can finish absorbing its power.

If you have completely translated the knowledge scroll and have the proper decoder in your repertoire, you may turn in the translated scroll at check-out for the event. If your character is capable of learning the knowledge contained in the scroll, it will appear on your Character Sheet at check-in the following event.

Your Character Sheet will contain all the information about each of the spells your character knows. This includes the spell’s name, incantation phrase, Mana or Faith cost, a description of the spell’s effects, duration, and any other relevant information. The Character Sheet must be kept with the spellcaster at all times during the event and may be subject to random checks.

In order to cast a spell, your Character Sheet must be in your possession (not necessarily in your hands, but somewhere on your person). Carrying your Character Sheet on you at all times is almost like carrying a miniature rule book with just the rules that concern you. Your Character Sheet is considered out-of-game and may not be stolen.

Some spellcasters may opt to carry spell books. A spell book is an in-game prop the spellcaster may wish to refer to during the game. If a spell book is stolen it must be turned in as a yellow stickered item at check-out. Spell books that contain only spell information may be returned to the player. You should not write in-game notes in your spellbook. Any in-game writing may be stolen.

In addition to Knowledge Scrolls, some mages have learned to teach spells to their apprentices. With proper study, you may also learn spells in this way. But note that no one can be taught more than one spell per event.

9.3) Rules of Magic

These rules of magic apply to everyone casting spells, whether they are using their mana, using faith, casting from a battle scroll, using an alchemical powder, or using a magic item that allows them to cast a spell.

- A spellcaster must keep one foot stationary at all times when casting a spell or the spell is lost. You do not lose the Mana for a spell lost in this way unless you complete the incantation and then move.
- Nearly every offensive spell requires a spellpacket to be thrown at a target by the caster. These packets should be thrown with restraint and not “pitched.” If the target is struck anywhere on their person (clothing, backpack, sword, shield, armor, etc.) then the spell takes effect. If the target dodges out of the way of the packet, the spell is lost and does not affect them.
- If you are hit by a spell and you do not understand what the caster has said or the effect of the spell, simply state “clarify” to the spell’s caster and you are both placed in a personal “hold” until the effects can be properly explained (see Clarify).
- Unused mana does not carry over from event to event.
- The duration of all spells is always specified in the incantation, and is usually 10 minutes.
- You must have at least one hand free to cast spells. A bound and/or gagged mage can not cast spells.
- You cannot cast a spell that requires Mana while wearing armor, even if it has no remaining armor points. (A shield does not count as armor - but the hand holding the shield is not "free".)
- If you are in the process of reciting the incantation for a spell and are struck by a weapon, Subdue, or spell before completing it, the spell is lost, but you still retain the mana. The spell is lost even if you are able to Resist the attack or spell, or if you block it with a weapon or shield. (However, those few creatures who are totally immune to the attack, who will state "No Effect" when struck, are able to finish their spells.)

9.4) Stacking Spells

Mages may not stack "same-type" spell on top of each other. Same-type means you may not stack two spells on an individual that both enhance their vitality, or both enhance their magical protection (i.e., spell shield and resist fire). The better spell will always take over (although negative spell effects may not be removed in this manner). The recipient of the spell may decide which spell is "better."

For these purposes, it doesn't matter where the spell comes from. Whether it was a spell you cast on yourself, a spell someone else casts on you, a spell-like effect from a potion or oil you used, or a spell cast from a battle scroll, it may not be combined with another same-type spell from any source.

Below is a list of each area of "same-type" magic.

Vitality Enhancing	Any spell that modifies Vitality (this does not include Healing).
Armor Enhancing	Any spell that enhances armor (magic armor or regular armor).
Protection from Magic	Any spell that protects you from any form of magic (e.g. Spell Shield, Resist Fire, Reflect, etc). (Note that if you have the Absorb spell and you have used it to absorb a spell, it is still considered active until you have used the absorbed spell. You may not have another Protection from Magic spell cast upon you until the absorbed spell has been used.)
Protection from Physical Attack	Any spell that prevents you from taking physical damage (this does not include spells, but does include magic weapons). For example, Attack Shield or any spell that grants the ability to Resist a specific type of attack. (Note that Attack Shield also may not be combined with any Protection from Magic spell.)
Protection from Mental Attack	Any spell that prevents attacks that affect the mind (Charm, Enslave, Terror, etc.).
Empowerment	Any spell that gives you an ability (Slay, Disarm, etc.).

9.5) Making Spell Packets

For those that are spell casters, part of your costuming will be spell packets. You may want to bring your supplies with you to create more if the need presents itself. To ensure safety, not only for yourself but also for others, properly follow the Spell Packet Construction directions below.

Construction Needs

- Fabric - any color of your choosing except white (reserved for holy water).
- Scissors - to cut the fabric.
- Grass Seed or Bird seed without Sunflower seeds. No substitutes are allowed.
- String - to tie the spell packets shut.

Instructions

- Cut your fabric into a 4" by 4" square and lay the square out flat
- Put about a two or three tablespoons of seed into the center of the square
- Pick up each corner, creating a "spell packet ghost". Gather the fabric and tightly tie off with the string
- If necessary, trim extreme excess fabric from the tail of the packet

The spell packet should fit easily into a 35mm film canister. All material used to create the spell packet should be lightweight and the spell packet itself should be loosely packed. You want to avoid compacting the seed too tightly in the packet to prevent it from becoming hard.

9.6) College of Fire

Fire - Fire is the most aggressive of the elements with a plethora of damage inducing magic. Historically, these mages are the most feared due to the widespread damage that they are capable of inducing after completion of their apprenticeships. Fire mages tend to be quick to act and have short tempers. Their anger rarely persists for long and is often satisfied and quenched by burning something.

- Fire Bolt *
- Light *
- Pain
- Fire Spear
- Flame Blade
- Blaze
- Pry
- Heat Weapon
- Rework
- Resist Fire

BLAZE

Duration	10 seconds
Incant	"I create a blaze, Damage 1, Damage 1, Damage 1."
Description	Gives the caster three "Blaze damage 1" spell packets which must be thrown within ten seconds of casting. The caster must keep one foot on the ground as a pivot until the last packet is thrown or the spell negates.

FIRE BOLT *

Duration	Instant
Incant	"Fire bolt, damage 1"
Description	This spell creates a minor magical attack that does one point of fire damage.

FIRE SPEAR

Duration	Instant
Incant	"Fire spear, damage 3"
Description	This spell creates a fiery magical attack that does three points of fire damage.

FLAME BLADE

Duration	1 minute
Incant	"I enchant this blade with fire, 1 minute."
Description	Enhances the blade with non-magical fire, the wielder of the blade must state "Fire" upon swinging the weapon. Can only be cast on a bladed weapon.

HEAT WEAPON

Duration	10 seconds
Incant	"I make your weapon searing hot for 10 seconds."
Description	This spell will make the target's weapon untouchable for the duration of 10 seconds. This spell does not have to hit the weapon to take effect.

LIGHT *

Duration	Special
Incant	"I create a source of magic light."
Description	Through the use of a magical component (a chemical glowstick) the caster creates an enchanted light on a stick that will usually glow between six to eight hours (Players must provide their own components). This spell requires no mana to cast and may be cast as many times as you have components for. You may bestow a cast stick of light on anyone you wish after the spell has been cast.
Notes	Reusable glowsticks can be purchased from http://www.kriana.com

PAIN

Duration	10 seconds
Incant	"I cause you pain for ten seconds."
Description	Target must fall to the ground and writhe around in extreme agony for ten seconds. During this time, the target may not attack but may defend themselves.

PRY

Duration	Instant
Incant	"I Pry open this secure bond."
Description	This spell allows the caster to break the binding of a Secure spell at the time of casting.

RESIST FIRE

Duration	Until Used
Incant	“I make myself resistant to Fire.”
Description	This spell allows the caster to resist one damage-causing fire-based spell. The caster chooses which spell and when to resist.

REWORK

Duration	Instant
Incant	“I magically rework this (weapon-shield).”
Description	Repairs any weapon or shield which has been magically shattered or shattered with the Fighting skill Shatter.

9.7) College of Ice

Ice - Ice is only slightly less offensive in nature with a moderate infusion of protection and manipulation spell effects. This combination of staying power and destructive force are menacing indeed. Ice mages' tend to hold long grudges and are cold and calculating in their actions. This is not to be misinterpreted as apathy for they hold a great passion for their art.

- Ice Bolt *
- Light *
- Bind
- Secure
- Awaken
- Freeze Limb
- Ice Armor
- Ice Spear
- Ice Blade
- Resist Ice

AWAKEN

Duration	Instant
Incant	"I awaken you from your slumber."
Description	This spell will immediately awaken a victim of magically induced sleep, a Slumber spell, or unconsciousness brought on by Waylay, Subdue, etc.

BIND

Duration	10 minutes
Incant	"I bind your arms to your side, ten minutes."
Description	Upon being struck by this spell, the target's wrists become immediately bound to the sides of their waist and cannot be removed for ten minutes. During this time they will be unable to fight or cast spells, but may walk, talk, or run.

FREEZE LIMB

Duration	10 minutes
Incant	"I freeze your (right/left) (arm/leg) solid, ten minutes."
Description	This spell renders the target's limb (selected by the caster) immobile for ten minutes.

ICE ARMOR

Duration	Until used
Incant	“I grant myself an armor of ice, 3 points armor.”
Description	This spell gives the caster three points of magical armor. May only be cast on the spell caster.

ICE BLADE

Duration	1 minute
Incant	“I enchant this blade with ice, 1 minute.”
Description	Enhances the blade with magical ice, the wielder of the blade must state “ice” upon swinging the weapon. Can only be cast on a bladed weapon.

ICE BOLT

Duration	Instant
Incant	“Ice bolt, damage 1”
Description	This spell creates a minor magical attack that does one point of ice damage.

ICE SPEAR

Duration	Instant
Incant	“Ice spear, damage 3”
Description	This spell creates an icy magical attack that does three points of ice damage.

LIGHT *

Duration	Special
Incant	“I create a source of magic light.”
Description	Through the use of a magical component (a chemical glowstick) the caster creates an enchanted light on a stick that will usually glow between six to eight hours (Players must provide their own components). This spell requires no mana to cast and may be cast as many times as you have components for. You may bestow a cast stick of light on anyone you wish after the spell has been cast.
Notes	Reusable glowsticks can be purchased from http://www.kriana.com

RESIST ICE

Duration	Until Used
Incant	“I make myself resistant to Ice.”
Description	This spell allows the caster to resist one damage-causing ice-based spell. The caster chooses which spell and when to resist.

SECURE

Duration	Special
Incant	“I magically secure this ”
Description	This spell magically locks an item (chests, doors, etc.) by placing a card or strip of paper with the word “secure” written on it, over (or around) the item in the fashion of a band-aid. This magical “lock” is only effective to the direction it is facing and is broken if the item is opened from the inside (i.e., a door).

9.8) College of Wind

Wind - Wind bases its powers in the manipulation of a person's surroundings. Highly functional spells exist within this school to change the flow of magic around an individual. Very often, these spells can lend themselves to hours of mirth at the expense of others. Wind mages are often spontaneous, and sometimes mischievous. They range from scoundrels to scholars and are often welcome additions to excursions into the unknown.

- Wind Bolt *
- Light *
- Disarm
- Repel
- Entangle
- Bind
- Spin
- Sweep
- Divert
- Resist Wind

BIND

Duration	10 minutes
Incant	"I bind your arms to your side, ten minutes."
Description	Upon being struck by this spell, the target's wrists become immediately bound to the sides of their waist and cannot be removed for ten minutes. During this time they will be unable to fight or cast spells, but may walk, talk, or run.

DISARM

Duration	Instant
Incant	"I disarm what is in your (right/left) hand."
Description	Causes the target to drop whatever is in the hand specified by the caster. This item must safely be tossed ten feet from the target.

DIVERT

Duration	10 seconds
Incant	“I divert your attention from me for 10 seconds.”
Description	This spell will force the target to look away from the spell caster for the duration of 10 seconds. The target may not look back at the caster until the spell expires. If the target is struck at any time during the effect of the spell, the spell will be broken.

ENTANGLE

Duration	10 minutes
Incant	“I entangle your feet together, ten minutes.”
Description	This spell binds the feet of a single target together for ten minutes. The target may still hop for the spell’s duration.

LIGHT *

Duration	Special
Incant	“I create a source of magic light.”
Description	Through the use of a magical component (a chemical glowstick) the caster creates an enchanted light on a stick that will usually glow between six to eight hours (Players must provide their own components). This spell requires no mana to cast and may be cast as many times as you have components for. You may bestow a cast stick of light on anyone you wish after the spell has been cast.
Notes	Reusable glowstick can be purchased from http://www.kriana.com

REPEL

Duration	1 minute
Incant	“I repel you ten feet from me, one minute.”
Description	Target must immediately move at least 10 feet away from the caster’s position and is unable to move closer for the spell’s duration.

RESIST WIND

Duration	Until Used
Incant	“I make myself resistant to Wind.”
Description	This spell allows the caster to resist one damage-causing wind-based spell. The caster chooses which spell and when to resist.

SPIN

Duration	10 seconds
Incant	“Spin in place for ten seconds.”
Description	This spell forces the target to spin in a circle as fast as safely possible for ten seconds.

SWEEP

Duration	Instant
Incant	“I sweep you off your feet.”
Description	This spell forces the target to fall to the ground as safely as possible. Once the target has fallen, they may get immediately back up.

WIND BOLT *

Duration	Instant
Incant	“Wind bolt, damage 1.”
Description	This spell creates a minor magical attack that does one point of wind damage.

9.9) College of Earth

Earth - Earth centers on protection. Molding this form of magic leads to incredible survivorship for the mage and their allies. Very little total damage may be inflicted by an earth mage; however, their staying power is formidable. Although the least feared of mages, they are often the most difficult to impede. They tend to be very evenly tempered and patient individuals with a fondness for the gifts of earth.

- Earth Bolt *
- Light *
- Snare
- Sweep
- Barkskin
- State of Stone
- Stone Skin
- Secure
- Resist Earth
- Giant's Grip

BARKSKIN

Duration	Special
Incant	"I grant (you-myself) barkskin, 1 point armor"
Description	This spell gives the target one point of magical armor protection. The protection will last until used and is the first point of armor to go.

EARTH BOLT *

Duration	Instant
Incant	"Earth bolt, damage 1."
Description	This spell creates a minor magical attack that does one point of earth damage.

GIANT'S GRIP

Duration	10 minutes
Incant	"I seal your (right/left) hand to your , 10 minutes"
Description	This spell gives the target the ability to resist all 'Disarm' skills and spells for ten minutes. The target may not open their hand for the duration of the spell for any reason.

LIGHT *

Duration	Special
Incant	“I create a source of magic light.”
Description	Through the use of a magical component (a chemical glowstick) the caster creates an enchanted light on a stick that will usually glow between six to eight hours (Players must provide their own components). This spell requires no mana to cast and may be cast as many times as you have components for. You may bestow a cast stick of light on anyone you wish after the spell has been cast.
Notes	Reusable glowstick can be purchased from http://www.kriana.com

RESIST EARTH

Duration	Until Used
Incant	“I make myself resistant to Earth.”
Description	This spell allows the caster to resist one damage-causing earth-based spell. The caster chooses which spell and when to resist.

SECURE

Duration	Special
Incant	“I magically secure this ”
Description	This spell magically locks an item (chests, doors, etc.) by placing a card or strip of paper with the word “secure” written on it, over (or around) the item in the fashion of a band-aid. This magical “lock” is only effective to the direction it is facing and is broken if the item is opened from the inside (i.e., a door).

SNARE

Duration	10 minutes
Incant	“I snare both your feet in place, ten minutes.”
Description	Both of target’s feet are firmly planted on the ground and cannot be lifted or moved for ten minutes.

STATE OF STONE

Duration	Special
Incant	“State of Stone”
Description	When the caster declares “State of Stone” s/he immediately become immune to all non-magical damage. The caster must not move (by their own will) or the spell is broken. This spell may be cast while in any position. Normal outside forces may not move the caster. This spell lasts as long as the caster is immobile.

STONE SKIN

Duration	Until used
Incant	“I grant (you/myself) skin of stone, 3 points armor.”
Description	This spell grants the target three points of magic-based armor.

SWEEP

Duration	Instant
Incant	“I sweep you off your feet.”
Description	This spell forces the target to fall to the ground as safely as possible. Once the target has fallen, they may get immediately back up.

10.0) Faith and Deities

10.1) Pilgrims, Acolytes, and Priests

"The power of the faithful is the power of the deities. No power is greater."

-Jericho Moonthistle, High Priest of Selaene

Some who wish to work magic choose to tap the elemental forces - these are the mages. Others prefer to tap their own faith and to channel the power of the gods. These are the clerics, and the healers-the faithful of the deities. The power they wield, that of Blessed Magic, is both similar to and distinct from the power of Mana. Blessed Magic is especially well known for its power to heal and help, although it is not limited to these aspects.

Faith represents a person's spiritual connection to their deity, and their ability to focus that connection to affect the world through the spells of Blessed Magic. When this connection is first developed, it is very general in nature, and a person may even develop faith before they have chosen to follow a specific deity. Any person with faith who has not yet ritually dedicated that faith to a specific deity is referred to as a Pilgrim.

Some Pilgrims are content with the lesser blessings of faith and never formally enter the following of a deity. Others choose to wander, seeking guidance from priests in deciding their path. Still others know which deity they wish to serve long before their faith develops. Whichever the case, many Pilgrims eventually decide to become followers of a particular deity.

These Pilgrims (sometimes called Petitioners or Supplicants) must seek the guidance of local priests of the various faiths in order to best decide which faith to join. When the pilgrim is prepared to devote their life to the deity, they conduct a ritual of dedication. The pilgrim then becomes an Acolyte. The nature of this ritual varies widely. It may involve offerings holy to the deity or tests or actions that demonstrate that the Pilgrim is sincere in their devotion. They may give up the knowledge of spells that are antithetical or irrelevant to their deity (if so, these will be replaced by spells deemed more suitable). Often these rituals are timed to coincide with holy days or festivals of the deity. These rituals are widely available for all faiths either at temples or libraries, both of which generally allow the free copying of this information.

Acolytes (and, later, Priests) may receive special blessings of the faith, including learning the specialized spells that their deity provides. These spells will typically reflect the specific nature of their deity. Of course, Acolytes and Priests are expected to continue to show dedication to that deity at all times.

- All characters with Faith begin as Pilgrims.
- Pilgrims who wish to become Acolytes must do so in-game.

Exceptions: New players whose characters start with at least 8 Faith or continuing players who are beginning second (or later) characters with at least 1 Faith may choose to begin the game as Acolytes. At this time, new characters may not start as Acolytes of Dalean, Kantora or Embranna.

10.2) Learning and Using Faith

Casting Blessed Spells

Casting Blessed Magic is much like casting Mana-based spells, and players with Faith should read and apply all of the rules for Mana-based spells (see Magic Section). Instead of using Mana, Blessed Magic draws upon Faith. As with Mana-based spells, you must have one hand free and speak the spell's entire incantation aloud. If appropriate for the spell, you then throw a spell packet at the target. You may take only a single pitching step while throwing the spell packet, and you may not cast any type of spell while running or walking. If you are struck during the casting, the spell is lost but the Faith is not.

In addition, you must be carrying a Holy Symbol of your deity if you are an Acolyte or Priest. Holy Symbols vary greatly in appearance; the basic symbols are listed below, with the descriptions of the deities.

Unlike Mana-based magic, Blessed Magic may be cast while wearing armor.

Learning Blessed Spells

New clerics who purchase Faith begin the game with the two free spells Light and Healing, and three random spells determined at check-in. New generalists start with two random spells, and other classes start with one. Existing characters who learn faith begin with only Light and Healing.

After your starting spells have been determined, you will receive spell tabs completely describing each of the spells, as well as a "faith decoder" that will allow you to translate Blessed knowledge scrolls.

All faith spells are described at the end of this section. During the game, you can learn additional spells in several ways. You may discover or purchase Knowledge Scrolls of Blessed Magic. These look much like the Knowledge Scrolls of Mana, but are written in the distinctive script of Blessed Magic. If you study and translate a Knowledge Scroll of a spell that you are able to learn, and turn in the scroll and translation at the beginning of a game, you will from then on be able to cast that spell. You may also learn spells from more advanced clerics of your faith. (However, no character can be taught more than one spell per game.) In either case, Pilgrims are only able to learn spells from the list below, while Acolytes and clerics may learn the more advanced spells granted by their own deity.

10.3) Deities and Religions

The deities of the world play important roles in driving the world's events, shaping history, and motivating the faithful. Many are the wars that have been fought in the service of the deities, and many are the lives that have been changed by their influence. The characters in the world will take them very seriously. However, these deities are for role-playing purposes only and are not modeled after any real world religions. Discussion of real world religion or the open wearing of real religious symbols is forbidden in fairness to everyone.

Ameti - God of peace, happiness, and healing

Symbol: An open hand, palm forward

Appearance: A wise old man wearing white robes trimmed in gold.

Followers' Alignment: Good

Ameti's followers are devoted to establishing and spreading peace. Often clerics of Ameti serve as mediators, trying to find non-violent solutions to conflicts or to calm those driven by anger. Despite their peaceful natures, they are often found near the battlefields, where they attempt to prevent or minimize the fighting and to heal the injured. Those with faith in Ameti are seldom found wearing armor or wielding weapons.

Ayleena - Goddess of nature, seasons, and animals

Symbol: An oak tree

Appearance: A woman garbed in a flowing dress made of leaves, surrounded by forest animals.

Followers' Alignment: Good

Ayleena is a very noble and generous goddess. Her followers enjoy the sanctuary that woodlands have to offer and harbor the forest as sacred ground. Clerics of Ayleena have been seen guiding lost wayfarers as well as cleaning the forest of debris. The most devout clerics of Ayleena are sometimes awarded a forest of their own to protect.

Dalean - God of night, sleep, and dreams

****NOTE**** At this time you may not start a character dedicated to Kantora.

Symbol: A starry night sky

Appearance: A man made entirely of sand.

Followers' Alignment: Any

Dalean's followers are those who love the night and its mysteries. Clerics of Dalean rarely rest at night while guarding those who sleep from unseen perils. They often wear midnight blue clothing and have been known to guide travelers throughout the darkest nights.

Damryn - God of deception and thieves

Symbol: a black sickle surrounding Haalak's holy symbol

Appearance: A handsome young man dressed from head to toe in dark clothing. He always has a dagger visible at his belt and many others hidden upon him.

Followers' Alignment: Any

Followers of Damryn always hide a dagger somewhere on their person and seldom make their faith known. Damryn's followers always attempt to keep an air of deception and can usually be found in the company of thieves. His followers are permitted to use the name of one other deity in their invocations so as to maintain their shroud of deceit.

Embranna - Goddess of mystery and magic, seeker of knowledge and wisdom

****NOTE**** At this time you may not start a character dedicated to Kantora.

Symbol: A triangle with a circle within it and stars at each mini triangle

Appearance: A robed and hooded woman whose face is shrouded with a smooth featureless mask.

Followers' Alignment: Any

Followers of Embranna are always seeking to enhance their knowledge through reading, studying, and recording information. Clerics of Embranna are often renowned for their wisdom, and many of the greatest teachers are among her followers. Powerful mages are often found paying homage to this Lady.

Haalak - God of merchants, wealth and craftsman

Symbol: An open coin-filled pouch with coins strewn about it

Appearance: An overweight Dwarf holding a sack of coins in one hand.

Followers' Alignment: Any

Followers of Haalak are taught to always get the best deal possible. They are famous for their excellent craftsmanship, hard work, and unusually large pouch.

Kantora - Goddess of festivals, wine, and fun

****NOTE**** At this time you may not start a character dedicated to Kantora.

Symbol: A female face - half black, half white

Appearance: A masked woman wearing a black and white harlequin outfit.

Followers' Alignment: Any

Followers of Kantora are usually jovial and outgoing people who like to revel in good company. The most devout worshippers of Kantora usually have a sacred bottle of wine which they frequently indulge in. . . all in honor of their deity, of course!

Korem - God of the sun and everlasting sky

Symbol: An ornate sun

Appearance: The purest possible light.

Followers' Alignment: Good

Followers of Korem (the ancient fire) believe that his knowledge is all encompassing and there is nothing that escapes his grasp as long as the sun still shines. Because his light lets everything be seen, Korem is also the god of Truth. Followers of Korem often wear bright colors and yellows. The most devout clerics of Korem will shine their light spells at night regardless of the situation. Followers of Korem wage a continual war against the unliving dead.

Myraak - God of murder and chaos. Demigod of death.

Symbol: A knife with dripping blood

Appearance: A lich-like undead with some of his skin stretched across his rotting bones.

Followers' Alignment: Evil

Myraak is god of both death and murder. His followers strive to cause death, destruction, and chaos at all times, and ultimately work for the deaths of all non-worshippers of their deity. Many use deception, traveling under the guise of everyday citizens to further their chaos (although, unlike Damryn's followers, they may not call upon other deities in their invocations). Myraak, as god of death, also oversees the spirits of the faithless who are said to labor in his realm forever.

Selaene - Goddess of love, beauty, passion, and the moon

Symbol: A crescent moon (often with a single star)

Appearance: A beautiful Elven woman wearing a revealing robe.

Followers' Alignment: Any

Selaene is goddess of all aspects of love, from the romantic to the motherly to the hopeless. Her followers work to spread love, in every way from simple kind words to matchmaking. All wear the symbol of the crescent moon. The cycles of the moon carry special significance to her followers.

Serah - Goddess of good fortune, lady of luck

Symbol: A white diamond with three black circles in it (like a die)

Appearance: A lithe Ra'Kash woman.

Followers' Alignment: Any

Serah teaches her followers to depend on their luck, and they are seldom afraid to take chances. Those she blesses have unmatched fortune, but she can also withdraw that

blessing, leaving them the worst luck imaginable. Her followers see her hand in both, though few among the common folk do not offer up an occasional prayer for good fortune.

Thurgos - God of war, battle, ruthlessness and vengeance

Symbol: A helmet with any two weapons crossed behind it

Appearance: A giant armored man rippled with muscles.

Followers' Alignment: Any

Followers of Thurgos are often lean, mean, fighting machines that would rather fight their way out of a situation if possible. They are often quick to turn misunderstandings and insults into battle. Dark followers of Thurgos often show a skull in the helmet of their deity's symbol.

Zoedain - Goddess of misery, mistress of pain and suffering.

Symbol: Four red claw marks against a black background

Appearance: A sculpted woman wearing black leather armor.

Followers' Alignment: Evil

Zoedain is the perfect vision of darkness. She enjoys nothing more than inflicting misery and suffering upon the weak children of the gods. Her followers and clerics radiate her cruelty wherever they go by inflicting as much pain and suffering as they possibly can.

10.4) Blessed Spells

- Light *
- Healing *
- Detect Poison
- Communicate
- Awaken
- Cleanse
- Purify
- Snare Undead
- Fortitude
- Release

AWAKEN

Duration	Instant
Incant	“I awaken you from your slumber.”
Description	This spell will immediately awaken a victim of magically induced sleep, a Slumber spell, or unconsciousness brought on by Waylay, Subdue, etc.

CLEANSE

Duration	Instant
Incant	“I cleanse thy body of all poisons.”
Description	This spell will instantly cure a living target of all poison. Note that you may not cast spells while poisoned, so this spell is useful for cleansing others only.

COMMUNICATE

Duration	10 minutes
Incant	“Communicate. Ten minutes.”
Description	This spell allows all within the range of the caster’s voice to speak and understand any spoken language for ten minutes. If any individual is speaking in senseless gibberish, Communicate will still only interpret this as senseless gibberish.

DETECT POISON

Duration	Instant
Incant	“I detect all poisons before me.”
Description	This spell allows the caster to check for poison on one item. If poison is detected, it must still be avoided. If your meal is detected as “poisoned”, have your meal taken away and a “new” meal brought to you.

FORTITUDE

Duration	Until Used
Incant	“I grant (you/myself) 2 magical vitality.”
Description	This spell grants the target two magically-based Vitality. This spell may not be stacked but may exceed your normal Vitality maximum.

HEALING

Duration	Instant
Incant	“I heal (thy body/ myself) 1 vitality.”
Description	This spell will cure the target of one Vitality’s worth of damage. You may not exceed your maximum Vitality.

LIGHT *

Duration	Special
Incant	“I create a source of magic light.”
Description	Through the use of a magical component (a chemical glowstick) the caster creates an enchanted light on a stick that will usually glow between six to eight hours (Players must provide their own components). This spell requires no mana to cast and may be cast as many times as you have components for. You may bestow a cast stick of light on anyone you wish after the spell has been cast.

Note: Reusable light sticks can be purchased from <http://www.kriana.com>

PURIFY

Duration	Instant
Incant	“I cleanse this object of all poisons.”
Description	This spell will instantly cure the inanimate object (food or drink) of any poison that may be in it.

RELEASE

Duration	Instant
Incant	“I release (my/your) magical bonds.”
Description	This spell will immediately release the target from the effects of bind, entangle, freeze limb, freeze body, paralysis, pin hand, snare, or web.

SNARE UNDEAD

Duration	10 minutes
Incant	“I snare this undead to the ground.”
Description	Makes the undead target’s feet stick to the ground. This spell will only work on undead.

11.0) Poison, Traps, and Locks

11.1) Poison and Venom

*"Well, *I* trust our party thief, and if he says this door isn't trapped, that's good enough for me."*

- Famous Last Words at MJ

POISON

Poison has been used for centuries as a dark and secretive way of assassination. It is by far one of the cruelest and most vile ways to finish someone off. We're sure that knowing this will increase its popularity. In the Mythical Journeys world there are two basic groups of poisons: poison (damage causing) and venom (effect causing - slumber, etc.) Poison comes in three different types: Blade, Contact and Ingestive. Once you have been affected by poison, you have only ten seconds until you fall unconscious and then only ten minutes before the poison works its way through your bloodstream and you die (as if given a QuickDeath). We strongly encourage the role-playing of some severe pain during those first ten seconds of poisoning since you will be unable to fight, cast spells, or defend yourself anyway. A venom is a poison with an effect added. A venom may not kill you but will affect you in some other way. The effects are wide ranged and affect you immediately. Venom also can be magical in nature and might be delivered by a packet.

Below is a description of a few types of poisons and venom you may create and/or encounter during the game:

- | | |
|-------------------------|---|
| Blade Poison | This type of poison has been applied to the blade of a weapon. If you have blade poison on your blade, you must call "poison" for your first swing with that weapon, then the poison is gone. If your opponent had no armor points intact or cannot resist the poison, he or she will fall unconscious in ten seconds then die in ten minutes if left untreated. Blade Poison must make contact with Vitality in order to have any effect. |
| Contact Poison | This poison is the type that comes in contact with your exposed skin. MJ uses petroleum jelly to represent contact poison. Gloves will protect you from the effects of Contact Poison. Once you have applied contact poison, it cannot be moved. Likewise, if you touch a poisoned door handle with gloves on and then shake the hand of your party member, they are in no danger of dying as the poison has been diluted. Contact poison bypasses armor since it must make contact with your hand or skin in order to take effect. |
| Ingestive Poison | Poisons of this type are ones that must be taken internally. This is done by slipping a peanut M&M® into someone's food or drink. We suggest keeping your lips close to your cup when drinking (we tested this and these suckers go down like horse pills!). If you examine your food or drink for poison without the spell "Detect Poison" then the poison immediately effects you. You do not need to actually eat the M&M to be poisoned; you are poisoned as soon as you discover it. |

- Slumber Venom** This poison is like a blade poison except the victim falls asleep instead of the normal horrible death. Certain monsters use this venom. When they swing and hit you they will call out "slumber venom". If you have no armor points intact and cannot resist the poison, you will fall in to a forced sleep, which you will awake from in ten minutes. Either Awaken or Cleanse will awaken you.
- Paralyze Venom** The affected individual is frozen in place for ten minutes. They are unable to move or perform any action during this time. When this venom is used, your attacker will call out "paralyze venom". If you have no armor points intact and cannot resist the poison, you will be frozen in place, which you will be free from in ten minutes. Either Release or Cleanse will free you from your paralysis.
- Pain Venom** This venom will cause you severe pain to the person struck. The person, if can not resist, must fall to the ground act out the pain for as long as it was stated when struck. An example of this would be, "Pain Venom one minute."
- Death Venom** As it sounds, this does exactly what it says. If hit with this venom a character with no armor or defenses will fall to the ground dead. Treat this as instant loss of all Vitality immediately followed by a QuickDeath. Since you are already dead, Cleanse will have no effect on you.

In all instances of poisoning (with the exception of venoms), you fall unconscious in ten seconds and die in ten minutes if the poison is not neutralized. During the first ten seconds you are unable to fight, cast spells, or defend yourself. Bandage will not return you to consciousness until the poison is gone from your system. At the end of the ten minutes, you are dead, as if the poison had administered a Quickdeath to you.

11.2) Traps

When crawling through a dungeon, traps are the adventurer's worst nightmare. One misplaced step, and hours of crawling through tiny holes and carefully avoiding monsters could be wasted. Traps come in many forms, ranging from small traps that are just a nuisance to lethal traps which can kill your whole party. Characters who devote effort to their study can learn to build and set traps themselves.

Once a trap is set it can not be moved. All traps are considered to be red-stickered (that is, they cannot be moved or stolen) and should be removed from game once used. If you accidentally set off your own trap while setting it up you will be affected by it and the trap will be broken. All physical representations of traps must be supplied by players and inspected by Mythical Journeys staff at check-in.

The following are the basic types of traps in the game and the amount of damage they do.

Popper Traps	(Traps I) These are the simplest traps in the game. They make a sharp popping or snapping noise when they are set off. They each do 5 points of damage to the person who set them off.
Weapon Trap	(Traps II) These traps involve some sort of weapon strike to the victim, such as a blade swinging out of the wall or a spring-released dagger. This type of trap must hit the victim in order to inflict damage. Mythical Journeys staff must inspect weapons to be used for this sort of trap at check-in. These weapons can be poisoned (check for a poison tag should you get hit by one) and will do 10 points of damage due to the sheer force of the mechanism. Mechanical traps are the only traps that may be reset after they have gone off.
Buzzer Trap	(Traps III) When this type of trap is set off a loud buzzing noise will be heard. This is a mechanical trap that affects only the person who set it off, causing them 10 points of damage. A spell shield will not prevent the magic from taking place. This trap does 10 points of damage to the target.
Acid Trap	(Not Available) When this type of trap is set off, corrosive acid (represented by water) pours or splashes onto the victim. If a victim is hit on any part of their body they will take 10 points of damage. If the acid hits another person or object and then splashes onto you then you still take 10 points of damage. You may block the acid with a shield if you have the Shield skill.
Falling Stones	(Not Available) When this type of trap is set off, an avalanche of stones will fall down onto the victims. Every player hit by a stone will take 10 points of damage. If you get hit by more than one stone you will still only take 10 points of damage. These stones can not be blocked with a shield or any other device.
Flash Trap	(Not Available) These traps emit a bright flash when triggered, representing a powerful explosion. All characters caught in the flash (everyone in the illuminated area and within 20 feet) will suffer 20 points of damage. This effect cannot be blocked with a shield. These explosions are not magical, so resistance against spell effects will offer no protection.

Summary of Trap Damage

The easy way to remember trap damage: Popper traps do 5 points of damage. Flash traps do 20. Everything else does 10.

Disarming Traps

Anyone may attempt to disarm a trap. You may move poppers out of the way (but not take them with you), untie strings, etc. If the trap goes off while you are trying to disarm it, you take the damage. Thief-class characters can even develop the ability and sixth-sense to avoid the effects of traps that go off in their faces.

11.3) Locks

Some of the most common obstacles you will encounter at Mythical Journeys are locks; they might be on the door of the building you want to enter or on a box you need opened. Without Lockpicking skill, all such locks are impassable; you must have Lockpicking skill to even attempt to pick a lock. All in-game locks have the Mythical Journeys unicorn symbol emblazoned upon them; please do not attempt to pick any lock without this symbol as such locks are out of game. Locks can not be broken, nor can the eyelet screws or other hardware to which they may be attached be removed. The only ways to bypass a lock are to unlock it with its key or combination or to pick it.

In-game locks come in a range of complexities, but all can be picked with a well-placed paper clip prepared with the proper curves. Professional lockpicking tools may not be used (see Lockpicking skill). Some game locks are combination locks; you will still need the Lockpicking skill to attempt to open these locks unless you know the combination.

Locks may represent padlocks or they may represent built-in locks on doors or chests. If a lock has a red sticker then you may not remove the lock from its location. All locks without a red sticker are considered to have yellow stickers; these may be stolen but must be returned to Mythical Journeys at the end of the event. If you have a lock that you would like to bring in-game you must bring it to check-in for inspection. You will be charged a fee to bring the lock into game. You will be responsible for your own red sticker. You will be responsible (at our request) to prove that the lock can be picked with a paperclip.

12.0) Scrollcraft

12.1) Creating, Learning, and Using Battle Scrolls

“Sometimes the quill really is mightier than the sword.”

- Crux, Battle Mage of Arkenstone

Creating Battle Scrolls

To create Battle Scrolls you must first have the skill Read Magic. You may then purchase Scrollcraft skill as many times as necessary to enable you to create the scrolls you desire. Each time you purchase Scrollcraft, you receive one scroll point. The art of scrollcraft includes many different schools; each scroll point you buy must be committed to one of these schools at the time of purchase and may not be changed. Four schools are available to beginning scrollcrafters: Offensive, Defensive, Enchantment, and Spiritual. To create a Circle of Protection battle scroll, for example, you must use Defensive scroll points, while to create a Blaze battle scroll you must use Offensive scroll points. These four are not the only schools of scrollcraft in the world, of course; there are many other schools which are less well known, or even hidden, and must be sought in game.

When you first create your character and purchase scroll points in the school or schools of your choice, you become able to create any and all of the battle scrolls listed on the initial purchase table for each of the schools in which you have purchased Scroll Points. This list of known scrolls must be entered into your spell book and officially confirmed by Mythical Journeys. After your character's creation, the knowledge of how to scribe new types of scrolls, or how to expand the number of schools in which you have knowledge, must be discovered in game (see the Knowledge Runes section). The initial purchase table of scrollcraft schools and specific scrolls which can be known by beginning scrollcrafters is shown below, along with the number of scroll points which each scroll costs to scribe. Consult the spell descriptions at the end of this section for general details on the effects of these scrolls.

You can spend your scroll points as you see fit every event. That is, if you have seven Spiritual Scroll Points, you may choose to spend three of them to scribe a Greater Healing scroll and four more to scribe two Fortitude scrolls. At the next event you may prefer instead to scribe two Greater Healing scrolls at a cost of six Scroll Points. The remaining Spiritual Scroll Point would be wasted if not used, so you decide to spend it on scribing a Detect Poison scroll (not that anybody's trying to poison you... not that you know of, anyway). This Scroll Point could not, ever, be used to scribe a scroll from a different school. You must fill out a Scrollcraft Checkout Form at the end of every event in order to receive battle scrolls for the next event. You will receive your battle scrolls at the beginning of each event at check-in.

Battle Scrolls all come encrypted in the runic Scrollcraft script. This means that you must translate the battle scroll using your Read Magic decoder before you are able to use it. You may, at any time, write upon your battle scrolls if you so choose. Should you find a battle

scroll which appears to have been decoded, you must still decode it to make sure it was properly done.

Knowledge Runes

At some point you may wish to learn how to make more battle scrolls than are on the initial purchase table. This means you will have to find a Knowledge Rune. Knowledge Runes are the tools you use to learn how to scribe a new battle scroll. Each one has the ability to teach you a specific battle scroll. It all depends on which one you acquire.

To use a Knowledge Rune you simply turn it in at checkout stating that you are deciphering it. At the check-in of the next event you will receive the results of your deciphering. This can involve a few different things. You may find out that the Knowledge Rune describes a battle scroll you already know, in which case you will presumably choose not to learn it and instead save it for other use. You may instead find that the Knowledge Rune describes a new battle scroll in a school you have mastery of. At this point you may choose to either learn the rune or keep it for other use. If you choose to learn it you will write the new scroll into your spell book and thereafter will be able to scribe that battle scroll. Finally, you may find that the battle scroll contained in the Knowledge Rune is from a school you have no knowledge of. At this point, again, you may choose to either learn it or save it. If you choose to learn it, you will have your foot in the door of a new school of Scrollcraft. This will bestow upon you the ability to purchase Scrollcraft Points in that new school and, once you have purchased sufficient Scroll Points in that school, the ability to scribe the new battle scroll in the future.

Casting Battle Scrolls

As with other forms of magic, there are certain limitations to casting battle scrolls. These are what give Scrollcraft its uniqueness and intricacies.

1. You must have adequate lighting to be able to read the scroll. Scrolls cannot be cast in darkness.
2. The scroll must be translated so that you are able to read it and recite the proper incantation.
3. You must hold the scroll in one hand and have nothing in the other hand. The only exception to this is if the spell on the scroll allows you to throw one or more packets.
4. The rules of magic apply to Battle Scrolls, just as they do to other magic. In particular, you may not walk or run (beyond a single pitching step) while casting; you must speak the entire incantation before throwing the packet; and the spell is disrupted if you are struck while speaking the incantation (although in this case the scroll is not used). Note that, since mana is not used to activate a scroll, you may use a scroll while wearing armor.

After you have cast the spell on the battle scroll, rip it in half to show that it has been used. As always, please put the trash in a proper receptacle.

12.2) The Scrolls

Table 6: Starting Battle Scrolls

Scroll	Cost
<i>Offensive</i>	
Arrow	2
Blaze	3
Bolt	1
Burst	5
Spear	3
<i>Defensive</i>	
Barkskin	1
Circle of Protection	5
Ironhide	3
Phantom Armor	4
Shield	3
<i>Enchantment</i>	
Awaken	1
Bind	3
Entangle	3
Freeze Limb	4
Snare	4
<i>Spiritual</i>	
Detect Poison	1
Fortitude	2
Greater Fortitude	4
Cure	3
Healing	1

Battle Scroll Descriptions

ARROW

Duration	Instant
Incant	“Arrow. Damage 2.”
Description	This spell does two points of magical damage.

AWAKEN

Duration	Instant
Incant	“I awaken you from your slumber.”
Description	This spell will immediately awaken a victim of magically induced sleep, a Slumber spell, or unconsciousness brought on by Waylay, Subdue, etc.

BARKSKIN

Duration	Special
Incant	“I grant (you/myself) barkskin, 1 point armor”
Description	This spell gives the target one point of magical armor protection. The protection will last until used and is the first point of armor to go.

BIND

Duration	10 minutes
Incant	“I bind your arms to your side, ten minutes.”
Description	Upon being struck by this spell, the target’s wrists become immediately bound to the sides of their waist and cannot be removed for ten minutes. During this time they will be unable to fight or cast spells, but may walk, talk, or run.

BLAZE

Duration	10 seconds
Incant	“I create a blaze. Damage 1. Damage 1. Damage 1.”
Description	Gives the caster three “Blaze damage 1” spell packets which must be thrown within ten seconds of casting. The caster must keep one foot on the ground as a pivot until the last packet is thrown or the spell negates.

BOLT

Duration	Instant
Incant	“Bolt, damage 1.”
Description	This spell does one point of magical damage.

BURST

Duration	10 seconds
Incant	“Burst. Damage 3. Damage 2. Damage 1.”
Description	This spell allows the caster to throw three spell packets that do three points, two points, then one point of damage respectively. The spell caster may not move more than a pitching step when casting this spell or the spell is lost.

CIRCLE OF PROTECTION

Duration	10 minutes
Incant	“Circle of Protection.”
Description	This spell requires the material component of a length of rope that makes a 3’ diameter circle. Once the caster stands inside the rope and says “Circle of Protection”, a magical barrier is formed that will protect the caster from any form of attack. Nothing and no one can enter or exit the circle except the caster. Only the caster can be within the circle. Spells may not pass through this circle in either direction.

CURE

Duration	Instant
Incant	“I heal thy body three Vitality.”
Description	This spell will cure the target of three Vitality’s worth of damage. You may not exceed your maximum Vitality.

DETECT POISON

Duration	Instant
Incant	“I detect all poisons before me.”
Description	This spell allows the caster to check for poison on one item. If poison is detected, it must still be avoided. If your meal is detected as “poisoned”, have your meal taken away and a “new” meal brought to you.

ENTANGLE

Duration	10 minutes
Incant	“I entangle your feet together, ten minutes.”
Description	This spell binds the feet of a single target together for ten minutes. The target may still hop for the spell’s duration.

FORTITUDE

Duration	Until Used
Incant	“I grant (myself/you) fortitude. Two magical Vitality”
Description	This spell gives the target two magically-based Vitality. This spell may not be stacked but may exceed your normal Vitality maximum.

FREEZE LIMB

Duration	10 minutes
Incant	“I freeze your (right/left) (arm/leg) solid, ten minutes.”
Description	This spell renders the target’s limb (selected by the caster) immobile for ten minutes.

GREATER FORTITUDE

Duration	Until Used
Incant	“I grant (myself/you) greater fortitude. Four magic Vitality.”
Description	This spell gives the target four magically-based Vitality. This spell may not be stacked but may exceed your normal Vitality maximum.

HEALING

Duration	Instant
Incant	“I heal (thy body/ myself) 1 vitality.”
Description	This spell will cure the target of one Vitality’s worth of damage. You may not exceed your maximum Vitality.

IRONHIDE

Duration	Until Used
Incant	“I grant (myself/you) an iron hide. Three points of magic armor.”
Description	This spell gives the target three points of magical armor.

PHANTOM ARMOR

Duration	Until Used
Incant	“I grant (myself/you) five points of magic armor. Damage 1”
Description	This spell gives the target five points of magically based armor. It also causes one point of damage to Vitality.

SHIELD

Duration	10 seconds
Incant	“I make myself resistant to all attacks.”
Description	This spell grants the caster 10 seconds of immunity to all physical attacks.

SNARE

Duration	10 minutes
Incant	“I snare both your feet in place, ten minutes.”
Description	Both of target’s feet are firmly planted on the ground and cannot be lifted or moved for ten minutes.

SPEAR

Duration	Instant
Incant	“Spear. Damage 3.”
Description	This spell creates a magical spear that does three points of damage.

13.0) Crafting and Equipment

13.1) Starting Equipment

New characters start the game with 10 Silver pieces, which may be spent for their starting equipment, including their weapons and armor. In exceptional cases, such as a player who wants to start with a full suit of plate armor, they may be allowed to start with the equipment but also with an unpaid debt to the town in the form of an equipment tax. Additional weapons and armor may be purchased later on in-game.

This 10 silver may be spent on:

- A weapon up to shortsword size: 15 copper (one and a half silver)
- A weapon up to longsword size: 3 silver
- A weapon larger than a longsword: 5 silver
- A shield: 3 silver
- Armor: 15 copper per armor point
- Arrows, bolts, or thrown weapons: 4 copper each

These prices represent minimums, and these items are likely to cost more if purchased in game.

If you later want to replace your armor with different armor of the same number of armor points or less, you can do so. For example, if you buy or make a newer, nicer suit of armor, we are more than happy to have you start wearing it.

We will place a small sticker on each weapon you own, after your weapon has been safety-checked at game check-in. A new sticker will be required each game. This will verify both that you own the weapon, and that it is safe.

Neither normal weapons nor armor may be stolen. Superior weapons and armor (magical or otherwise), and some other distinctive items, may be stealable. These will be marked with a yellow sticker, and like all yellow-stickered items must be turned in at the end of game. (Usually we will allow you to hold on to the item after noting who has it.)

13.2) Introduction to the Crafting Skills

The Crafting skills can be broken down into three categories: Gatherers, Refiners, and Crafters. The skills in each of these categories are listed below.

No one can be good at everything, of course. You may buy any one skill you wish and have the opportunity to (potentially) learn related advanced skills, or you can choose instead to learn two skills and give up the opportunity to learn advanced skills. No one can learn more than two of these skills. (The advanced skills are not listed in the rulebook; you must discover them in-game.)

Dwarves receive any one of these skills (their choice) as a racial benefit. They may choose to learn a second skill and may still learn advanced skills related to one of the two skills they know.

13.3) Gatherers

Gatherers are especially adept at finding useful materials of a particular type. Anyone can go looking for materials, but Gatherers start the game with four pieces of the appropriate material. Especially talented Gatherers may start with more. Be warned that materials may become scarce or damaged by unusual conditions. For example, a grain blight might result in producing less grain, or grain which is tainted and must somehow be purified before use.

Each of these skills costs 25 points to learn.

Farmer	You grow crops, of various types. Each game you begin with four bushels of produce, which may be used in a number of ways. Produce does not need to be refined to be used.
Glassmaker	Any player can look for pieces of raw glass, fused from sand by lightning or other great forces. A glassmaker doesn't need to look; simply by sifting out the best sand and heating it, the glassmaker produces pieces of glass, ready to be used by a glass-blower. The glassmaker starts each game with four pieces of glass.
Lumberjack	Any player can try to find useful pieces of Ironwood, a special wood that is strong enough to hold up as a weapon or shield against metal weapons, and which burns hot enough to work iron into steel. A lumberjack knows how to find and cut Ironwood, and will start each game with four pieces of the valuable wood.
Miner	Any player lucky enough to find a mine can try to discover ore. A miner knows how to work the mine, and can recover ore that hasn't yet been exposed. A miner will begin each game with four pieces of ore.
Trapper	Any player can try to skin monsters or other creatures which have useful hides, although some pelts will be damaged excessively by the encounter or destroyed in the attempt. A trapper will obtain four additional hides at the beginning of each game. Hides will be represented by pieces of fur.

13.4) Refiners

Refiners use raw materials, working them into a form that will be useful for Crafters. Most refiners will produce two useful pieces of worked, refined material for each piece of raw material they use, but especially talented refiners may produce more. You may use these skills by spending time roleplaying working with your raw materials (minimum five minutes per piece of raw material), and then exchanging them at Brinn's General Store (out-of-game), or you may turn them in at the end of game.

All of these skills cost 25 points.

Carpenter	You have learned to extract the very core of the Ironwood, the most useful part. For each piece of raw Ironwood you use, you can produce two useful pieces of wood.
Glassmaker	See the Gatherer skills.
Smelter	You may work raw ore into useable metal pieces. For each piece of ore, you can produce two useful pieces of metal.
Tanner	You may work skins and pelts into useful pieces of leather. For each skin or pelt, you can produce two useful pieces of leather.

13.5) Crafters

Crafters use refined materials to produce useful items, including weapons, armor, and other items. Masters may produce exceptional items.

The number of pieces of material needed to make an item depends on its size and strength. For common types of items, you will need:

- Weapons up to shortsword length: a total of 4 pieces
- Weapons up to longsword length: a total of 8 pieces
- Weapons longer than a longsword: a total of 12 pieces
- Shields: a total of 8 pieces
- Armor: a total of 4 pieces per armor point.

The types of material needed depend on the item and skill. See the description of the skill.

To repair an item, you will need half as much material.

Baker

You are a skilled baker or cook. Anyone can bring food to the game, but you can make food that has special effects. To use this skill, you must bring food items which are individually wrapped, and MJ will provide labels for them. You may not feed food to unconscious people.

IMPORTANT OUT-OF-GAME NOTE - it is up to you to decide whether the food you are being offered by other players is safe for you, and whether it contains anything you might be allergic to. When in doubt, ask. MJ will not check the food brought by players. If you do not wish to eat the item in question for out-of-game reasons, you can take the label off the food and you will be considered to have eaten the item. (The item will not affect anyone else after that.) A recipe will require 2 bushels of produce, 1 wood piece, and one alchemical component. When you first take the skill, you will be told the exact recipe and its effect. If you learn additional recipes in game, you will also be able to use them.

Blacksmith	<p>You may make metal armor and weapons. Items may be created only between games. You may also repair metal armor and weapons, spending 5 minutes per armor point repaired or 10 minutes per weapon. Blacksmithing must be done at a forge.</p> <p>Creating items:</p> <ul style="list-style-type: none">• Weapons up to shortsword length: 3 metal pieces and 1 wood piece• Weapons up to longsword length: 6 metal pieces and 2 wood pieces• Weapons longer than a longsword: 9 metal pieces and 3 wood pieces• Shields: 6 metal pieces and 2 wood pieces• Armor: 3 metal pieces and 1 wood piece, for each armor point.• Thrown weapons: 3 metal pieces and 1 wood piece make four thrown weapons <p>Repairing items:</p> <ul style="list-style-type: none">• Weapons up to shortsword length: 2 metal pieces• Weapons up to longsword length: 4 metal pieces• Weapons longer than a longsword: 6 metal pieces• Shields: 4 metal pieces• Armor: 2 metal pieces per armor point
Brewer	<p>You can make wine and ale. You are responsible for supplying the bottles and their contents.</p> <p>IMPORTANT OUT-OF-GAME NOTE: it is up to you to decide whether the drinks you are being offered by other players are safe for you, and whether they contain anything you might be allergic to. When in doubt, ask. MJ will not check the drinks brought by players.</p> <ul style="list-style-type: none">• Wine or ale: 1 bottle, 3 bushels of produce
Glassblower	<p>You may use pieces of glass to make high quality vials, suitable for bottling potions, oils, powders, poisons, and holy water. These vials may be used once. (Trust us, you don't want to get poison in your holy water, and mixing potions... well, it's just not a good idea.) You may also melt down vials to make new ones, although some glass is lost in the process. You can also make larger bottles, such as wine bottles.</p> <ul style="list-style-type: none">• Potion bottles: 3 pieces of glass, 1 piece of wood, to make 10 potion bottles.• Wine bottle: 3 pieces of glass, 1 piece of wood. <p>You may also substitute 10 vials for 1 piece of glass.</p>
Inkmaking	<p>You may make high quality ink, suitable for making battle scrolls and possibly other magical purposes.</p> <ul style="list-style-type: none">• Ink: 3 bushels of produce and 1 piece of glass for 1 bottle of ink (which can be used to make 10 battle scrolls)
Leatherworker	<p>You may make leather armor, and possibly other leather items. Items may be created only between games. You may also repair leather armor, spending 5 minutes per armor point repaired.</p> <ul style="list-style-type: none">• Creating leather armor: 3 pieces of leather and 1 piece of metal per armor point• Repairing leather armor: 2 pieces of leather per armor point repaired

Papermaker	<p>You may make high quality paper, suitable for making battle scrolls and possibly other magical purposes.</p> <ul style="list-style-type: none">• Ritual/Battle Scroll Paper: 3 wood pieces and 1 bushel of produce for enough paper for 10 battle scrolls
Woodworker	<p>You may make and repair wooden weapons and shields. Repairs take 10 minutes per item.</p> <p>Creating items:</p> <ul style="list-style-type: none">• Weapons up to shortsword length: 3 wood pieces and 1 metal piece• Weapons up to longsword length: 6 wood pieces and 2 metal pieces• Weapons longer than a longsword: 9 wood pieces and 3 metal pieces• Wooden shields: 6 wood pieces and 2 metal pieces• Arrows and bolts: 3 wood pieces and 1 metal piece make four arrows or bolts.• Thrown weapons (e.g. javelins): 3 wood pieces and 1 metal piece make four thrown weapons <p>Repairing items:</p> <ul style="list-style-type: none">• Weapons up to shortsword length: 2 wood pieces• Weapons up to longsword length: 4 wood pieces• Weapons longer than a longsword: 6 wood pieces• Wooden shields: 4 wood pieces

14.0) Combat

14.1) Introduction to Combat

*“The buddy system is essential to your survival.
It gives the monsters somebody else to attack.”*

- from the MJ Rules of Adventure

Mythical Journeys places a great deal of emphasis on roleplaying. Nevertheless, players will often find themselves in combat situations. Combat adds an unparalleled sense of danger and excitement to the game and Mythical Journeys can be a very combat-intensive game. Players use lightweight weapons made out of plastic pipe and foam rubber to resolve these situations in a safe yet exhilarating manner. While every measure is taken to ensure the safety of all participants, the nature of combat presents some unavoidable risk of injury. For this reason, Mythical Journeys has instituted important rules and common-sense recommendations pertaining to this aspect of the event.

The safety of players and cast members is the primary goal of Mythical Journeys. The greatest risk of injury is when those involved in combat become over-excited. The cast and players of Mythical Journeys are like a troupe of improvisational actors working together to wring the greatest amount of drama and suspense out of every interaction. If any of the participants loses control and begins swinging wildly, or too hard, it could be bad for everyone. Please keep your wits about you and remember at all times that the person who is trying to kill you is your friend. Any person, whether cast member or player, who earns a reputation as an unsafe fighter is a danger to everyone involved and may find that no one wants to play with him or her. It is important to follow the rules of safety listed below and to use common sense and courtesy at all times.

Physical Contact

Physical contact is strictly forbidden unless all parties volunteer their consent. This applies particularly to the searching and moving of both player and non-player characters, and additionally outlaws all direct person-to-person contact during combat. Please refrain from touching anyone else without their express permission. The only physical contact you may make with someone else without their permission is to attack them with spell packets and weapons. (See also Searching Others and Carrying Others.)

14.2) Stopping Combat

On occasion there may be a need to clarify a rule or the working of a spell, or to completely stop combat for safety reasons. Below are listed the out-of-game command words to pause or end combat. Please memorize this list of key words and refrain from using them in-game for any other purpose.

"Hold" Use this out-of-game word only in serious or potentially serious emergencies. When someone calls "Hold!," everyone in hearing range should repeat the word "Hold" and drop to one knee. This stops all game activity in the area in order to tend to a medical emergency or to prevent a large-scale safety hazard. It is important that everyone kneel so the appropriate Emergency Medical Response personnel can clearly see and take charge of the scene. This also lets approaching persons know that you are all in a hold and therefore not to enter the area. During a hold the game is stopped. This means that your character would not see a warband of Orks coming over the hill in the distance, or an assassin poised behind you. Although everyone in such a situation will be concerned about the well-being of their friends, we therefore recommend that those not involved with the actual emergency situation stare at the ground and not look around them to see what is going on. If you inadvertently do witness such things during a hold, please consider it as out-of-game knowledge and have your character react accordingly. Also, please do not use the word "hold" in your regular roleplaying, as in, "Hold, varlet!," as it will stop all play. We also ask that you avoid the use of the word "halt", which can be misheard as "hold." All action remains stopped until a call of "Play On" is heard.

"Caution" Use this word when you need to prevent someone from getting hurt, but need not stop everyone in the area from doing what they are doing. The word "Caution" puts you, the individual in danger, and any persons directly interacting with that person (attacking them, etc.) in a personal hold.

"Clarify" Use this word when you need an explanation of the meaning of a spell or rule. The word "Clarify" creates a personal hold between yourself and the individual you are questioning. If you are attacked at this time quietly state "In a hold" and ignore any damage inflicted. You may also use this word if you did not hear which spell was called.

"Play On" Use this phrase to resume game play after any Hold, Caution, or Clarify is called. Normally, it is up to the person who first called the hold to determine if everyone is ready and to restart the game. If the person who called the hold has left the area, a member of the staff, or any other person who can verify that the danger is over, should restart the game. For courtesy's sake, it is best to prepare everyone for the "Play on" with a countdown, i.e., "Three, two, one, play on!"

"Check Your Swings" Use this phrase to tell someone that they are swinging too hard. It does not interrupt play. If the Mythical Journeys staff receives multiple complaints that a particular person is swinging too hard or acting dangerously, that player will have a hole punched in their character card. If this same person has their card punched three times in one event they will not be allowed to use their weapon for the remainder of that event. If the player has their weapon taken away because of this rule two times over any span of time, that player will be suspended. Please abide by this rule.

14.3) Combat Safety

Mythical Journeys can be a physically challenging experience. Expect that you will encounter a few bumps and bruises from participating, as well as some aching muscles. For maximum flexibility and in an effort to reduce injury, we strongly suggest stretching before every event and recommend the use of proper eye and groin protection.

It is important that before, after, and even during combat that you CHECK YOUR WEAPON(s) to make sure they are safe enough for further combat. It is possible for a weapon to be damaged in combat without the wielder noticing. Take the time to feel the tip of the blade and the padding along the blade (or other "business end") itself. If you can feel hard pipe then you need to repair your weapon before injury occurs. Though it is not often used in combat, it is just as important to ensure that you cannot feel piping through your weapon's pommel either. Avoid leaning on the tip of your sword or staff; this could compress the protective foam on the most important part of your weapon, creating a safety hazard.

In the heat of combat it is possible to forget just how fast and hard one is swinging. Remember to PULL BACK just before your weapon strikes your opponent so they only feel a slight tap. Unless your opponent has some special immunity, every blow that lands will count, no matter how lightly it hits. Excessive force is not necessary and is frowned upon.

Never swing your sword at your opponent from more than a 90 degree angle. This will help prevent swinging too hard. Swinging from more than a 90 degree angle and hitting someone hard is called BASEBALL BAT SWINGING and is against the safety rules.

The appropriate and safe distance for combat is roughly the length of one's weapon. Running up to someone at high speed or getting closer than one weapon's length and pressing yourself toward them is known as CHARGING. This is sometimes accompanied by pushing your shield up against your opponent and swinging over the top of it. Charging is against the rules of safety since it often results in collision and injury, may knock your opponent over, and violates the physical contact rules. The best, most challenging, and most enjoyable method of swordplay is to move in for a strike or two and then step out of reach of your opponent's weapon, like you see in the movies. There is nothing more exciting and dramatic than good swordplay; it is similar to dance.

Though not unsafe, repeatedly striking your opponent with rapid and repeated movements is unrealistic and against the rules. This form of attack is known as MACHINE GUNNING or DRUM ROLLING for obvious reasons. In real life, a heavy weapon could not be wielded with such speed. Machine-gunned attacks beyond the first do not count as hits. Switching your location of attack each time you swing will prevent machine gunning.

You may not use your weapons or hands to bat missile weapons (arrows, bolts) out of the air. You may use your hands to bat thrown weapons out of the air only if you have the Catch Thrown Weapons skill.

The Mythical Journeys staff encourages all new players to arrive to the game site as early as possible so our game weapon masters can instruct them in safe weapon creation, sword

play, and proper use of the combat system. This orientation usually occurs at the NEW PLAYER MEETING (held at 8:00 pm) which is held before every event.

14.4) How To Use A Shield

Shields offer the greatest amount of protection against weapon and missile attacks. They can also be a safety hazard if used improperly. Never use your shield as a weapon to strike your opponent; this is known as SHIELD BASHING and is against the safety rules. It is also against the rules to throw your shield at an opponent, or to use it in any other way than to block an adversary's attack. Crouching low to the ground and hiding behind your shield is known as TURLING; this is also against the safety rules because the only way for your opponent to overcome this tactic is to knock you over, or hit you in the head, both of which are against the rules of safety.

14.5) Noncombatant Players

At any Mythical Journeys event there may be noncombatant players. These are players or cast members who, for medical reasons and with the knowledge of the Mythical Journeys staff, choose not to participate in combat or other strenuous physical activities but are still participating in roleplaying. These individuals can be recognized by the yellow armband they must wear in a visible location at all times. Under no circumstances are noncombatant players to be struck by any weapon, spell packet, or in any other way. Similarly, noncombatant players may not strike anyone with any weapon, spell packet, or the like. While noncombatant players may not participate in the more physical aspects of game play, their characters still run the risk of being killed. To do so, all an opponent need do is come to within a weapon's reach of the noncombatant player, point a weapon at them, and slowly state, "I kill you." If this action is interrupted in any way, the life of the noncombatant player has been saved. Please do not use any form of yellow armband as part of your costume unless you have been approved as a noncombatant player by the Mythical Journeys staff.

14.6) No-Combat Areas

There are certain areas of the camp that are designated as No-Combat areas. No combat is allowed to take place in these areas for a variety of reasons, such as the presence of fragile or dangerous props in the area. These areas will be specified at the pre-game meeting which takes place before every Mythical Journeys event and may also be marked with a sign showing a sword surrounded by a circle and crossed diagonally with a thick line. Areas marked with these signs may still be entered for roleplaying and in-game thieving, but no fighting will be allowed in such areas.

14.7) Legal Hits

Please avoid striking any opponent in the head, face, neck, hands, feet, or groin. These areas are considered **ILLEGAL TARGETS**. Your character will not take any in-game damage from weapon strikes to these illegal areas.

None of these illegal targets should ever be swung at, especially the head and neck areas. However, accidents do happen and it is possible that someone may inadvertently hit you in the head, neck or another illegal area. If this does happen and you are able to continue the combat, simply state, "Head shot," do not count the hit, and continue fighting. If you need a few minutes to recover, simply call a "Caution" and step away for a few moments, or if necessary call a Hold (see Stopping Combat). It is important to remember that your opponent probably did not intend to hit you illegally. Keep in mind that individuals wearing masks have a difficult time seeing and may accidentally strike these areas. Please be understanding.

If you should encounter another player or cast member who habitually disregards these and other safety rules, the best course of action is to walk away and inform one of the Mythical Journeys staff. This way, the matter can be dealt with in a way that is considerate to all the players.

It is against the rules to use your hands and feet to block weapons.

14.8) Courtesy

No one wants to play with someone who is constantly hurting them. It is therefore important to use common courtesy when hitting other players or cast members. If cast members are constantly injured through rough handling by players, they may decide it is not worth their while to continue. It is important to remember that without the dedicated and talented people who make up the Mythical Journeys cast, there would be no one to interact with. Players and cast members should work together to ensure the greatest amount of enjoyment for everyone involved.

On the same note, if a monster does not seem to be affected by your weapon blows, it may be safe to assume that it cannot be injured by normal weapons. This is not a cue to hit the creature harder. Remember that there is an unfortunate cast member in that costume. Try to combat such creatures in some other way instead. It is never wise to anger a creature you can't fight.

While some creatures at Mythical Journeys may be hard to battle, others can be incredibly easy. It is unnecessary for eight to ten players to descend on such monsters to beat them into a pulp. Some of the most enjoyable combat experiences are one-on-one. The type of "wolf pack" attack described above can take the challenge away from both the players and the cast members involved. If you should find yourself fighting such low-level monsters, why not step back and let your buddy have some fun? You'll be there as backup if needed, and next time you can be the hero.

Live Action Role Playing, by its very nature, seems to attract power players. Players will often find themselves in situations in which they will be exerting power over cast members and other players alike. This is not an invitation to victimize or insult other people in out-of-game or borderline ways. No one enjoys leaving a situation feeling like a victim; this includes cast members as well as players. Vanquishing your foe in-game does not mean you may humiliate them in real life. The same goes for insults. Such things must always be kept in-game. Please avoid references to another that could be construed as a real-life insult. The best way for all of us to have fun together is for all to remain friends.

14.9) Calling Skills

Mythical Journeys provides a number of fighting skills that can be purchased with a character's skill points (see Skills). These skills enhance a player's natural abilities by allowing the character to do things the player cannot. Parrying blows that have already landed and inflicting greater amounts of damage with each hit are examples of these skills. For a full description of these combat skills, refer to the Skills section of this rulebook. There may be other hidden combat skills that must be discovered in the course of the game and that do not appear in this rulebook.

Normally, a player must call out the name of the fighting skill they intend to use before swinging their weapon (the Parry skill is an example of a skill that is called out after a weapon strikes you). In each case, if the blow lands the skill is used up, and the opponent suffers the effect (unless they have some special protection). In most cases, the skill is not used up if the blow does not land; however, in some cases, the skill may be used up even if the blow misses.

14.10) Roleplaying Combat

Because most combat skills are not expended unless they land, it is important to roleplay the effects of these skills during combat. If your opponent does not realize that the Slay he has just hit you with has landed, he may assume that the skill is still active on his weapon and will continue to call out the skill until he knows it has been used. Therefore, it is always wise to indicate that the skill has hit you. It is also advisable to roleplay any normal damage that you sustain, so that your opponents don't assume you are ignoring their blows. Your barbarian fighter may be tough, but no one can ignore an axe wound in their side.

It is recommended that each player acknowledge each weapon strike that hits them. A phrase such as, "That scratch was all I needed to awaken me!" or something as simple as an "Ow!" or "Ooof!" should be enough. Not only do these actions show that you are taking your hits, but they add to the atmosphere, drama, and overall enjoyment of the battle. No classic swashbuckling movie is complete without the quips and insults traded between combatants, or the hero who suddenly turns the tables on his foes when all appears lost. This is just the sort of atmosphere that Mythical Journeys strives to create.

14.11) Resist and No Effect

Sometimes you will meet opponents who do not seem to be affected by your attacks. If any player or cast member responds to your attack by stating, "Resist," it indicates that, through some special means, they were protected from an attack that normally would have injured them. In such a case, a second attempt might have better luck. If a cast member responds to an attack with the statement, "No effect," it indicates that your opponent was not affected by this form of attack and probably never will be. Neither of these situations will be resolved by hitting your opponent harder. You should only state "No effect" if you are permanently immune to an attack.

14.12) Torso Shot

When a player's Vitality Points have been reduced to one, that last point is considered to be the "Torso Shot". This last point of Vitality cannot be removed unless that player is hit somewhere in the torso area. The torso area is defined as the area that would be covered by a sleeveless t-shirt, both front and back. A character can survive combat for an entire event with only this "Torso Shot", provided they are not struck in the torso area. Spells, poison, and traps are amongst the many other methods that can remove all Vitality Points from a character whether they hit the torso area, or not.

Once a character is reduced to one Vitality (with only the "Torso Shot" needed to take you down) every hit to a limb will act as a "Stun" (as the skill of the same name) to your limb. This means that the limb struck will be numb and useless for 10 minutes (healing will repair it instantly). You cannot hold anything in a Stunned arm, and you cannot stand on a Stunned leg.

14.13) Damage Progression

Normally, each player starts a Mythical Journeys event with all of the Vitality and Armor points they have purchased. Throughout the course of the event, these points can be removed in many ways, notably through combat. All weapons do one point of damage per hit unless otherwise stated by the attacker. In order to cause damage the weapon must make contact with a legal target area on the body (arms, legs, or torso). Please remember that Mythical Journeys uses a "lightest touch" combat system. You do not need to hit someone hard for a weapon blow to count. If the weapon touches you in a legal target area, you have been hit.

Each time a weapon blow strikes a legal target area, the appropriate amount of damage is subtracted from your Armor or Vitality points (one point unless the attacker has used a skill or spell to change this). These points are removed in a specific order, referred to as the Damage Progression:

1. Magically-based Armor Points
2. Normal Armor Points
3. Magically-based Vitality Points
4. Normal Vitality Points

Spells and skills that bypass directly to Vitality will first attack any magically-based Vitality (e.g., Fortitude) that you may have and then proceed to your normal Vitality. Such attacks do not damage your armor. These include the skill Pierce and spells that specify Vitality damage ("damage three vitality").

Various forms of healing can restore lost Vitality points, and damaged armor can be repaired (cf. Blacksmith or Leatherworker skills).

14.14) Death and Dying

For those of us who are mortal, dying is a big step in life - usually our last. At Mythical Journeys death isn't always the end. In the Realm of Pendaan, dying is done a bit differently, and everybody knows that the slain often - but not always - return from Fate's realm to walk the mortal lands again. Death is quite common at Mythical Journeys; the first thing any player should know is that their character will die, possibly permanently.

When your Vitality points have been reduced to zero (e.g., by a hit to your torso, or by any damage from a trap or spell), you will slip into unconsciousness and must fall to the ground and lie still. At this point, you are considered to be bleeding to death and will die in ten minutes unless proper steps are taken. During this period your body may be searched, but may not be physically harmed in any way other than the Quickdeath or Assassinate skills, or through a Death spell. Cutting up the bodies of your victims or treating them in other disrespectful ways is frowned upon at Mythical Journeys.

When you are the victim of any form of poison (excepting venoms) you have ten seconds to receive some form of antidote. After those ten seconds, you will collapse into unconsciousness, and will die after ten minutes unless you are somehow saved.

Finally, if you are hit by a Death spell or the Assassinate skill, affected by Death venom, or Quickdeathed, you will die immediately. In these situations there is no period of unconsciousness during which you might be saved by bandaging or healing. You must still lie on the ground for ten minutes in order to allow your body to be searched.

To summarize the process of life, injury, and death:

- Normally you are alive, conscious, and healthy. Each time you are struck by a weapon, you take one point of damage (unless your attacker states otherwise).
- When you have only 1 vitality left, each strike to a limb Stuns that limb, but only a strike to your torso will cause you to fall. (Spell and trap damage is always considered to be a strike to the torso.)
- When all your vitality is lost, you fall unconscious and begin to bleed to death. Healing can restore your vitality, allowing you to regain consciousness.
- After 10 minutes of bleeding to death, you are dead. Once you are dead, you no longer have a pulse, and no healing can aid you. Quickdeath can cause you to die before the 10 minutes pass. Assassinate and Death spells will instantly kill you, with no period of unconsciousness.

Being Dead

After you have died, your body fades from existence and you are drawn to the realm of Fate as an insubstantial spirit. You should remain, as a dead body, for 10 minutes, then stand up, assume the look of a zombie, hold your weapon or hand on the top of your head to indicate that you are a spirit, and proceed to Fate. (If no one is around or paying attention to your body, you can become a spirit earlier than 10 minutes.) As you walk to Fate, you may not stop to talk to anyone unless you are forced to do so with magic or some

special skill. You must proceed directly to Fate and will not remember anything you see during this walk to Fate's realm. Other players will be able to see you as an amorphous spirit and will be able to recognize who you were in life. However, no one will be able to interact with you without a special skill or magic. Players may roleplay the sensation of a cold breeze when spirits pass by.

When you arrive at Fate's door you must indicate you are there and wait for Fate to tell you to enter. Entering Fate's realm before you are invited to do so can be hazardous to your character's future. It is always advisable to treat Fate with respect since your character's life hangs in the balance. You must be honest when telling Fate your name and the circumstances that led up to your death. Assume that Fate will know if you are lying.

Improving Your Chances

There are a few ways you can improve your experience with Fate. The first is the inexpensive Fate's Favor skill. This skill allows a cleric or other spiritually-attuned character to bestow a final rite upon the dead that will give that person a very favorable aura to Fate, who, in turn, will somehow reward them. You must tell Fate when you arrive that you have Fate's Favor cast upon you.

Mythical Journeys allows its players to earn "brownie points" by helping the game out in many ways (see Interacting with the Game). For thirty of these brownie points you can purchase a "Fate's Kiss" card which will allow you the benefit of a Fate's Favor in the event that no one bestows this rite upon you before you become a spirit. You may not use both Fate's Favor and a Fate's Kiss card on the same trip to Fate. The real benefit of Fate's Kiss is that you don't have to use it until you need it. For instance, if things are looking bad with Fate, you can then decide to use your Fate's Kiss card and Fate will attempt to tip the scales in your favor. Fate's Kiss cards can only be purchased between events when you are updating your character. You may buy as many as you have the necessary brownie points for. You must have this card in your possession when you go to Fate in order to use it.

The greatest method of influencing a character's chances with Fate is the "Twist of Fate" card. This card can be purchased for one hundred brownie points. This card may be used in combination with any of the other ways of improving your chances with Fate. If all else fails and your character is going to die forever, you can cash in your Twist of Fate card and your character will be pulled from the brink of death. This card may only be used once per character. (You may have or purchase more than one, but never use more than one.)

Both Fate's Kiss and the Twist of Fate cannot be stolen, but you can give them away. If you do not have them with you when you reach Fate, they will not help you. Characters have died forever because they left these precious items in their cabins! Consider yourself warned.

Surviving death at Mythical Journeys is not difficult, it simply requires a bit of planning, some assistance to the game to earn brownie points, and some careful decisions about how to use those points. If your character should die permanently while at Fate, you may start a new character with the usual 100 character points (plus 10 if you give us a character history), plus up to 100 of any unspent points. You may also convert saved brownie points into up to 100 character points, but you may never start a new character with more than

210 points. If you have additional unspent points, you may use up to 30 of these per event until they are all spent.

If you return . . .

If Fate decides to return you to the realm of the living, you will not remember the circumstances of your death (about 10 minutes before you died) unless Fate tells you otherwise. You will remember your visit to Fate, except the parts that would tell you how you died. So if Fate asks you how you died, you tell him "Bob lured me out in the woods and stabbed me in the back," and Fate says "Hmmm, you and the last seventeen people who have visited me, you foolish mortals never learn," you will not remember either of these two comments. But you will remember being in Fate and whatever else transpires there. (Of course, if Fate tells you that you will remember how you died, you can remember everything.) Some people will choose to roleplay remembering less, and that is fine if it is what they prefer.

Fate will remove most negative effects from you. When you return, you will not be maimed, poisoned, etc. However, Curses are never removed by Fate, and Drain Vitality is also not removed. Some spells, magic items, potions, or other effects may also indicate that they are not removed by fate. And if you have something that says you must turn it in at the end of game, dying does not relieve you of that obligation.

Fate will not interfere with beneficial spells cast upon you. So if you had a spell shield, armor spell, etc. on you when you died, it is still there when and if you return from Fate.

14.15) The Dead Don't Sneeze!

Being dead is a very important part of your time at Mythical Journeys. There is a good chance you will spend quite a bit of time on the ground dead or dying. Here are some basic rules you need to follow when your mortality (or lack thereof) hangs in the balance:

- **The Dead Don't Speak.** When you're either unconscious or dead, you cannot speak, grunt, cough, sneeze, rustle leaves, break twigs, narrate your situation to others, or make any other kinds of noises that are designed to give your location away to your friends or anyone else. It is up to your companions to realize you are missing and try to find out your location.
- **"I check for a pulse."** When you are lying on the ground, chances are many people will come up to you, place a finger on or near your neck and ask you if they feel a pulse. You must reply with a Yes or No answer without elaborating any further. Characters who are alive have a pulse. Characters who have died (for example due to bleeding out, Quickdeath, dying 10 minutes after being Poisoned, being affected by a Death spell, or being Assassinated) do not have a pulse.

14.16) Searching Others

After the defeat of your foes in combat (or just stumbling across their unconscious bodies), you may wish to search the bodies for treasure. The physical contact rules of Mythical Journeys require that one person may touch another only with the consent of both parties. Consequently, searching others must proceed as follows.

Approach the person and state "I search you." The victim should respond with either "You may search me" or "Describe your search."

If the person you are searching responds "Search me," this means that they have given you permission to do a basic body search. In this situation you are permitted to pat their pouches and pockets and generally search their clothes. Do not touch taboo areas such as the groin and chest. No in-game items or coins are allowed to be hidden in "taboo" areas. You also have the right not to perform a physical search. To do so, simply respond with "I search your (area)" as described below.

If the person you are searching responds with the statement "Describe your search," this means that they have refused permission for you to do a body search. You must then perform your search verbally by describing where you are searching. Describe your search with a series of "I search your (area)" statements, which must be answered truthfully. For example: "I search the pockets of your tunic." "You find nothing." "I look for anything around your neck." (Victim removes jeweled necklace and gives it to searcher) "I search both your boots and the small of your back." "You find nothing in the boots and a tiny dagger strapped to my back" (removes dagger and hands it over) "I remove your bracelet" "Prop."

If you have an item on your body that is not in-game, simply state "Prop" when the searcher says, "I take your (blank)." Obviously, items acquired in-game cannot be props. This rule is to enable players to enhance their characters' costumes without risking the loss of their real-life treasures.

Regardless of which searching method you use, you still must accept any effects that such a search might inflict upon you (e.g., poison or disease).

On occasion there will be the need to gather things like Troll's blood, eye of Ghoul, and other components for the completion of potions and such things. This will be dictated by plotlines delivered during the events. A vivid description of cutting up a body, or of a full body search will not be necessary and is frowned upon by the Mythical Journeys staff. Harvesting parts outside of designated plotlines will prove futile (no Cast Member will purchase them from you).

All searches should take no more than a few minutes. If you haven't found anything after a reasonable amount of time, assume there is nothing there to find. It is polite to gently roll any monster's body out of sight to keep it from decaying in public (see Carrying Others). This allows that cast member to leave the area more quickly so they can come back out into play sooner.

14.17) Carrying Others

If you wish to move a fallen character or monster, approach them and state "I carry you." The victim will either get up and move with you or state "You may move me." You are not required at any time to physically pick up another person and may repeat "I carry you," in which case the victim must move with you. With both parties' permission you can roleplay the carry by having the victim walk in a slump alongside you with an arm draped across your shoulder, your arms about their waist, etc. While carrying someone, you may only travel at a leisurely walking pace (no speed walking) unless you have a Strength spell cast on you. Although it is not encouraged, if both parties are willing you may carry an individual on your shoulder or in your arms and flee with them without the use of a Strength Spell. Please consider the terrain and the physique of both players when doing this. Always think of your own safety as well as that of the person you are carrying in these situations.

15.0) Armor and Weapons

15.1) Weapons

No weapons may be made of any materials other than those listed in the Sword Construction section of the rule book. If you have an idea for an unusual weapon, please contact the Mythical Journeys staff for approval before you begin constructing it. We don't want all your hard work to go to waste. Be prepared to have your weapon dismantled for internal safety inspection. Bring a regular style game weapon as a back up in the event your weapon fails inspection.

It is highly recommended that all new Players with no previous weapon crafting experience bring all the supplies necessary to create a new weapon. If your weapon fails to pass safety inspection you will be left weaponless for the duration of the event if you can't construct a new one, purchase one, or borrow one from a fellow Player. Unfortunately, Mythical Journeys does not have enough weapons to replace unsafe Player weapons.

Real weapons (real swords, knives over 4 inches, guns, etc.) are forbidden on site at Mythical Journeys. Individuals with these items will be asked to leave for the remainder of the event without refund.

Maximum weapon lengths are:

- One Handed Weapon 48"
- Two Handed Weapon 66"
- Dagger/Hammer 14"
- Short Weapon 30"
- Staff or Polearm 72"
- Thrown Weapon 8"
- Thrown Javelin 24" to 36"
- Ra'Kash Claws 12"

Shields may be up to 30" by 30", or tower shields may be from the ground to your collarbone but no wider than the distance from your elbow to your fingertips.

15.2) Armor

It is possible for many Mythical Journeys players to add the protection of Armor Points by wearing some form of armor. (However, those who use Mana-based spells should remember that it is impossible to cast these spells while wearing armor.) The type and construction of your armor will earn a specific amount of Armor Points, each of which will negate a one point normal weapon attack against the wearer, preventing a wound which would otherwise reduce a player's Vitality total. In so doing, however, the armor will sustain damage and Armor Points will be removed. When all of the awarded Armor Points have been removed, the armor is considered to be destroyed and useless and the attacks will begin to wound your character and to remove Vitality Points. All damaged armor must be repaired by the appropriate person in game before it can be used again. A physical representation of the character's armor must be worn at all times the Armor Points are meant to be in effect.

Real armor can be expensive and difficult to find. With this in mind Mythical Journeys has developed a "piece-mail" system that will allow you to mix armor types. There are only four general areas for which armor points will be awarded. These areas are the head, both arms, the torso, and both legs. In the case of the arms and legs, both limbs must be covered in order to get the points for that area. In other words, the player must wear a bracer on both arms in order to receive the armor points for the arms section. If both limbs are not covered, no armor points will be awarded for that entire area.

Armor points awarded for the various types of armor are as follows:

- Leather: (One Armor Point for each area) Includes Leather, Studded Leather, Fur.
- Chain: (Two Armor Points for each area) Includes Chainmail, ringmail, scalemail.
- Plate: (Three Armor Points for each area) Includes Platemail, banded mail.

Costume armor is acceptable, however the Mythical Journeys staff reserves the right to award no armor points for low-grade, or "cheesy" armor. Tin foil armor will not be granted armor points at MJ. Metal strips attached to leather must be at least three inches wide to qualify for plate. Duct tape (or similar material) on leather, simulated leather, or other materials will not be considered metal armor.

At no time do we want you to think that you have to spend your life's savings on armor for a game. If you can't afford to have a full suit of shiny plate armor, don't sweat it! There are many ways to make armor for your character.

Stacking Armor

Sure, it makes sense to wear chain under your breast plate, but to keep game logistics and armor within reason, we cannot award additional points for stacked armor.

Rounding Up

If, for some reason, your assessed Armor Point value comes up to 7 1/2, don't worry. We round up.

Armor Point Maximum

The highest number of Armor Points anyone is allowed to have is 10 (before magical enhancements).

Helmets

Metal helmets will protect you from the skills Waylay and Subdue, as long as you have Armor Points left. A leather helmet or chain coif will not prevent Waylay or Subdue.

Armor and Poison

Armor will stop blade poison (or venoms) from getting to you as long as you still have at least one armor point left. Armor will not prevent the effects of contact or ingestive poison.

15.3) Repairing Armor and Weapons

Once your armor has been damaged, or your weapon shattered, you will need to find a way to fix it so you can continue to use it. There are in-game ways of taking care of this (the blacksmith is one idea that comes to mind!). Or, you can fix it yourself. Now in order to do this, you, or someone you know, will need two things. The first is the appropriate skill and the second is the "raw materials" needed to fix the type of armor, or weapon, you have. For metal armor or weapons, Blacksmith skill and pieces of refined metal are needed. For leather armor, Leatherworker skill and pieces of leather will be required. And wooden weapons will require a Woodworker with pieces of refined Ironwood.

In order to repair one point of armor, you need two pieces of the required material. To repair a weapon, you need two pieces for a weapon up to shortsword length, four pieces for weapon up to longsword length, and six pieces for a longer weapon. Shields require four pieces of material. These items can be repaired over and over again, as many times as you have resources for. You must, of course, remove your armor in order for it to be repaired and it can never be repaired to an amount greater than the value first given the armor when you checked in.

If you are unable to have your shattered weapons repaired immediately and wish to store them in your cabin until such time as it is possible to do so, it is advisable to somehow indicate that these items are worthless. A short note with the words "Destroyed" or "Shattered" will suffice. Your weapons and armor are not stealable, but this will prevent confusion if someone in desperate picks up your weapon to defend themselves, or one of your friends decides to "borrow" it.

16.0) The Sounds of Battle

16.1) Special Attacks

“If your attack is going well, you are walking into an ambush.”

- from the Mythical Journeys Rules of Adventure

Nothing makes combat more exciting and satisfying than overcoming adversaries who have special abilities that make them difficult to defeat. Mythical Journeys has put a lot of thought into making each event's monsters and villains both unique and fair to new and veteran players alike. It is our hope that some of these skills will put terror into your heart and make your tales of adventuring glory that much more exciting.

These special abilities can be used in several ways: with a weapon, with a packet, or with a gaze.

Skills and abilities used with a melee weapon:

- Must hit your body in a legal target area to take effect. If the skill or ability is blocked by your shield or weapon, it does not take effect. (Exceptions: the Disarm skill must hit your weapon, and Shatter skill must hit your weapon or shield.) If the skill or ability hits an area that is not a legal target (e.g. head, hands, feet, groin), it does not take effect.
- Any special ability or skill used with a weapon can be defended against using the Parry skill, except: Deathstrike, Final Death, Poison, Venom, and any of the stealth attacks (Backstab, Waylay, Assassinate) can not be Parried.
- ALL special abilities and skills used with a weapon can be resisted with Attack Shield.
- NONE of these abilities and skills can be resisted with defenses against magic (e.g. Spell Shield). (Exception: Final Death can be resisted with a Spell Shield.)
- A few of these abilities must hit a certain part of your body: Slay, Deathstrike, Backstab, Waylay, and Assassinate must hit the torso; Stun, Maim, and Wither must hit a limb. This is noted in the description of the specific ability.
- If the weapon hits your body, you take at least one point of damage, even if the called ability doesn't specify damage. For example, if you are hit with a weapon with the Pain special ability, you still take one point of damage in addition to suffering Pain. If the ability does damage, you take that instead (e.g. if hit by Slay, you take 20 points of damage, not 20 points for Slay plus one for the weapon).

Skills and abilities used with a thrown or missile weapon work exactly the same way, except that these cannot be Parried. (But note that none of the Fighting or Stealth skills can be used with thrown or missile weapons without special training, except Pierce, Poison, and Venom.) The Catch Thrown Weapon skill can be used against thrown weapons (but

not missiles), and if the thrown weapon is successfully swatted away with the hands, or caught, the special attack is negated.

Skills and abilities used with a packet are considered magical and may only be blocked with appropriate protection against spells (e.g., Spell Shield). (Exceptions: Dispel Magic, Holy Water, and Destroy Undead can not be blocked by protection against spells.) Usually the incantation for a packet ability includes the name of the ability as part of a phrase (e.g. "I Charm you to obey me, 10 minutes", "I Poison your body"). Packets can hit anywhere on your body, clothing, weapons, or shield to be effective (even for effects such as Disarm or Maim - the incantation will specify which limb or weapon is affected).

Gaze attacks require the attacker to meet the gaze of their victim for a certain amount of time, after which they can state the effect. "Charm" and "Enslave" are examples of abilities that could be used in this way. These are considered magical and can be blocked with appropriate protection against spells (e.g. Spell Shield), but not reflected or absorbed.

The Ten-Minute Rule: The effects of all special abilities, spells, and other effects that do not specify otherwise have a duration of ten minutes. (You're not sure how long 10 minutes is? Count to 600!)

16.2) Special Defenses

Many defenses have been developed over the ages. Here are some important ones:

Armor helps in two ways: if the special ability or skill deals damage, the armor takes the damage before you do. For example, if you have 11 Vitality and 10 points of Armor, and you are hit by the skill Slay, which causes 20 points of damage, the armor takes the first 10 points of damage, and you take the remaining 10 points of damage to your vitality. In this example, you would have 1 point of vitality left. The second way that armor helps is by blocking Blade Poison and all Venoms delivered by weapons. If the armor prevents you from taking any Vitality damage, you can resist the poison or venom (you must state "Armor" when you do so). If you take even a single point of vitality damage from the attack, though, your armor does not protect you from the Poison or Venom. If the attack uses the skill Pierce, or it is a spell that does "Damage X Vitality", the armor does not protect you, even if it otherwise would. Armor does not block any non-damaging abilities other than Poison or Venom.

Parry: this skill allows you to turn aside an attack made with a melee weapon. You must have a weapon, unsheathed and in your hand, to use this skill. It will protect you against any special attack or skill used with a melee weapon, except Deathstrike, Final Death, Poison, Venom, and any of the stealth attacks (Backstab, Waylay, Assassinate). You must state "Parry" when using this skill.

Spell Shield: this spell ("I grant you a spell shield") can be cast upon you, allowing you to resist any one magical attack (spell packet or gaze, not a weapon attack), except Dispel Magic, Holy Water, and Destroy Undead. It can be used to resist Final Death, even delivered by a weapon. It can also protect you from unpleasant potions, too (except those that specify otherwise on their tag). You can decide when to use it (it doesn't have to be the first spell that hits you). You can only have one spell cast upon yourself that protects you from magic. You must state "Resist" when using your Spell Shield.

Reflect: this spell ("I grant myself spell reflection") protects you from spells, like Spell Shield, but allows you to reflect the spell back at the caster. Unlike Spell Shield, it only works against packet spells (not gazes or potions), and it does not work against Final Death. To use it, you must state "Resist" and the full incantation for the spell to be reflected, then throw a packet at the caster. This spell ("I grant myself spell reflection") may only be cast upon yourself.

Absorb: this spell ("I grant myself an absorption") works like Reflect, except that after absorbing the hostile spell, you can save it for later, instead of reflecting it immediately. But, you can't have another "defense against magic" type spell cast upon you while you have a spell absorbed.

Attack Shield: this spell ("I shield myself against the next physical attack") protects you against the very next physical attack, whatever it is. It will protect you from any weapon attack, no matter what skills or abilities are called. Traps are also considered physical attacks. The spell Attack Shield can only be cast on yourself. Attack Shield can not be combined with any spell that protects you against magic OR physical attacks.

16.3) The List

“Acid”

Fetid swamps and other unwholesome domains breed strange creatures with the ability to excrete geysers of toxic, burning acid (represented by a squirt-gun type device). This acid is so corrosive it will dissolve both armor and flesh, causing ten points of damage to every player struck by the spray. If your companion is directly struck by the acid, but some of it spatters onto you, you both take ten points of damage. This form of attack may be blocked by a shield, but if any acid strikes you (or your armor) you will take the full amount of damage and should roleplay the effects.

“Assassinate”

The treacherous blade of the assassin strikes unexpectedly, bypassing all your defenses and ending your life in the flicker of an eye. The attack is only successful if it is by surprise. This includes any time you do not see the weapon strike you, or any time you are genuinely surprised. Assassinate instantly kills you (as Quickdeath), so healing cannot help you.

“Backstab”

By striking at your unprotected back, thieves and brigands can make quick work of you. Backstab must strike your back, with surprise, but does additional damage. For example, "Backstab 3" does three points of damage.

“Damage X Vitality”

The vilest spells attack your body or spirit directly, bypassing all armor. Instead of simply stating damage (e.g. a normal spell like "Fire ball, damage 5"), these state "Damage X Vitality" (e.g. "I cause your body to rot, damage 3 vitality").

“Death”

The most potent magic can turn you into a corpse in a single instant. Death is instant, leaving you dead, with no pulse, and unable to be healed.

“Death Strike”

Some opponents are so strong that a single blow from their weapon can rend their victim in two. This attack must strike the torso area to be effective. Death Strike will remove all Armor and Vitality from the target, rendering them unconscious and their armor destroyed. The Parry skill will not protect against this ability. This ability does not immediately kill you, although just as any time you are rendered unconscious by losing all your vitality, you will die in 10 minutes if not healed.

“Disease”

Rotting flesh and a diet of foodstuffs most foul make the touch and even the very breath of some beings rife with plague and disease. If hit with a disease, whether via touch or packet, you cannot be healed by any means until the disease is removed. Bandage and Lay On Hands will also not work until the disease is cured. Dying and going to Fate is the most common cure, although a Cure Disease spell is a more pleasant solution.

“Dispel Magic”

With a powerful incantation ("I dispel all active magics upon you") this spell sweeps away any spell or spell-like effect that is active upon you. It gets rid of ACTIVE beneficial magic: magical armor points from any spell, potion, oil, scroll, or magic item; magical defenses like Spell Shield or Attack Shield or State of Stone cast upon you by any spell, potion, oil, scroll, or magic item; any skill, ability, or resistance granted to you by any spell, potion, oil, scroll, or magic item. If you are regenerating mana or vitality due to a non-permanent spell or potion, it stops. It also gets rid of not-so beneficial magic: all types of binding; on-going pain; if you are petrified it turns you back to normal.

Dispel magic does not remove non-active runes. This means runes that have been drawn but have not yet been touched to activate them. Dispel Magic does not remove Curses, or PERMANENT alchemical effects. Dispel Magic does not affect damage you have taken. Dispel Magic does not remove Poison, Venom, or Disease, even if these came from a spell. They are not magical. It does not restore Drained vitality, or Withered limbs.

Dispel Magic does not affect any potion, oil, or powder that is still in the vial, or scroll that you have not already cast. If you have an alchemical powder OUT of the vial, with the powder packet IN YOUR HAND, waiting to be thrown, Dispel Magic destroys it.

Dispel Magic does not affect any magic items in any way. If you have already used the item to cast a spell on yourself, that spell is lost, and that spell has already been used from the item, but if the item has the ability to cast additional spells on you or others, you can still use it to do so. Dispel Magic does not prevent you from using magic AFTER it has hit you, or from being affected by magic AFTER it has hit you. It also does not affect your Mana.

Spell Shield, Reflect, and Absorb can NOT be used to resist Dispel Magic.

“Drain Vitality”

The world's dark spaces have spawned parasites that live off the very life essence of their victims. These creatures can drain the life force from a body and consume it, preventing its restoration by the healing arts; recovery from such tainted wounds can take weeks. If hit by this ability, the victim loses the specified amount of Vitality for the entire event. Even Fate will not restore this Vitality. The victim can be drained all the way down to their torso shot, which cannot be drained away. The spell "I drain you of one vitality" is a Drain Vitality effect.

“Charm”

Overpowering persuasion is the weapon of some as they force their will upon the unsuspecting. If subjected to this power, you must treat the user as one of your closest friends, and try to fulfill any order or request they make. In no instance will you do anything to harm yourself or your friends while charmed.

Charm cannot be used to force a person to speak the truth or reveal secrets. See the last two paragraphs under Enslave, below.

“Disarm”

Whether by a graceful twist or brutal strike, this attack will remove your weapon from your hand. If delivered by a weapon, it must strike the weapon to be disarmed, and cannot disarm a shield or two-handed weapon. If delivered by a spell, it can disarm any one item (which must be specified in the incant). In either case, you must (safely) throw your weapon 10 feet away.

“Enslave”

With hearts as cold as ice, some villains can completely overpower the minds of their victims through the sheer power of their will, leaving them no better than puppets to their master's whims. If you meet the gaze of someone who says "Enslave," you have fallen under the effects of an Enslave spell without the use of a packet. (Enslave can also be used as a normal packet spell.) This spell completely enslaves the mind of the target so that they will do anything they are told to by the caster, up to and including killing themselves. Fate will not consider such a death as suicide. (This spell will not allow any commands which violate real-world standards of decency). This effect lasts for ten minutes. You will remember everything that took place during the ten minutes in which you are enslaved. You will remain enslaved for the entire ten minutes even if the caster is absent, unconscious, or deceased. Furthermore, you will remain enslaved even if you are rendered unconscious and then healed before the ten minutes has expired.

While under the effects of Enslave, you must follow any orders or instructions to the best of your ability. If the instructions are vague, you can be intelligent about how you carry them out, but you will try to honor their intent and achieve them within the duration of the spell. For example, if ordered to kill your friends, you could attack them outright, or you could approach them while acting normally and then stab them in the back. You can't warn them, or keep delaying the attack until the spell wears off.

Enslave can not be used to compel a person to tell the truth or reveal a secret, however. If someone attempts to use it to force the truth out of you, you are welcome to deal with it in whatever way you want. Some acceptable example answers to the order "Tell me the location of the rebel base" might be: "No," "I can't," "Far, far away," "It's difficult to describe," "Over the river and through the woods," "In the catacombs under the old temple," or "The location of the rebel base."

Actions cannot be used to circumvent the (no truth) ruling. Examples of illegal commands would be: "Lead me to your secret buried treasure," "Point out your accomplice in the

crowd," "Write down the names of all the members of your secret organization." And any such variations on the theme. These types of commands should promptly be ignored as beyond the parameters of the spell. Good general guidance (read as "spirit of the rule") is that charm and enslave are not information gathering spells.

“Explosion”

Some creatures are so volatile that a single attack upon them will force them to explode. These creatures will yell “Explosion,” an amount of damage, and throw a horde of spell packets. (Like other attacks delivered by spell packet, this can be resisted with a Spell Shield.)

“Final Death”

With power from the very heart of darkness, some beings can so damage one's spirit that it may never return again. This magical attack can be delivered by weapon or spell packet and may be resisted as a spell. If a weapon is used as the means to deliver this attack, a shield or weapon may be used to block it, but you may not Parry it if it hits you (only Attack Shield or Spell Shield will protect you). If hit by this attack your character is permanently dead and does not go to Fate (thus you cannot use a Twist of Fate card). Final is final, you can not be brought back to life even by a Restore Life spell, or by Self-Sacrifice. Note that Final Death cannot be Reflected or Absorbed.

“Freeze Body” and “Freeze Limb”

Wielding cold magic, ice mages and elementals may encase their foes in ice. Freeze Limb incapacitates a limb, like the Stun skill, but is not cured by Healing. Freeze Body immobilizes your entire body, just as the Paralyze ability. The Release spell will end either effect before its normal 10 minute duration is over.

“Giggle”

Vile beyond vile, some who devote their lives to the path of mirth and entertainment can force others to laugh with them, not at them. You don't think this is vile? Just consider how embarrassing it is to be killed because you were convulsing in a fit of laughter. Your monster friends will never let you forget it. While Giggling, you cannot cast any spells (your incantations are all interrupted) and will have trouble saying more than a word or two. Yes, these makers of mirth are vile indeed.

“Itch”

A common practical joke among Ra'kash, magic for causing uncontrollable Itching is just as incapacitating as Pain, making it impossible for you to cast spells, fight, or defend yourself for 10 seconds. Plus, people often will avoid you afterwards; who knows if your fleas are contagious?

“Maim”

This ability represents the brute force of an ogre's club or the cutting edge of a dark elf's blade to render your limb useless permanently. Once struck on a limb, you will be unable to use it ever again. Healing will reverse the damage done, but Bandage will prove ineffective. If delivered by weapon, you also take one point of damage, as normal. This ability is only effective on limbs; if a Maim hits the torso it will simply do one point of damage. If Maimed in the leg, you should fall (safely) to the ground. You may not hop on one foot. Maim is painful, and you should roleplay appropriately. The spell, "I magically break your right arm" (or other limb) is the same as the Maim skill, but does not need to hit your limb.

“Mana Drain”

Dark creatures that live off the flow of magical energy will not hesitate to seek out living targets from which to draw their nourishment. This skill enables a monster to sap magical energy from you. Each time you are struck with this skill, you lose one mana point (if you had any to begin with). This ability can only be used on an unconscious victim. You cannot be drained below zero mana. If you have zero mana, you should state "no mana."

“Mimic”

Some who wield dark magics are not satisfied with merely killing you. They raise your corpse and make it their servant, sending you to kill and terrorize those you meant to defend. This is a spell, and its incant is "I raise you as a living mimic under my control, with your remaining skills, full vitality and intelligence, for 10 minutes." Once raised, you have your full vitality, and you may act intelligently, although under the control of the caster (as if Enslaved). You may speak, if it is consistent with the instructions your master gives you. Any skills you have remaining may be used, and once you return from fate you will still have these skills available even if you used them as a mimic. For this spell to affect you, you must not have a pulse. For example, you have been quickdeathed and are waiting your 10 minutes to expire to go to fate, or you have been struck by a Death spell. Mimics are not undead, and not affected by Destroy Undead or Holy Water, although they have no pulse.

This spell lasts only 10 minutes. Once the 10 minute duration ends, you fall, and then go directly and immediately to fate (do not lie dead for an additional 10 minutes). You will not remember anything you did as a Mimic unless Fate allows you to remember the circumstances of your death. The spell Restore Life will bring a Mimic back to life as if the person had not died (in which case you may remember everything).

While under the effects of Mimic, you must follow any orders or instructions to the best of your ability. If the instructions are vague, you can be intelligent about how you carry them out, but you will try to honor their intent and achieve them within the duration of the spell. For example, if ordered to kill your friends, you could attack them outright, or you could approach them while acting normally and then stab them in the back. You can't warn them, or keep delaying the attack until the spell wears off.

“Pain”

Exceptionally strong beings may use boulders, tree trunks, and other heavy objects to grind their opponents into the dust. When hit with this ability you must immediately fall to the ground and roleplay severe pain (scream in agony) for ten seconds. During this time, you can not cast spells, fight, or defend yourself. This skill is often used by large creatures who throw huge stones. If inflicted with a weapon of any sort, this skill also causes one point of damage. The victim should roleplay the pain they are suffering to the utmost.

“Paralyze”

The very touch of some beings is so spine-chilling that they can paralyze their victims with dread. When struck with a Paralyze attack, your entire body will become rigid and immobile for ten minutes. If you are killed by some means while paralyzed and standing, you may choose to remain standing or collapse at your discretion. This skill also causes one point of normal damage if inflicted with a weapon of any sort.

“Pierce”

A skilled archer can aim for the chinks in your armor, bypassing any protection it would otherwise give. You take normal damage, but to your vitality, not to your armor. Pierce may be combined with Poison, in which case your armor will not protect you against the Poison, either.

“Poison”

Dripping death from talon and fang, some creatures can poison with their very touch. Once struck by this ability you have ten seconds before you fall into unconsciousness and ten minutes before your character dies. During the initial 10 seconds, you may not fight, cast spells, or defend yourself in any way. If used with a weapon, this skill must hit your Vitality (magic Vitality included) in order to take effect; if you are struck with Blade Poison (poison delivered by a weapon) and your armor absorbs all the damage, preventing any loss of vitality, then you are protected from the Poison (and should state "Armor" to your attacker). If you lose even a single point of vitality from the attack, then the Poison will effect you. Poison spells, delivered by packet, are not blocked by armor. See the Poison section of this rulebook and the Venom special ability for more details.

“Slay”

This powerful attack must hit the torso to be effective. It inflicts 20 points of damage.

“Slay” (Bow)

Some beings are so adept at the use of the bow that a single arrow can hit the correct spot to do the maximum amount of damage to their targets. With unerring accuracy these beings can attack from such distances that their shafts seem to come from nowhere. Like the normal Slay combat skill, the user must call out, "Slay" before shooting an arrow at the victim. The Slay With Bow skill will do twenty points of damage with one arrow if the target is struck in the torso area. If the arrow misses, the Slay skill will remain active for

each subsequent arrow until the skill hits someone. Slay destroys Armor Points and then Vitality. The Slay With Bow skill cannot be blocked by the Parry skill.

“Shatter”

The great strength of some beings make them capable of destroying weapons and shields with a single blow, leaving their victims unarmed and unprotected. When your weapon or shield is struck by this ability, it is shattered into many useless pieces that can no longer be used for combat purposes until repaired. Parry will negate this skill. The Shatter skill can only be used with a blunt or two-handed weapon. It will work against any type of weapon, though.

“Slumber”

The soporific aura of some beings can so numb their victims that they fall into a deep sleep for 10 minutes. Only the Awaken spell will wake them up before the duration runs out.

“Sneeze”

A sudden bout of allergies can be brought on by a single spell. While Sneezing, you cannot cast any spells (your incantations are all interrupted) and will have trouble saying more than a word or two.

“Stun”

Trained in the art of the nerve strike, some enemies are able to incapacitate a limb with a single blow. When a limb is struck with this ability, it immediately becomes paralyzed and unusable for ten minutes. During this time, the limb which was struck cannot be used to cast spells, fight, run, or block with. If your leg is struck, you should fall (safely) to the ground. You may not hop on your other leg. Healing and Lay on Hands will reverse this effect. If this attack hits the torso, the only effect will be one point of normal damage.

“Subdue”

This skill represents a "sucker punch" or a disabling martial arts attack. Your opponent must be approximately one-and-one-half arms' lengths away from you and throw a small fist-sized bean bag at your chest. If it connects with the front of your torso, you are rendered senseless for a quick ten-count. During this count you will be unable to do anything but fall to the ground. If you catch or block the beanbag in any way, successfully preventing your chest from being struck, the attack is negated. This skill will do one point of damage.

Subdue can be resisted using the Hardiness skill, or a full helm with a faceplate. Subdue is a physical attack (so Attack Shield works against it) but not delivered by a weapon (so Parry can not block this skill). On occasion this skill will be combined with an additional skill or damage, but may be still blocked as specified above. Subdue does not last long enough for the victim to be Quickdeathed.

“Sweep”

With deft use of a staff or pole-arm (only), some foes may knock you off your feet. When struck in the leg, you must safely fall to the ground and then lie flat on your back or front before you can stand again. If a Sweep attack hits elsewhere on your body, the point of damage is still done, but you are not swept off your feet and the skill is not used.

“Terror”

The horrifying visage of some beings is enough to send all who encounter them fleeing in abject terror. The target of this attack will run in fear from the attacker for ten full seconds (after which time they may collect their wits and return if they wish). Please take proper safety precautions when roleplaying the effects of this ability (e.g., avoid running in the dark).

“Venom”

Some creatures have developed toxins more powerful than normal poison. Venom attacks cause some sort of effect on their victims. Phrases such as "Death Venom," "Slumber Venom," "Damage 5 Venom," etc. are a few of the examples of how the word "Venom" is applied. Aside from the effect, Venom works exactly as Blade Poison; armor protects against it, Resist Poison can be used to resist it, and it takes 10 seconds (during which time the target is incapacitated) to take effect.

For example, if struck by Death Venom, you are unable to fight, cast spells, or defend yourself in any way for the first 10 seconds (during which time roleplaying pain would be appropriate), and after the 10 seconds you die (NOT 10 minutes later as with normal Poison). Cleansing will only help in the first 10 seconds; after you are dead, it is too late.

If struck by Slumber Venom, you again can not fight, cast spells, or defend yourself for the first 10 seconds (roleplaying sudden exhaustion would be appropriate), and then you fall into a deep sleep for 10 minutes, from which you could be woken only by the Awaken spell or Cleansing.

“Waylay”

With a quick, hard strike to the back of your head, a thief can render you quickly unconscious. The attack must strike your back, with surprise. You must fall to the ground for ten minutes, unconscious. Waylay also does one point of damage (but is not considered a "torso shot" for purposes of bleeding to death). A metal helmet will prevent the effects of this skill.

“Weakness”

Draining strength from their victims, some creatures can incapacitate their targets so that it is impossible for them to flee. The victim may only walk at a normal pace and can not run (speed walking is not allowed). No heavy objects or other characters can be carried. Most importantly, the victim may not wield a weapon in combat, or throw spell packets further than five feet, while suffering this effect. Great weakness should be roleplayed.

“Web”

There are predators in the world who prefer their victims to remain alive, cocooned in webbing, in order to incubate their flesh-eating offspring or serve as a snack for later. When struck with it you will be unable to move your arms and legs for the duration of ten minutes. If you are against a wall or tree, you will be stuck to it.

“Wither”

The evil touch, or gaze, of some beings is enough to destroy the flesh of those they grasp. The opponent will call "Wither" and strike you in a limb. This means you will be unable to use the limb for the remainder of the event. "Cure Disease" or dying and going to Fate will cure this.

NOTE: Due to the magical nature of Wither, the target will experience only numbing pain to the limb (i.e., should they have a leg Withered they could move about slowly using a crutch to support the leg). You do not need to roleplay pain to the level of a Maim.

16.4) Dark Messenger (Battle Vignette)

The moon was nearly full in the sky as the cloaked ranger stood motionless in shadow at the crest of the low hill. The night was deadly calm; every falling leaf echoed like a footstep. The ranger exhaled slowly. The Queen's messengers were late in coming. Always they took this path, through the remotest parts of the wood, believing themselves unnoticed. But the rangers knew. Little happened in Ayleena's bosom that went unnoticed by their order. Tonight their long vigilance would pay off. This message, of all messages, must not reach its destination.

A distant crashing noise broke the still air; slowly, the sounds drew nearer. The ranger tightened her grip on her staff; her lip curled slowly with disgust. Orks must be guarding this courier; their clumsy thrashing could probably be heard all the way to High Town. No other surprises, she hoped; at least they are following the usual path.

The ranger watched as the group drew near. Two Orks; one before and one behind the Queen's messenger. Difficult, but do-able. The ranger willed herself to stillness as the small group passed, then fell like night upon the rear guard. **Waylay!** The blow struck the Ork at the base of the skull; it dropped to the ground with a low gurgle. The courier and lead Ork spun around to face their attacker - the Ork with a cry of surprise (or delight?), the courier with hands raised in incantation. The ranger crouched for the briefest of instants, then erupted toward the chanting courier, butting her head into the spellcaster's solar plexus and knocking him against a tree. **Subdue!** The courier fell sprawling into the low brush.

Then the lead Ork's shadow blocked the moonlight, and the ranger felt pain in her back - the familiar sting of a sword blow but a chill, lingering pain as well that spread from the cut and numbed the flesh. **Poison!** The ranger staggered. Hopefully that potion she had bought from that Purple Goblin would work as advertised... The ranger rolled away from the grinning Ork, a cry of pain escaping her lips as she fell, then the numbness in her back faded as quickly as it had appeared. **Resist!** The Ork, surprised, pressed the attack; Ork and ranger struck and fainted, dodging around trees and stones. But while the Ork landed two more blows, it was no match for the ranger's training and endurance; soon it fell dying at the foot of an ancient pine tree, just as the ranger heard the unmistakable sound of a rasping incantation. **I entangle your feet together!** snarled the courier, recovered from his state of shock. The ranger spun, dodging the crackle of energy from the enemy's upraised palm, leaping away just in time from the unnaturally-growing patch of underbrush and towards the now-alert courier. Staff met blade as the Queen's messenger defended himself. Skilled swordsman, for a mage, the ranger thought, barely evading a strike to the sword-arm as he tested the courier's tactics and responses. But there would eventually be an opening; there always was. **Slay!** The ranger spun to the side and struck the courier squarely on the torso, a blow that had broken the back of many an enemy. But not this one. **Parry!** The courier twisted like water, evading the killing blow expertly and raining blows upon the weakened and tiring ranger. This was no mage, she thought; this courier has elite training. **Disarm!** The ranger's staff flew from her grasp; the eyes of her enemy were triumphant as he pressed the attack, whittling away her life force like so much carving-wood. The ranger searched desperately for a weapon, an escape, but a lightness crept into

her mind, and new blood blurred her vision. Then, suddenly, the courier arched his back and screamed; the exhausted ranger blinked in surprise. **Pierce Poison!** The courier collapsed writhing to the ground, revealing the young gypsy behind, another arrow already nocked in her bow. Within seconds, the courier coughed once and lay still. Wordlessly, the ranger dragged herself over to retrieve the courier's satchel as the gypsy slew the waylaid Ork where it lay and concealed the bodies in the brush. The ranger rolled onto her back on the ground, gasping. Thank you.

The gypsy shook her head. How young was she, anyway? It is you who warned the elders that the Dark Hunters were coming for them. We do not forget such things. Her eyes flitted with concern. I only wish I could heal your wounds. Come, there is another who can. The wounded ranger gathered focus. One more effort of will. With the ranger leaning heavily on the young gypsy's shoulder, the pair moved slowly toward the trails.

16.5) Ambush (Battle Vignette)

I make myself resistant to ice. Edilok's voice sounded small in the close darkness around the ancient shrine. He pulled at the feet of the feline warrior who lay prone in front of him, peering over the edge of the crater in which the dark, smooth hexagonal pyramid stood. Artorys. Lie still. The familiar incant rolled through Edilok's mind. I grant you greater fortitude. Artorys purred softly. The mage took a deep breath. Mana was precious, but what was it that Dakima had said in the inn, one of her desert stories? Carry your water in you. Good advice; sensible. And, Edilok thought with some satisfaction, he was no apprentice any longer; he had made his way well. Even among the Guild journeymen he was considered advanced. He could afford the mana. Artorys. Pass back your weapon. The Ra'Kash warrior shot back a glance, annoyance perhaps, but passed his blade back without hesitation. Edilok held the sword in both his hands; it was a long time since he had last swung such a toy in anger. I enhance this blade with ice. The familiar flow of power left him flushed and a little lightheaded. Better safe than sorry. He began to rummage in his pouch for a potion.

Lok! The blade! Artorys hissed his impatience. With a trace of irritation, Edilok pushed the now-shimmering blade forward towards the prone warrior. Then he felt the chill, moments before he saw the old man slowly descending the opposite side of the crater, silhouetted within a dim spell of bluish light. So that's him. The man was near the shrine now, digging in his pouch with one hand, extracting a handful of fine dust that glistened in the magical glow, scattering it at the base of the pyramid as he circled it slowly. Edilok watched the fur on Artorys' back slowly stand on end, and smiled to himself.

The sooner the better, Edilok whispered to the warrior cat. Once he starts the summoning, we may not be able to stop him. As if on cue, the old man stopped his circling, closed his pouch, and turned to face the shrine. Go! Artorys erupted from the low brush and fairly leapt down into the crater, sword at the ready, snarling a battle hymn to Thurgos as he attacked. Edilok leapt to his feet at the crater's edge. No turning back now. Edilok held his staff high, waiting for an opening as Artorys leapt upon his prey.

I bind your arms to your side! howled the old man; the burst of energy entirely enveloped Artorys' body in blaze of bluish light. The great cat's sword dropped to the ground and tripped him as the unbalanced Ra'Kash landed hard on the crater floor. The old man darted behind the pyramid. Edilok felt the chill mood rise within him. So it is to be just us, then. So much for carrying your water in you. Ice Spear, damage 3!, howled the mage. Artorys rolled and twisted in pain and fury, regaining his feet to charge his attacker. Edilok cursed. The mage was trying to draw him out. Ice Spear, damage 3! Artorys caterwauled his distress, staggering towards the old man, who ducked again behind the pyramid. Now Edilok had a clear line of sight to the mage as he focused his attention on the approaching warrior cat. Ice Spear, damage 3! Artorys howled with futile rage and collapsed, his body hidden behind the shrine. Edilok considered quietly fleeing, but instead closed his eyes and called forth the power he had nurtured so long. A dose of his own medicine. I bind your arms to your side! Edilok hurled the spell directly towards the old man's exposed back, and as the bluish light began to envelop him leaped down into the crater to press the attack. Abruptly the glow was snuffed out. Resist!, the mage intoned. Edilok cursed his own stupidity; of course it would be so. The two mages faced off, alone in the crater. The old man's eyes were piercing green; his grin gap-toothed, his clothing ragged. Edilok raised his staff in the attack: I conjure forth... But the old man was as quick as the Fey as he darted in and ended Edilok's incantation with a swift kick to the stomach. Subdue! Edilok staggered back, breath taken from him. The old mage pressed the attack. Ice Spear, damage 3! The cold fingers of the spell clutched at Edilok's heart, but for this, at least, he was prepared. Resist! The icy grip relented as the world slowly returned to focus. I freeze your right arm solid! intoned the mage. Another hit, and no more resistance. Edilok grabbed the staff out of his useless right hand with his left, and swung out desperately at the old man. The mage shouted in pain as the staff hit home. Edilok shook his head, his vision clearing. I'm out of my league here. He backed away slowly; the old man stared at him without advancing. Edilok let his staff drop to the ground. Ice bolt, damage 1, Edilok muttered, hurling the spell with his left hand and entirely missing his enemy. Got to keep him distracted. Ice bolt, damage 1! Another miss. Edilok backed slowly up the crater wall until it became too steep. The old mage tracked him with his eyes, but neither advanced nor attacked. Edilok relaxed slightly, then quickly turned to scramble up the remainder of the crater wall and away. Ice Spear, damage 3! Ice Spear, damage 3! Edilok felt the magical shards piercing his heart: another, then another. One would have been enough, thought Edilok as he slumped into the hillside, his body rolling slowly down the crater wall to rest at the feet of his enemy.

17.0) Costuming and Things You'll Need

17.1) Costuming

*"A life of danger is no excuse for looking shabby.
A true hero always remembers to look the part."*

- Shae Tallencrest, Seamstress of Dumar

At Mythical Journeys, our goal is to create a realistic world that you are completely immersed in, from Friday night at game on to Sunday noon when the game ends. In part, we do this by creating plots, sending out cast in various roles (including monsters), by supplying appropriate costuming to our cast for whatever role they happen to be playing, and by using props to decorate game buildings. But it also depends on you wearing an appropriate costume.

The importance of a good costume can't be overstated. Costuming helps to set the atmosphere for the events and also helps you to role-play your character to its fullest potential. In addition to enhancing the setting for everyone, it makes you look like someone who's been around, who knows what's what, who is worth interacting with. A good costume can make you memorable, and can make an impression on everyone you meet. The better you look, the more experienced and respectable you appear.

We expect everyone to meet a certain minimum standard for costuming. Obviously modern items are not permitted. These include tank tops, t-shirts, cargo pants, jeans, trench coats, sunglasses (normal glasses are okay), white or bright colored sneakers, or anything with an obvious logo. Technological devices (wrist watches, cell phones, radios, beepers, etc) are also not permitted.

You have no costuming? There are numerous vendors of medieval clothing, many of whom are listed on our Links page, and some have very reasonable prices. If you have a little bit of extra money to spend, Mythical Journeys often has merchants on Friday night before the game, selling proper game attire, pouches, hoods, and other gaming accessories to make your character look like a long time veteran.

You want to spend as little money as possible? Costuming doesn't have to be expensive. Here are some ideas to get you started:

A large, roughly square piece of material with a hole in the top makes a quick and easy poncho. A narrower rectangle of material (about as wide as your shoulders) with the same hole is a surcoat - add a belt and you've got the basis of a costume. If you can sew, you can fancy these up with trim, or for the more ambitious you can find patterns at your local fabric store. The "t-tunic" is a basic design that anyone with even marginal sewing ability can accomplish; search the web for "t-tunic" and you'll find a wide variety of patterns (some obviously easier than others).

For your pants, a plain pair of sweat pants is simple and generic. An alternative, wrap pants, are easy to make (another easy web search if you need a pattern). A t-tunic or a

surcoat and shirt over either type of pants, finished off with a belt, and you can consider yourself dressed.

You can find usable or adaptable costuming in many places. Thrift stores and flea markets are good places to find unusual clothing items cheap. These include belts and leather or fur jackets that can be adapted for the barbarian look. An old leather purse from the thrift store, with the strap removed and some holes to fit a belt through, is a quick and easy belt pouch. Army surplus stores are also good places to find leather pouches and belts. Many craft stores will carry simple drawstring pouches, too. Martial arts supply stores can be useful for some Dragon Dynasty characters.

Footwear is a challenge for many people. Sandals are an easy choice, when the weather is nice. Minnetonka Moccasin makes a variety of relatively inexpensive boots (although they provide little ankle support and are not suitable for everyone - a pair of good insoles help a lot, though). You may be able to find simple leather boots at a local discount shoe store, too.

Keeping warm is important. Wearing layers under your costume is often the best option. A cloak (or poncho as above) can also help keep you warm. A simple but traditional cloak can be made from a large rectangular piece of fabric, pinned in front. Waterproofing your cloak and boots will keep you much more comfortable if it rains. Also, bring extra socks. It doesn't really have anything to do with costuming, but wearing cold, wet socks is not how you want to spend your game. Trust us. A hood or mantle can also add a great look while adding warmth; these are relatively inexpensive (and easy to make).

You can use wigs, make-up, and facial prosthetics as ways of making your character look even more distinctive, but please note that these are considered parts of your character, and if worn at all, they must be worn at all times you are in-game.

If you create a character that wears armor, we ask that you try to make it authentic looking, such as chainmail, studded leather or plain leather. Costume armor is acceptable, however MJ reserves the right not to award points for low-grade armor (such as tin foil armor which can't stop a plastic butter knife). Please keep in mind the Armor Rules when constructing your armor.

Need more ideas? Ask on our message board and people will be glad to help.

The Test

Once you've put your costume together, it's time to test it out. Don't wait till you get to the game! Put on your costume, add any weapons you might be carrying, and put some coins in your pouches/pockets. (You have no pouches or pockets? Then how will you carry your loot?) Now, run 50 feet. What worked? What hit you in the face? Did all your stuff fall out of your pockets? This is the time to fix it.

Costuming For Cast

For those planning to be cast, not players, the requirements are simpler. We can supply most of your costuming for the event. You need to bring suitable shoes (as above) and "basic black" - a base layer of black that you can wear under other costuming. Black t-

shirts and sweats are fine for this; you should bring more than one of each, since you'll be running, fighting, and sweating for much of the weekend. Bringing your own belt guarantees you'll have one that fits, and pouches are also useful if you have any. Cast are welcome to bring their own costuming beyond these items, if they have it, but these are the minimums you can get by with.

17.2) What You'll Need

"You don't need to run faster than the monsters to escape certain death, just faster than your friends."

- From the Mythical Journeys Rules of Adventure

What should you bring to an event? Here is a list of items you may want to consider:

- Costuming, which is essential to the atmosphere of the event. This may include changes of costuming or just the basics of extra boots, clothing, and socks. Maybe even a type of in period rain gear or something easily covered up by costuming.
- A tankard or period looking drinking vessel for partaking in the tavern.
- Feast gear if you plan to eat at the tavern. Plate or bowl and utensils.
- Couple real dollars donation to cover cost of food & drink in the in-game tavern. These things are provided by players and NOT covered by your MJ Event payment.
- Food and drinks are very important to your survival at the event. We suggest bringing plenty to drink such as water and juices to prevent dehydration.
- Sleeping bag (good for down to zero degrees) and pillow. It can get chilly at the earlier spring events and the later fall events
- Tent, if you plan to stay outdoors.
- Shower gear including your essentials (shampoo, soap, toothpaste, toothbrush, towel, etc.). Shower shoes are recommend.
- Insect repellent is always nice to have. Remember we are in a wooded area.
- First aid kit including Ace bandages, band-aids, etc.
- Props to decorate your cabin and enrich the atmosphere.
- Tape player to play medieval music in you cabin only (Not too loud, please).
- Boffer-style weapons as describe in the weapons section of this rule book.
- A notebook, pen, and pencil (to take in-game notes).
- Weapons repair/creation kit to include duct tape, open-cell foam, scissors, etc.
- Spell Packets if you are a spell caster.
- Flashlight to be used in the cabins only.
- Glow sticks for Light spells (You can get battery powered glowsticks on the internet at: <http://www.kriana.com>).
- Trash bag(s) to keep your cabin clean during the event.
- The MJ Rule Book in hard copy form. For those reference during the game.

By no means is this list the end all of what you may need. Each person's needs differ and we could never fit all the possibilities here. Make a list and be sure you have everything on it. Once you think you do have it all, check again.

18.0) Interacting With The Game

18.1) Acceptable Behavior

“Will I get out for good behavior?”

- Last Words of F’Gor Before his Sentence to the Void

In one form or another you are going to interact both in and out-of-game with Mythical Journeys. The following are explanations of these ways.

Acceptable Behavior

Though we travel back to a land of long ago, the laws of the real world are still in effect at Mythical Journeys. Assault, harassment, sexual harassment, theft, vandalism, etc., all still exist. Breaking real world laws will result in action from the local police department and expulsion from Mythical Journeys.

Other unacceptable behavior includes swearing and lewd and/or tasteless descriptions of in-game searches. Please report any of the above incidents to the game owners as soon as possible. If you would like, you may remain completely anonymous. We are also available between events at the regular Mythical Journeys address to discuss issues from previous events.

The use or possession of alcohol or illegal drugs on the game site are not permitted. We also cannot permit anyone on site who is under the influence of alcohol or illegal drugs. If we believe you are using, have, or are under the influence of alcohol or illegal drugs, you will be suspended or permanently expelled from the game.

18.2) Arriving At The Game

You may arrive at the Mythical Journeys game site as early as 5pm on the Friday night of an Adventure Weekend (earlier with permission from the staff). We ask before the game you remain within the confines of the town and do not venture off into the woods to explore. Below is a listing of the steps you will take upon arrival at Mythical Journeys.

Thursday night setup: Set up for an event usually begins late Thursday afternoon. If you would like to receive Brownie Points for helping us transform the camp into a medieval fantasy town, this is your big chance.

Get your sleeping arrangements: If you preregistered for the event, you will find a listing of all sleeping arrangements in the Check-In area. If you did not preregister (or there is a problem with your sleeping arrangements) a staff member will promptly help get you situated. Sleeping arrangement information is available on our website (Information section) and is updated daily as registration comes in. Once you have gotten your sleeping assignment, proceed to the next step.

Drop off your gear: Bring all of your equipment to your assigned cabin and get into costume. Once all of your gear is properly stored and you are in full costume, armor, and weapons, return to the Check-In area. If you are staying in a tent, please let us know where it is located for safety reasons. Be sure to return your vehicle to the parking lot as soon as possible so traffic to and from the cabin areas may flow smoothly. Note: Vehicles are forbidden on site during game play hours unless there is a medical emergency. Please plan accordingly.

Check In: Once check-in begins, we will allow you to register (if you did not register in advance), check your weapon(s) for safety, evaluate any armor you are wearing for point value, and assist you with overall character creation. If you have never played before, be sure to ask where the 'new player meeting' is being held. New players should try to arrive early, so they can be done moving in, in costume, and checked in before the new player meeting begins at 8 pm. After you have completed the check-in process you are off to the new player meeting.

New player meeting: Our new player meeting is required for all new players and cast. It will teach you how to play Mythical Journeys in just a short period of time. Here we will go over game rules, basic safety, role playing, and a variety of other interesting things. This meeting is usually conducted at 8:00pm on Friday night

Opening meeting: At approximately 9:30pm on Friday night, a half-hour before game start, we begin our opening meeting. This short meeting is essential for all Players to attend, as we will be filling you in on vital information regarding safety, rules, and other issues or changes. All Players must attend this meeting.

Sunday breakdown: After event close on Sunday we begin the fast-paced project of transforming our medieval fantasy town back to the rustic camp it once was. Players and Cast who help us from start to finish with break down receive an additional ten Character Points for the weekend. Make sure you sign in (and out when you are done) with the breakdown project coordinator. If you are helping us, please try to keep socializing to a

minimum. Once we have fully completed breakdown we all go out to eat, talk , laugh, and share adventure stories.

18.3) Brownie Points (BPs)

If you help us set up or break down an event, donate props, or perform some other service that we need, you will be rewarded with "Brownie Points" (BPs). Brownie points are our way of saying, "Thanks for helping us out! We really appreciate it." Make sure you sign in and out with area coordinators when helping us with setup or breakdown in order to receive your brownie point reward. Points are generally awarded at a rate of 4 per hour. Brownie Points can be banked or exchanged for the following items when you update your character:

1 BP = 1 Copper

10 BP = 1 Silver

10 BP = 1 leather, iron, or wood piece

4 BP = 1 character point (maximum 100 character points per season)

30 BP = 1 potion or battle scroll (see below)

30 BP = Fate's Kiss

100 BP = Twist of Fate

Potions: Awaken, Barkskin, Healing, Oil, or Release

Scrolls: Arrow, Barkskin, Entangle, Fortitude, or Healing

18.4) Cabins - Where to Sleep

During the weekend, you will most likely be staying in a cabin provided by the camp. Your cabin is home for your character, so treat it as such. You are encouraged to decorate your weekend home to suit your character. Your cabin is considered "in game" during the entire weekend including "after-game" hours. The only part of your cabin that is considered out of game is under your bed. Real world laws and morality apply here. If you wish to sleep out of game, simply place a lighted glowstick above your bed. Your bed is also out of game in this instance. No one may touch or harm you or your bedding. Likewise, you may not use this place to hide in-game objects. Nor may you use knowledge gained when you are out of game, in game. For instance, if an Ork wanders in and begins attacking your cabinmates, you may not "magically appear" and come to the aid of your friends.

Other places in the camp that are "Out Of Game" are the bathrooms and specially designated spots - all will be clearly marked. Buildings and cabins that are marked with a sword and crossed circle are restricted - no combat is allowed inside. Buildings with drama faces and a crossed circle mean out-of-game. The full size version of these posters are available in the back of this book. Feel free to copy them should you need to put one on your cabin.

18.5) Cast Members

Mythical Journeys wouldn't be fun without the invaluable assistance of our Cast. They are the supporting backbone of the game who play the monsters and everyday people you might encounter on your adventures. Being Cast at Mythical Journeys is a lot of rewarding work. It requires an individual who is intelligent, versatile, self-motivated, creative, and capable of following instructions. Cast receive the same point reward as Players and must also submit a feedback letter for additional points. The best part about being Cast isn't all the cool roles you'll get to play, all the battles you get to fight, or all the roleplaying you get to do... The best part about being a Cast Member at Mythical Journeys is the fact it is completely free!

If you are interested in being a Cast Member for a weekend, please contact our Cast Coordinator (casting@mythicaljourneys.com) as soon as possible so we can get you in on the fun! You must have played at least one Mythical Journeys event or have received special Cast training in order to participate in Mythical Journeys as a Cast Member.

If you are coming to the game as cast, you will need to bring sleeping gear, shower gear and whatever costumes and weapons you may want to use during the event. Basic black active wear is also great to have as it goes underneath any costume you throw on during the event. We also ask that you bring some kind of appropriate shoes (boots or hiking shoes are ideal; avoid obviously modern sneakers).

MJ does provide a large assortment of costumes and weapons so even if you have have nothing, you are all set at MJ.

18.6) Character Histories

A well-written character history enables Mythical Journeys to create exciting story lines that include elements from it. Players receive an additional ten Character Points for submitting a character history. The sooner you submit it, the better for you! Please submit all character histories in one of the following formats:

Electronic Mail: Mailed as a regular text document. No attached files please. This is our preferred format. Histories can be sent to plotteam@mythicaljourneys.com

Disk: A 3.5-inch floppy disk (IBM formatted) in ASCII or Word format.

Handwritten or typed: Handwritten histories must be very neatly written. If we can't read your history, we simply can't use it. If you would like a copy of your approved history returned to you, please include a self-addressed stamped envelope.

In all instances, character histories must be approved by plot. Please keep a copy of your history for your personal records. We will contact you if there is a problem with your history.

18.7) Check and Payment Policy

All checks and money orders should be made payable to 'Mythical Journeys'. Checks returned 'non-sufficient funds' are subject to a \$20 processing fee (imposed upon us by our bank). The returned amount plus the processing fee must be paid in full before the member may attend any Mythical Journeys functions. Delinquent accounts will be dealt with through legal means. Please do not send cash through the mail.

Payments may also be made by credit card on our website.

18.8) Contacting Us

Mythical Journeys can be reached by the following means:

Mail:

Mythical Journeys

390 Woodstock Avenue

Putnam, CT 06260

By email:

- feedback@mythicaljourneys.com: All feedback - positive or negative and post event letters (if you did not use the online form).
- info@mythicaljourneys.com: To request information about the game, rules questions, etc.
- David Tamburin - Player and Cast Services Coordinator. Contact for cast & player issues, on-line characters and updating, poison system.
dtamburin@mythicaljourneys.com
- webmaster@mythicaljourneys.com: Any and all issues related to <http://www.MythicalJourneys.com> If our webmaster can't answer you, the request will be forwarded to those who can.

18.9) Disguise and Forgery

You may not make any costume changes to your character that alter your race or appearance without permission from the Mythical Journeys staff. Example: An elf could cover her ears to hide her heritage, however, she could not remove her ears to appear human. You can not wear a costume beard, wig, etc., unless you started your character with them. In this instance they are considered to be the real features of your character and may not be removed. All forgery attempts of any sort must be handwritten.

18.10) Donations

We are always happy to accept donations of props, masks, costumes, etc., that help enhance the appearance of the game. Your donations make the game a better place for everyone involved. All donated items become the property of Mythical Journeys. We cannot accept 'loaned' items.

18.11) Feedback Letters and Updating

We ask that all Players and Cast write us a Feedback Letter (or Post-Event Letter) after each event. This letter tells us what you thought of the event, what you liked, and what you thought could be improved. We always welcome constructive criticism - if you think something could be done better, please tell us how you would do it. Your feedback helps us to determine what you enjoy about playing Mythical Journeys and what areas we may need to focus in more. Not only do you get to help shape the game in this manner, but we also reward you with 15 additional Character Points! Your Feedback Letter must be received no later than two weeks after the event in order to receive a Character Point reward.

Feedback Letters should include: Player name, date of event attended, what your future goals are, what goals you have achieved, what you thought of the event (highlights), what you would have done (differently) to improve the event, and what you would like to spend your earned Character Points on. You get 15 Character Points for an Adventure Weekend plus 15 additional points for submitting your Feedback Letter on time. In the back of this book we have a Feedback Letter Template which you may copy for use in submitting your Feedback Letter to us. Or, use our on-line form.

Feedback letters are also an excellent place to suggest new ideas, monsters, skills, improvement ideas, or address issues. Your thoughts are important to us so please fill us in!

18.12) Internet Access

You do not have to own a computer or have internet access in order to enjoy all the Mythical Journeys web site has to offer. Stop by your local library. Most libraries now carry computer that give you internet access and the ability to do e-mail through free services such as Yahoo! or Hotmail.

18.13) Lost and Found

If you find something that does not belong to you, please turn it in to Game Operations as soon as possible so its rightful owner may claim it. Items left behind after events will be disposed of (underwear, toiletries, towels, etc.). Mythical Journeys is not responsible for lost or stolen goods. Please secure your items.

18.14) Merchanting Policy

Merchants that sell game-related merchandise only enhance the atmosphere we are trying to create. Merchants may use a space designated by Mythical Journeys to sell their wares (if indoor space is available) or may be asked to provide their own location outside. Merchants who participate in Mythical Journeys events sell at no fee. Merchants who wish to sell during the event and do not wish to participate in an event need only pay the standard event rates. Merchants who do not wish to participate in Mythical Journeys may sell before the event starts at no fee.

18.15) Message Board

Our message board was developed for our Players and Cast to meet, converse, exchange e-mail addresses, share information, and role-play between events. It is for the enjoyment of our members. These below rules will be posted periodically on the message board so new and potential members are familiarized with our policies.

Our message board is a reflection of us all (Cast, Players and Staff) as a whole and unprofessional or childish behavior will not be tolerated. Please be courteous. Our message board is moderated by rabid trolls three days of the week (you guess which three).

- Please do not use the MJ Message board as a means to solicit other games, web sites, or products without permission from Mythical Journeys. Messages of this nature posted without permission will be deleted immediately by Board Moderators. MJ policy refrains from the posting of other game systems or links to such on our Message Board.
- If your reply to a message deviates significantly from the subject of the original message, please start a new message. This will enable people to become involved in the new topic which they may have missed as merely a reply to another.
- If you post an OOG message on the Message Board, please make your Subject Line begin with "OOG:" (otherwise it may be deleted).
- Swearing or other conduct that could be deemed as inappropriate is forbidden. Please do your best to keep this site (at least) PG-13.
- DO NOT use the message board for negative feedback, complaints, flames, etc. Direct this feedback to feedback@mythicaljourneys.com
Messages of an inappropriate nature will be deleted by Board Moderators.
- Do feel free to post positive comments, suggestions, ideas, etc. You may also send these to feedback@mythicaljourneys.com where they will receive the proper attention they deserve.

Note that cast are not to communicate any in-game information to players via email (or through any other means). In-character posts on the message board are acceptable, but cast characters should not be sending any in-game email to players.

18.16) Metagaming

The term "metagaming" means using out-of-game information in an in-game way. There are only a few times you are expected to not use out-of-character knowledge:

- 1) You died, and fate did not allow you to remember the circumstances of your death.
- 2) You died permanently and are starting a new character. You can use all your knowledge about the world but should be selective about what you know of the town and people in it.
- 3) Very, very rarely there are spells and effects that make you forget something.
- 4) You were unconscious or dead when it happened.
- 5) You were out-of-game when it happened. For example, you put a glow stick over your bed and went to sleep.

In those few cases, you shouldn't use the information as your character, and you shouldn't talk about it out of game, either.

Aside from those circumstances, if you see or overhear something, even if you overhear something in an out-of-game conversation, you can use that information. You don't have to, and many players like to limit what their character knows more than this, which is fine, but it is their choice.

This means that if you want to keep something secret, you should keep it secret both in and out of game. If you talk about it and someone uses the information, you have no one to blame but yourself.

Cast are held to a more stringent standard. If you are cast, you are expected to keep separate what your different characters know. If you cast and then become a player again, you are expected to not use things you learned as cast. Cast are also expected not to reveal in-game information to players.

18.17) Newsletter

After each weekend event we mail out an 8-12 page game newsletter filled with in-game information concerning Mythical Journeys. The newsletter allows us to tell you some of what went on at the event (because you will NEVER see everything), what may go on at future events, rumors, classified ads, gossip, and more. In addition to keeping you posted on in-game events, Mythical Journeys provides you with all the latest out-of-game information concerning our members and the game as a whole: event schedule and costs, changes in dates or rule addendums, business information, goals, special events, etc. If you are not yet receiving a newsletter please contact us. If you were receiving a newsletter and are no longer getting them you may need to update your address information with us.

Feel free to use the newsletter as a means of contacting other players in-game, sending secret messages, posting classified ads, submitting rumors, in-game articles, etc. All submissions must be received at the Mythical Journeys main address (unless the newsletter specifies otherwise) no later than one week after an event in order to make it in to the next newsletter.

18.18) Parental Consent

You must be at least 18 years old to play or cast at Mythical Journeys.

Those who are 16 or 17 years old may play or cast if:

- 1) you have played or casted for us before, or
- 2) your parent or legal guardian is playing or casting for us.

Young adults (ages 16-17) are required to submit the parental consent form (included in back of this rulebook) before participating in a Mythical Journeys event. You will not be allowed to participate until this form is completely filled out and signed by your parent or legal guardian - no exceptions.

Proof of age is required at your first event (a birth certificate will do if you have no photo ID). Falsifying signatures or misrepresenting your age will result in expulsion from all future events. If you have a youthful appearance, we cannot allow you to participate until you have shown us a valid proof of age - no exceptions.

18.19) Privacy Policy

Your address (including your e-mail address) and phone number are your business and will not be furnished to anyone without your permission. All personal information submitted to us will be held in the strictest of confidence. If you would like to mail a letter to another player, please mail it to us pre-stamped and sealed with a note stating who you would like us to mail it to (character name and real name). Letters sent without proper postage or mailing instructions will not be forwarded.

18.20) Props

Game props which require special handling should be marked with either a red or yellow sticker. These stickers relate to you how the prop should be handled. Items with red stickers should not be picked up and should always be left where they were found. Yellow stickered items can be taken, but must be turned in during checkout at the end of the event. Finally, non stickered items may be taken home with you provided they are returned. Glass items, lit candles, open flame, and other dangerous or breakable items are always considered as red stickered even though they may not be.

18.21) Refund Policy

If you preregister for an event and find you can not attend you must contact us at least one-week prior to let us know to make your registration transferable to another event. If you register for an event and fail to attend, are suspended, expelled, or removed from play for any reason your registration is forfeit.

18.22) Registration and Refunds

Pre-registering reserves your place for an event and allows us to better prepare for your stay. Registration for an event must be received in full in order to be considered pre-registered. If you fail to attend an event you have registered for all of your registration will be voluntarily forfeited.

Preregistration must be postmarked by the Post Office no later than two weeks before an event. If your preregistration does not make this deadline, then you will be subject to an additional “at the door” charge.

We will be happy to forward your registration to future events if you contact us at least three days before an event.

18.23) Thieves and Stealing

When you join us at Mythical Journeys, we consider you a friend and part of our family. Though we do our best to maintain this atmosphere, sadly it is possible for a real-world thief, who could care less about friends, to exist in our midst. Please do your best to safeguard valuables under lock and key (combination locks or your car are the best means). Real world thieves will be caught and tried to the fullest extent of the law. We do prosecute.

18.24) Updating Your Character

You toughed it out and survived the Mythical Journeys Adventure Weekend; slayed fearsome beasts, foiled the bad guys plans, roleplayed your head off, and visited Fate a few times more than you wanted to. And when all was said and done, you rushed home, wrote up your feedback letter and mailed it out right away! As mentioned previously, you receive 15 points for attending an event plus an additional 15 points for writing a feedback letter for a total of 30 points (plus any points you received for set up/break down or donations).

You can update your character on-line any time at least one week prior to the event. If you have questions or problems updating, contact dtamburin@mythicaljourneys.com or feedback@mythicaljourneys.com.

18.25) Volunteers Needed

We are always looking for self-motivated individuals with a commitment to excellence to help us with our evergrowing game. If you are passionate about live role-playing and want to be part of our successful team, contact us.

18.26) Web Site

Our web site, <http://www.mythicaljourneys.com>, was developed to give our members a place to retrieve the latest information on Mythical Journeys including sleeping arrangements, event schedule & costs, contact information, late breaking news and developments, online feedback form, our mission statement and company information, game promotional stuff, photos of events, game lore, online rule book, Message Board, etc. If there is something you would like to see added to the web site or you would like to become a volunteer to answer new player questions on the internet, please let us know at feedback@mythicaljourneys.com.

Additionally, we are continuously striving to improve our site. Please email any thoughts, comments or ideas you have to webmaster@mythicaljourneys.com.

19.0) The World of Pendaan

19.1) Rise of the Queen

"Wake the ancient sleeper for evil walks the land."

- From the Journal of the last Silver Elf

The warm fire crackled and danced as Eathwyn the bard cleared his throat. Though he had told this story a hundred times, each time it weighed more and more upon his heart. As he drew breath, a somber hush fell over the tavern and he began to retell the legend of the Dark Queen's rise.

"'Twas two and a half centuries past that the Queen began her rise to power in the world. The Golden Vale, which we know now as the Valley of No Return, was the first to fall beneath her heel. By means of sorcery most foul she conquered it, spreading a plague that even the most pious of clerics could not cure. Hundreds died within days, and all lay where they fell as there were none left alive to bury them. It was here that this most powerful of Zoedain's followers found the masses to forge her new unholy army.

Through the wicked grace of Zoedain, the Dark Queen did learn the vile means to create and control legions of the unliving. The victims of this plague, now a foul army, flowed southward like a river of lava, consuming all that lay before them. Each village and town which her forces destroyed added to her army of living dead. Within a year the Queen had conquered much, but her army advanced slowly and could only battle by night. Zoedain demanded more, and the Queen swiftly obeyed by adding the Ork and Goblin nations to her cause.

Captured ships ferried this new army to the lands south of Scorpion Bay. They swept down upon the quiet villages there like a giant wave ravaging the shore. Desperate requests for aid were sent to all lands.

The great kingdoms to the far south, concerned only with their own petty intrigues, all but ignored the struggles in the north. The mighty Dwarven holdings and their impassable mountains would stop this army before it approached the Southlands. There was nothing to fear."

Eathwyn paused dramatically. "'Tis true that the Dwarven nation held for a time. 'Tis also true that the Elves, once immortal, renounced the Faery Ring to stand beside the Humans. Both stood boldly against the Dark Queen's forces. Indeed, the back of the undead army was broken, and the Orks and Goblins were contained.

But the Dark Queen and Zoedain were not to be denied. Spies were sent into the human lands to recruit those who would betray their own kind for wealth or power. Zoedain again graced the Queen with the knowledge of spells most foul, and even more bizarre and twisted creatures now flocked to her banner. Legions of Reptiloids, Maws, Trolls, and Ogres swelled the ranks of her army. Dark and evil Humans, Elves, and Dwarves became her generals and trained as dark mages. The attacks began anew.

Death and destruction stalked the lands. The forces of good had many successes, to be sure, but the Queen countered with creatures never before seen upon the face of the world. Fiends and Chaos-thralls were summoned from the darkness behind the stars, the twisted and hateful creatures known as Wargs were created by the Queen, and the whole was unleashed in a howling mass.

Through the force of these creatures, and the intrigues of the Dark Queen's spies, kingdoms fell in quick succession. Only the Dwarven Fortress of Kilnjen, the Famori Citadels of Knowledge at Arcadia and Korhadien, the Elven woodland of Oakhome, and the Human kingdoms of El'dur, Iron Throne and the Dragon Dynasty held against the onslaught. The great Temples and Orders of knighthood defending these strongholds became the hardened walls that wave after wave of foul creatures broke against. The Rangers became the thorns in the sides and the stones in the shoes of the ghastly armies that drained the land of life. Many thought that the Queen's eventual victory was in doubt."

Eathwyn's features darkened. "'Twas then that the Queen played her trump card. Traitorous Dwarves carried artifacts of ruinous power, fashioned by the Dark Queen, deep into the bowels of the earth. It was by luck alone that the Elves discovered a band of these traitors heading below Oakhome, thus saving their lands from destruction.

Thus it came to pass, on the day since called Earthrending, that the Dark Queen did summon the power of her goddess into these artifacts and the world shook with the ghastly caress of Zoedain's might. The land vomited forth rivers of molten rock, creating vast fissures and spawning catastrophic earthquakes. The Fortress of Kilnjen was thrown down and filled with molten rock. The lands of El'dur, Iron Throne and the Dragon Dynasty were torn asunder into the islands now known as the Shattered Lands. The Famori Citadel of Knowledge at Korhadien sank beneath the Sea in the same instant that the city of Arcadia was swallowed whole by the earth. Amongst all this, only the Elven wood of Oakhome stood virtually unscathed.

Two days had passed after the devastation when she gave all within the realm her ultimatum:

'Surrender, and obey my law... or die.'

All of the surviving kingdoms bowed before the might of the Dark Queen, and now all peoples live in her domain with her sufferance." Eathwyn scowled, his heart heavy, and sat.

Much has changed over the few centuries since that time, yet the oppression remains. Druids have been eliminated from the realm, to be a ranger means certain death, and the most hush whispers of rebellion is a siren's call for doom. The Queen's hand does not grasp quite so tightly, but still remains firmly around the throat of the land.

19.2) Places of Note

*“It’s a lovely sort of town with plenty of farmers, eager adventurers,
hardly any monsters, and the rebels never act up.”*

- Amber Silverleaf of Bloodmoon

Listed in this section are the descriptions of many significant places found throughout the fantastic continent of Pendaan. This section is far from complete; there are thousands of hamlets, villages, and towns that are not listed or shown on the map. This section exists to help you to use your imagination and creativity to forge your Mythical Journeys character in the ways you may have envisioned. Use these descriptions as a guide, but not the law, to help create your character's place of origin and history.

Academy of the Midnight's Brilliance

The Academy is located in the mountains north of the Free Lands. It is a very isolated and remote academy, carved out of the living rock of a small mountain peak with the help of a local dwarven settlement. The Academy is devoted to the study of astronomy. Many of its instructors and residents are clergymen or worshippers of Dalean. The Academy is renowned as a place of knowledge, and it is rumored that those that study there for long periods learn how to catch glimpses of the future by reading the stars. The scholars at Midnight's Brilliance have one other claim to fame: the fabled and mysterious process of creating Dalean's Tears. This mysterious, clear, glowing substance is rumored to be many things. Some say it is distilled moonlight, some say it is distilled starlight, some say it is the actual tears of Dalean who glances down upon the Academy and cries in joy, and still others say it comes from a mysterious pool deep under the Academy. Dalean's Tears has been known to be used in alchemy for rare distillations of great power and in many magical applications.

Amaria

A prosperous city ruled by a council of seven Highlords. These Highlords are the heads of the most powerful houses in Amaria and from these houses the entire society is run. No person, place, or thing exists in Amaria without being the property of a house and its Highlord. Even the Highlords' families are controlled with unyielding hands. Marriages are arranged. Wives are considered no more than decorations, and sons are forced to live up to their fathers' expectations in wizardry, forever training to be more powerful than the sons of the other houses.

Arcanum, the

The Arcanum is a famous magical academy, renowned for producing the cream of the crop in the magical community. Located in Dumar, the Arcanum is filled with extensive libraries, alchemical shops, and classes on nearly every subject.

Arkenstone

One of the largest port cities in the land, Arkenstone is protected by a large army and an even larger wall. The city is always bustling with trade, making its market one of the greatest spectacles to behold on the western coastline. Arkenstone is ruled by several merchant lords who, while not the Queen's minions, are easily bent to her will.

Blackhold

Far to the north lies the Queen's Twilight Citadel, hidden within the ghost town of Blackhold. The citadel is strategically located in an enchanted and difficult terrain known as the Valley of No Return. It is rumored that very few have ever seen the citadel or town, and fewer still have lived to tell the tale.

Cauldron's Notch

Through the Fireforge Mountains snakes the Cauldron's Notch, a narrow pass with a series of caves at its centermost point. These caves are a common resting place for travelers and bandits alike.

Cavenport

To the east stands the port city known as Cavenport. Its main source of trade is sailing ships, which are the best in all of Pendaan. Cavenport is a haven for criminals, thugs, ruffians, and the like, but crime in Cavenport itself is kept to a minimum as the penalties are extremely harsh.

Circle of Stone

Lost within the Thunderrage Mountains, atop a high peak, is said to be a magical circle of stones used to speak directly to the deities themselves. The circle's whereabouts were erased from the minds of mortals long ago by the gods, who felt that it was used for affairs too trifling for their concern.

Citadel of the Crow

Far to the west, near the Pirate Coast, lies the raven-colored stone of the Citadel of the Crow. Dark stone crows watch from high atop the citadel's battlements to warn intruders and adventurers alike that this is no retreat. The Crow, as he is called, does not like visitors, and it is best to respect the wishes of one of the most powerful wizards in the world.

Dillaytheon

Dillaytheon is a school of higher learning, located in Dumar, devoted to the ways of philosophy and thought. Its rose-marble walls rise high above its surrounding walkways and gardens, in which classes are commonly held when the weather is fair. Many religious, scholarly, and magical orders send their members to study at Dillaytheon in order to broaden their scopes and ways of thinking. One of Dillaytheon's specialties is

prophecy and how it reflects upon the world and manifests itself. The latest prophecy of significance that the philosophers at Dillaytheon have taken upon themselves to study is Razrak's Codex. The headmaster, Grillian Yartung, is said to be in possession of the original copy of the Codex.

Dragon Dynasty, the

Also known as Kyota, This Asian-like empire that is located in the Shattered Lands. Its major city is Ti'Hann, which is in a state of rebuilding after a major cataclysm. The Dynasty is family-based (similarly to feudal Japan), and its society is composed of several races. The Dragon Dynasty is controlled by many different shoguns. The most feared and powerful of all is the Shogun of Shadow, who controls the Eight Fiends of Gorushai.

Dumar

The last of the great kingdoms that once ruled most of the north central continent, Dumar is now but one-tenth of its ancient size and power. With the destruction of Korhadien and the shattering of the lands to the east, Dumar, along with Nyr, Amaria, and El'Idur, bowed down to the sovereignty of the Queen. They now pay homage to Blackhold, but still retain regional control of their lands. The Dumarians are and have always been ruled by a royal family, who are said to be the direct descendants of Duma himself.

El'Idur

El'Idur is a great desert kingdom, similar to modern-day Arabic cultures. It is surrounded by a vast and harsh desert known as the Sandridden Plain. El'Idur is ruled by the Grand Sultan Amad Abdalatif, a genuinely noble and just leader. The city of El'Idur is vast and topped by many golden spires. Its streets are busy around the clock, trading exotic spices, crafts, and magic.

Enchanted Mesa

A grand plateau of rock located in the western portion of the realm, it is said that the stone of this mesa was created by the gods themselves so they might rest and watch over the land. This legend has kept many a traveler from scaling its sheer heights, and those who ignore the legend usually befriend a buzzard or two who await their eventual failure. It is rumored that occasionally the winged unicorn known as "the Oracle" lands atop the spire and waits to answer a single question posed by a successful climber.

Falcon's Roost

A small outpost used as an outpost and chapter house by the Amber Dragons. It is rumored that near this outpost lies the source of the wicked potions which are used to change its drinkers into their dreaded enforcers, the Drakes.

Felnar

Just north of the Forgotten Forest is the growing town of Felnar, which is ruled by a council of elected officials. Felnar is well known for its Wayfarer Inn, which houses many travelers and adventurers alike.

Fireforge Mountains

Once the home of the impenetrable Dwarven fortress, Kilnjen, the Fireforge Mountains are a range of active and inactive volcanoes harnessed by the few Dwarves who still remain there. At the base of the mountains lie several small Dwarven villages, including Burningstone, Kiraak, and Quilaan. The Fireforge Mountains are also home to a large Ork village called Menol'ta. These Orks often raid villages to capture slaves to work their mines, which are said to be rich in ore.

Firestar Peak

Firestar Peak is located at the northernmost point of the Shimmering Coast. Once a mountain, it is now merely a hill. Hundreds of years ago, before the Earthrending, a huge meteorite smashed it down, annihilating the dwarven community living there. It is now a source of great intrigue, with many alchemical and magical communities springing up around it. It is rumored that, somehow, the meteorite "charged" the hill with magical properties. On the darkest nights it is said that the hill glows, illuminating the woods covering it in a soft red hue.

Forgotten Forest

Long since forsaken by the Elves and other faery folk, the Forgotten Forest is now a haven for Darkness. Its towering trees cast an infernal shadow that enshrouds the wood in a near-permanent night.

Freehold

Formerly known as Bloodmoon, this bustling town is built upon the ancient Famori Knowledge Citadel known as Arcadia. Bloodmoon was completely destroyed by the Queen's forces because it was suspected to harbor the headquarters of the Resistance Movement. Fifty years after its destruction, the Queen allowed it to be rebuilt. It has become a bustling town in the center of the Myran Commonwealth, a neutral ground for negotiations, political intrigue, and subterfuge.

Freelands, the

This land of rolling hills and grassy plains currently falls under no government recognized by the Queen. Many refugees from the Shattered Lands fled here during the destruction of their homelands and formed small villages and nomadic tribes. Being surrounded by mountains on all sides, this area is largely cut off from the rest of the world. Neighboring tribes war against each other in an attempt to gain superiority over the others. Beings of all races and cultures can be found. Many here have fled the Queen's tyranny only to face the large numbers of trolls, goblins, and Orks that dwell in this area.

Frostgrip Keep

Frostgrip Keep is a long-abandoned and haunted fortress of immense size located in the Frozen North, some distance west of Lindernoff. Said to have been a bustling citadel at one time, no one knows exactly what brought about its downfall.

Frozen North

Far north of the realm of the Queen lies the Frozen North. A virtual wasteland of snow and ice to those who don't normally live there, the Frozen North is home to many tribes of nomads and barbarians who follow the wandering herds in order to survive. Some of the most renowned barbarian tribes are the White Stag Clan, the Eagle Clan, the Bear Clan, the Wolf Clan, and the Snowhawk Clan. Snow falls often enough in the Frozen North to leave a thick blanket of frost upon the evergreen trees almost year-round. Most travel the land with sled dogs and snow shoes, but those who can afford it travel in large ice sledges, sporting huge sails and mounted on runner skis. Along the seacoast dwell many fisherman, notably in the villages of Kar Nor.

Ivory Hall

Ivory Hall is located in Myra. It is a bardic school which has existed for hundreds of years, and is renowned for producing great bards, composers, poets, and lyricists. It is presided over by Lord William Ratenburg, a minor noble. Ivory Hall became a duchy under the control of Myra about a hundred years ago. The noble title is passed from headmaster to headmaster, a unique structure of noble lineage.

Kir Minok

Deep within the Lindernoff mountain range of the Frozen North lies the Elven village of Kir Minok. The Elves here fled the society of other Faery folk several hundreds of years ago to seek solace from the affairs of mortals. Mortality came as a shock to them, but did not force them from the forbidding solitude of the frozen tundra.

Korhadien

Deep within the clear blue Korhadien Sea, now merged within the Bay of Mist and Dreams, lies the sunken city of Korhadien. Once a Famori Knowledge Citadel, Korhadien is now the residence of a race of merfolk that occasionally trade with the land dwellers. The items of trade are usually crab, lobster, coral, and fish in exchange for tridents, nets, and other supplies from the land folk.

Lindernoff

The largest city in the Frozen North is Lindernoff, which is renowned for its Ice Sledges. The snow and ice extend far to the north where even the burliest of barbarians dare not tread. Rumors speak of wild yeti packs that suffer no survivors, ice dragons, and ancient wizards that wish to be left alone. Lindernoff is surrounded by a large wooden wall, which helps to keep the bitter winds at bay.

Midnight Moor, the

Midnight Moor - the very name conjures images of horror, of battles lost to the clawing hands of the unliving. Legends speak of a rickety old shack and a deranged lunatic that tells the tales of the horrors of this bog. Adventurers be wary - this is no ordinary swamp.

Myra

Myra is a small trading center that has just enough people to consider it a small city rather than a large town. Myran merchants and rulers were the originators of the Myran Commonwealth Trade Agreement, which allows trade to flow more smoothly between regional towns and cities. The region around Myra includes a number of other cities of similar size, but trade with Freehold, Dumar, Amaria, and Nyr all flows through the city of Myra itself.

Myran Commonwealth

A group of independent city-states of various races that have formed a trade alliance. This includes Myra and the cities surrounding it, Dumar, Amaria, Nyr, and Freehold.

Nyr

Nyr was once a powerful empire that grew hard and fast, driven by ambitious Elves with a hatred of Humans. Their empire was formed from various kingdoms that were conquered one after another. They are ruled by a Senate of advisors, generals, governors and lords, as the Emperor and his heirs were executed by the Queen after they yielded to her rule. The Senate is still intact and maintains local control for the Queen. Nyran society is in poor shape after many years of living off the spoils of war. They treat their servants with great cruelty and very little respect. The lives of the Senators have changed very little since the rise of the Queen and they are eager to keep it that way. They care little for the people they rule and are notoriously harsh in keeping them in line.

Oakhome

Oakhome, or Eldonshire as the Elves call it, is the last of the great Elven kingdoms. It is isolated deep within the Great Woods and is protected by the mightiest Elven sorcery. It remains one of the few sanctuaries untouched by the Dark Queen and stands as a symbol of goodness and light. The Elves here seldom venture forth and are only seen outside the boundaries of the wood as border guards. The entire Elven city within is said to be built high in the trees; its acres of high branches, spanned by many platforms, homes, and bridges, are one of the many wonders of the known world.

Pride's Deep

The Ra'Kash capital and largest known Ra'Kash city is Pride's Deep. It is home to many Ra'Kash and is another wondrous spectacle of the world. The city itself is made up of several large, Mayan-like, ziggurat pyramids topped with highly polished gold. Atop these peaks stand likenesses of the deity Serah, goddess of luck. It is not uncommon to see other races in this city, but it is not recommended for non-Ra'Kash to walk alone.

Ra'Kash

The southern continent is home to the cat people known as the Ra'Kash. The entire southern continent is encompassed in thick jungle, nearly impassable to those not trained to venture through such areas. Ra'Kash is, for the most part, largely unexplored; legends speak of other Ra'Kash civilizations further to the south. The most well-known Ra'Kash city is Pride's Deep.

Sandridden Plains, the

A desolate land inhabited by various nomadic tribes. Many raiders operate out of this area, preying on small villages and towns.

Seven Meadows Collegium

This institution of learning is quite renowned in Pendaan. It is famed as a quality school, producing fine scholars and learned graduates. It is one of the few institutions of learning in Pendaan that provides training in a wide variety of fields, thus enhancing its attractiveness and popularity.

Shattered Lands, the

Once the home of the great southern kingdoms, the Shattered Lands are exactly that - shattered. After the Dark Queen's cataclysmic Earthrending, little remained of the old kingdoms. All that is left are isolated clans and cities that have turned to governing themselves. Only the two largest kingdoms, the Dwarven-ruled Iron Throne empire and the Dragon Dynasty, remain somewhat intact. Greatly reduced in size and strength, they are in harsh competition to gather the remaining resources of the land.

Shimmering Coast

This coast is isolated from the rest of Pendaan by the craggy Fireforge Mountain Range. The people here abide by their own sets of laws and the local villages and towns usually govern themselves. Piracy is one of the major occupations in this region, and many buccaneers take advantage of the lack of centralized government to operate out of local coves and sea towns.

Shipwreck Current

In the southern reaches of the realm, through the Sea of Jade, sweeps the notorious Shipwreck Current. This current is said to have caused hundreds of unsuspecting ships to crash into the jutting rocks that hide just below the water's surface. Some scholars differ in opinion regarding the actual cause of the disasters and point their fingers at a legendary sea-creature called Yorasa.

Soern's Cairn

Soern's Cairn is the highest peak in all the world and is said to be the final resting place of Soern, a wise man from long ago who prophesized the arrival of the Dark Queen. Legend has it that Soern was pushed from the peak of this mountain by Zoedain herself.

Spires, City of

Located north of Cauldron's Notch, this magnificent city of soaring towers and citadels is now abandoned. Rumor has it that a great curse was placed upon the city hundreds of years ago by an enraged wizard spurned by the city's council. The city was, in its active days, a place of great wealth, due to the gem and mineral mines that surrounded it.

Temple of Chukani

Located about a week's journey south of Pride's Deep, in the deep jungle, is the largest known shrine to the false god Chukani. Chukani's death cult is based around the idea that Chukani was a god of death a long time ago and was thrown out of the pantheon when he became too powerful. The cult revolves around the idea that they can somehow bring Chukani back into power.

Twilight's End

Within the Bear Crag's hides Twilight's End, an eerie pass enshrouded by shadows. The Bear Crag's are littered with ancient cave homes long since abandoned. Most travelers dare not take shelter here for the night, as legend speaks of a dark and ancient race that was cursed to haunt this pass until the return of one who could set them free.

Twin Trees

This small Elven community has existed outside of Oakhome for many years now. It is famous for its tranquil setting and its golden honey. Twin Trees Honey is a delicacy around the world.

Valley of No Return

At first glance, this desolate wasteland would appear as any other desert, filled with dry rock, sand, and harsh winds. However, to the surprise of those who trek it, the piercing stones tossed up by the winds bring a slow death to the unsuspecting. Hidden within the midst of this sinister valley lies the Dark Queen's obsidian keep, the Twilight Citadel.

19.3) Recent Events

The information about the World elsewhere in the rulebook was current in the 253rd Year of the Queen. The current year (2005) is the 262st Year of the Queen, and the last eight years have been tumultuous. Here are some major events that have changed the world since 253.

254

The Dark Queen declares war against the southern continent, Ra'kash, with the claim that the continent was originally a holding of noble houses of Pendaan, called Karloom. During the war, Ra'kash in most regions of Pendaan are required to carry identity papers, showing that they are not infiltrators from the southern continent, and must keep their weapons peacebound while in civilized areas. This war continues until 257.

Due to widespread problems with "The Chaos Beasts", Amaria closes its borders. They remain closed until the Lovers' Moon of 256, when the Queen's Circle of Thirteen (an elite circle of mages) banishes them.

255

A major conflict between the faiths, especially between Zoedain and Myraak on one side and Korem, Ameti, and Dalean on the other, causes widespread strife and destruction. The conflict lasts one year. During the following year (256), healers who follow Ameti suffer pain whenever they heal, and undead are seen attacking even during the day. By 257 things seem mostly back to normal.

257

The Dark Queen announces that her armies will withdraw from the southern continent. Although official news of the war puts events in the most favorable terms possible, it is clear that the Queen's army has suffered significant losses and is no longer able to continue the campaign.

Shortly after this news arrives, the Myran Commonwealth (including Myra, Dumar, Nyr, Amaria, and Freehold) declares open rebellion against the Queen, announcing the existence of a secret treaty of mutual defense. The center of the rebellion is the town of Freehold, ruled by General Malfeasance (who previously led the war against Ra'kash for its first year and a half). Malfeasance takes the name "DeLeon". The armies of the Myran Commonwealth unite to block ships of the Queen's army from landing on the southern coast (on their way back from Ra'kash). Ultimately, some manage to land, some are sunk by attacks or simply storms, and some reach Arkenstone or other regions where they are able to land.

Nyr's ruling senate fractures between several factions, and the city of Nyr is torn apart by civil war. Loyalist factions attempt to aid the Queen, while others rebel (notably including the Imperial Elven groups).

258

At the end of 257, an attack on Freehold by the entire Circle of Thirteen causes widespread devastation and the opening of gates into the realms of fiends. By the beginning of the next year, the area is uninhabitable, and Freehold is moved to the site of an old outpost of the Queen's army.

The old nobility of the Myran Commonwealth region (who have been active in organizing for the war) re-establish themselves, with the traditional rights and privileges of their positions.

By the end of spring, most factions within the Nyran senate (including both human and Imperial Elven) have reached agreement to work together against the Queen. By the end of summer, the Loyalists have been driven out of the city and rebuilding begins. Also, Nyran and Imperial armies are sent to aid in other regions of the Myran Commonwealth.

Near the end of the year, the entire town of Freehold is banished into the realm of Shadow. Freehold begins making contact with the outside world by spring, and is free by summer. Before this happens, the city of Draven is also banished into Shadow, from which it never escapes.

259

The House of the Black Lotus (of the Dragon Dynasty) makes alliance with the Myran Commonwealth, and provides a token number of troops. However, most of the Black Lotus's forces will be needed in the Dragon Dynasty where they are fighting the House of Shadow, which serves the Queen.

260

Freehold moves back to its original site, and mages are able to close the fiend gates.

The House of the Golden Dragon (of the Dragon Dynasty) seizes Ti'Hann, and the Shogun of the House is declared Emperor. House Shadow withdraws to its own capital, Kage, but war continues.

261

The Cult of Chukani intensifies activities, and according to wild rumors, Chukani himself, "the Godslayer," has appeared in Freehold.

By mid-fall, Kantorans world-over have lost their more advanced spells, and some say Kantora herself has been slain. Meanwhile, the followers of Dalean now speak of their deity as "Daleneiros" and say change has come.

There are also rumors that near the beginning of winter, a creature called a mana golem was created to assist in this 'battle' against the 'Godslayer'. Some say that the golem failed and that the blessings of Embranna are also failing.

19.4) Money, Coins, and other Valuables

Coinage at MJ is one of the many rewards that you may reap as a result of your adventures. The coins of the realm come in three denominations: copper farthings, silver crowns, and gold sovereigns. Generally referred to as Copper, Silver and Gold Pieces respectively by the locals.

10 copper farthings are worth 1 silver crown

10 silver crowns are worth 1 golden sovereign

When you play your first Mythical Journeys event, you will be awarded 10 silver, minus the value of any equipment (weapons and armor) that you start with. After that, you are on your own. Looting fallen monsters and hidden crypts, robbing unwary merchants, receiving gifts from grateful citizens, charging fees for services, buying and selling goods, and earning a salary from a job in town are all ways to line your pockets with coin. Gems, jewelry, and raw materials are other forms of mundane treasure; while these often have a relatively fixed value in the world at large, supply and demand within the Freehold market can cause their prices to fluctuate.

Bloodnotes

Not everyone was able to carry around a horde of gold coins on them, thus the birth of bloodnotes. A bloodnote is a solemn promise to pay the amount written on a paper when it is given to the correct person. Failure to pay the amount on a bloodnote when presented often results in arrest by the guard or sometimes things far worse. These notes are often signed in blood.

19.5) Time and the Calendar

*“Of the five elements, none is always predominant;
of the four seasons, none lasts forever;
of the days, some are long and some short,
and the moon waxes and wanes.”*

- Sun Tzu

It's about time! Keeping time is often an important part of a fantasy game. How else could you foil the bad guy's plan if you didn't know what time to foil them at?

Below is a listing of the real world “mundane” calendar in relation to the MJ calendar. The Mythical Journeys calendar is fully based on the phases of the moon. Each lunar month is divided exactly like the mundane calendar (the first cycle of the Ice Moon would have 31 days like January.)

Years in Mythical Journeys are referred to as “Harvests” which are the most important time of the year to many commoners. This season of the year is often a time of celebration as the common folk reap their harvest from a long working year.

To calculate the current game year all you need do is subtract 1743 from the current (real world) year. Thus, in the year 2000, our game year will be 257.

The hours of the day correspond to mundane hours, but are usually described with reference to midday (aka "high sun") or midnight. Thus, 4:00 p.m. is referred to as "four hours past high sun," while 10:00 p.m. is referred to as "two hours before midnight."

Table 7: In-Game Calendar

Mundane Month	Game Month
<i>January</i>	Ice Moon
<i>February</i>	Second Cycle of the Ice Moon
<i>March</i>	Planter's Moon
<i>April</i>	Second Cycle of the Planter's Moon
<i>May</i>	Lover's Moon
<i>June</i>	Second Cycle of the Lover's Moon
<i>July</i>	Silent Moon
<i>August</i>	Second Cycle of the Silent Moon
<i>September</i>	Harvest Moon
<i>October</i>	Second Cycle of the Harvest Moon

Table 7: In-Game Calendar

Mundane Month	Game Month
<i>November</i>	Frost Moon
<i>December</i>	Second Cycle of the Frost Moon

Table 8: In-Game Days

Mundane Day	Game Day
<i>Monday</i>	Moonday
<i>Tuesday</i>	Treesday
<i>Wednesday</i>	Windsday
<i>Thursday</i>	Thornsday
<i>Friday</i>	Friarsday
<i>Saturday</i>	Satyrday
<i>Sunday</i>	Sunday

19.6) The Year In Spirit

Tradition holds that the year begins with the Ice Moons, the first moons after the passing of the winter solstice. The long nights begin to give way to day and there is hope that winter will end. But it won't be soon. The Ice Moons are a time of Embranna, a time when people gather around hearth-fires, campfires - anywhere they can find the warmth of fire and company - and share stories. Legend holds that it is curiosity about these very stories that convinces the sun to return. The Ice Moons are also a time when events pass slowly and scholars have a chance to catch up with the events of the past year, recording and enumerating them, creating the scrolls of knowledge that are their gifts to the future.

The Ice Moons are also a time of Zoedain. The cold and misery of this time of the year, the hunger when food supplies run low, the difficulties in gathering firewood when the weather is most unforgiving - there is pain to be felt. Some mark the season with their own suffering, in hopes that it will be enough, that no more will be visited upon them in the coming year. Others find ways to share pain with others. But it is felt.

After the Ice Moons pass, the world begins to warm. Ayleena's touch brings nature back to life and the signs of spring are clear. The planting begins - these are the Planter's Moons - and many ask Ayleena's blessings on their fields, in the hopes of rich harvest.

With spring, the roads are clear and travel possible, and it is also the time when the troops are tested and prepared for battle. Those who plan to make war begin to do so now. Those who honor Thurgos call the Grand Melee. All winter long they have reason to train, awaiting the Melee; afterward, they're ready to be sent to war with a long season ahead.

Planter's Moons turns to Lover's Moons after the crops are planted. In Selaene's season the exchanges of tokens of affection are common, and with spring and summer weather lovers find the world a welcoming place through day and night, though most of all under the light of Selaene's moon.

Near the close of the Second Lover's Moon comes the summer solstice. The longest day is the holiest of Korem, and the season is his as well. His followers celebrate his glory at its peak. It is also a time for those who honor him to purify themselves in truth, and make atonement if they have spoken falsehoods or acted untruthfully in the year before. Those who have made themselves pure are blessed by his truth.

The Silent Moons follow. These encompass both the Days of Fortune and the Days of Joy. The Days of Fortune are Serah's time, a time when the extremes of chance and caprice exceed by far their usual limits, a time when great fortune and equal misfortune can befall anyone. These days are also a time when those who honor Serah push themselves to take chances far beyond their usual dares.

The Days of Joy are Ameti's time. These are a time when Ameti's faithful work their hardest to establish truces and negotiations, to spread healing and happiness, and to purify the world. Many a war has stopped for the duration of the Days of Joy, some never to begin again. Perhaps in the silence of arms can be heard the source of this moon's name.

After the Silent Moons, the Harvest Moons follow, and the harvest season with them. Harvests bring the great markets, and the markets bring wealth; even the poorest farmers

have money now to supply their family's needs, at least for a little while. The storm of buying and selling is Haalak's time - and equally Damryn's, for while honest deals can be found in the market, they are not alone there.

As the harvest time closes, the greatest festivals of the year begin. Work in the fields is done for another year, and the need to celebrate is felt throughout the realm. The Festival of Kantora reigns in this time, with revels, drinking, dancing, and celebrations of all sorts. It is a holiday not to be forgotten - at least till next year.

Nipping close at the heels of the Harvest Moons come the Frost Moons, plunging the world into winter. This is the time of death, the time when the spirits of those past are closest to our world. With ceremony and ritual, such as the Ceremony of Light, we honor them and restore them in our memories, and give them peace. At this time, also, the restless undead can walk, and the homes of the living are made to look abandoned that these malevolent spirits might overlook them.

This time of year is one in which those who would protect the world have the hardest task before them, and so it is that Dalean's time comes shortly thereafter at the winter solstice. With the longest nights, his power is at its greatest, and his servants patrol the paths and ways of the night to keep them safe. It is also in this season that those who would honor Dalean make offerings to him and shine the lights of candles through the nights in prayer, that he might relinquish the season and allow the cycle to go 'round again. And so, without fail, he does.

20.0) Map of the World

20.1) Link to LARGE Map

http://www.mythicaljourneys.com/mjsite/board/images/pendaan_large.jpg - LARGE Map

21.0) Glossary

21.1) Glossary of Terms

“...to be precise in word and gesture, that no man nor beast may claim confusion.”

- Muakieven, Scholar of Arcadia, treatise on control spells

Anachronism	Anything that is out of its proper time period (wrist watches, sneakers, beepers, cellular phones, etc.) Anachronisms detract from the fantasy world we are attempting to create and individuals who use them during game hours are frowned upon.
Armor Points (APs)	Armor points represent the toughness and protective worth of your armor. The armor type you have determines the amount of damage it can sustain before your Vitality becomes damaged.
Battle Scrolls	A scroll that can be used to cast a single spell, once, but not to learn a spell. Once used, these scrolls are expended and should be torn in half and disposed of properly.
Battle Vultures	Cowardly individuals who avoid battle and wait for you to finish off a monster so they can take the loot you earned while you continue to fight other creatures.
Brownie Points	Points awarded for helping Mythical Journeys out in some way specified by MJ.
Caster	The individual who casts a spell.
Cast Member	The dedicated volunteers who create the rich scenario you interact with at Mythical Journeys events.
Character Points	Points used in the development of your character. These points are accumulated by attending events and are later exchanged for skills that develop your character and make it more powerful.
Dirt Nap	A common slang phrase that means the individual has been rendered unconscious or slain. “He’s taking a dirt nap.”
Disciplinary Action	Verbal warnings, suspension or expulsion from Mythical Journeys events as a result of breaking any of the rules put forth by MJ.
Expulsion	Being permanently and immediately removed from all MJ events without refund of money. Actions such as breaking the rules set forth by MJ may result in the action.
Heresy	The in-game punishment for wearing anachronisms or talking out of game during game play.
Improvisation	Doing something on the spur of the moment without having rehearsed.
In Game	Any event, action, or area that is within the context of MJ and its plot lines. Anything that your character knows about the game world or its inhabitants.

Metagaming	A gaming term that means “using knowledge learned out-of-game for in game purposes”. There are few times that the rules require you to role-play that your character does not know information that you, the player, know. (These are: you died and Fate did not allow you to remember the circumstances; very rarely in-game effects may make you forget things; you were unconscious or dead at the time; and you are starting a new character.) Aside from these, your character can know anything that you know. This means that you should be careful what you tell other players, because they can use the information. Also, if your character does not know something, you should not tell other players. Players who Cast for us are unable to use any information acquired while casting. It is assumed that Players who also Cast are experienced enough to handle this.
Munchkin	An individual who tries to calculate every point and loophole in the MJ game system to create a great starting character. Also someone who manipulates or twists the game rules to their advantage.
Mundane	Anything that relates to the real world. Please avoid discussing anything related to the mundane world while in game play. Save it for the restaurant after the event
Operations (Ops)	The out of game area responsible for the smooth running of MJ.
Out of Game	Any event, information, action, or item that is not in the context of the MJ game while being played. Talking about sports, television, and other “mundane” topics is out of game talk. Out of game also refers to the areas that are not playable (bathrooms, under your bunk, the parking lot, etc.).
Player Character	An individual who creates a character and plays its persona at Mythical Journeys. This character is referred to as a Player Character or PC.
Revenge Swinging	Hitting someone hard to hurt them because they hurt you. This sort of action will result in disciplinary action.
Rhino-hiding	Anyone who does not count or role-play their wounds. Someone who acts like their skin is as thick as a Rhino’s. This will also result in disciplinary action.
Role-Playing	Acting improvisationally without a set script in a world not of the regular mundane world.
Plot Director	The person in charge of the plot cabin.
Spell book/ Prayer book	An optional, in-game prop that holds all of a Mage or Cleric's spells, their casting cost and effects. Such props should be considered yellow stickered and may be returned to the player if they contain no other in-game information.
Spell Packets	the out of game representation of a spell’s energy.

Stick Jocks	Players or Cast who believe that the solution to every problem or encounter is hacking your way through it rather than attempting to actually role-play. Followers of Thurgos do not necessarily fall into this category, although Stick Jocks often choose to follow Thurgos.
Suspension	Being temporarily removed from playing MJ without monetary refund.
Target	The focus of a spell or attack.
Torso Shot	After all Vitality have been used, this is the last shot required to render someone unconscious. A Torso Shot must be dealt to the torso area (the same area a sleeveless t-shirt covers.)
Vitality	The game measurement of your capability to withstand physical damage to your body.
Yellow Arm Band	A yellow arm band worn on the arm means the individual may not be physically attacked for out-of-game reasons. To defeat this individuals you need only point a weapon or spell packet at them and state "I kill you." Individuals taken down in this manner must still be Quickdeathed.

22.0) Additional Information

22.1) 3rd Edition Rulebook Design Credits

3rd EDITION GAME RULE BOOK

Original Game Concept

- Dan Desilets
- Brad Harrison
- Brian Harvard
- Craig Laprise
- Louis LeClerc
- Ian Sudimak
- Paul Swedis
- Eric Tetreault

Project Manager

- Eric Tetreault

Editorial Staff

- Jennifer Basil - Chief Editor
- Thom Cleland - Asst to Jenny Basil
- Jonathan Dale
- Dan Desilets
- Melissa Metcalfe
- Tanya Neslusan
- Derik Rochon
- Matt Scala

Production Staff

Artwork

- Juan Almodovar
- Louis LeClerc
- Tom Martin

- Chris Suess - Lead Artist
- Ethan Slayton

Layout & Design

- Eric Tetreault

Front Cover Artwork

- Louis LeClerc

Mythical Journeys Logo

- Louis LeClerc

Pendaan Map

- Paul DiNunno
- Marjorie “Meg” Steele

Writing Contributors:

- Brandon Boucher
- Thom Cleland
- Jonathan Dale
- Paul DiNunno
- Ken Fagan
- Bob Hamlin
- Patti Hamlin
- Jessi Jaffe
- LeeAnn Pojeta
- Diana Ma
- Melissa Metcalfe
- Ian Nugent
- Derik Rochon
- Meg Steele
- Ian Sudimak
- Eric Tetreault
- Matt Tofel

Special Thanks to:

Jenny Basil for her hard work on this edition of the rule book • Thom Cleland for his countless hours of editing and consolidation • Jay Gormley for creating our all encompassing database • Jeremy O’Neil for his advice on weapons • Juan Almodovar, Louis LeClerc, Tom Martin, Ethan Slayton (of Fantasy Freelance), and Chris Suess for their masterful illustrations • Dave Tamburin for creating our web site’s message board and registering and maintaining our domain name, <http://www.mythicaljourneys.com> • Derik Rochon for his highly professional photography • Paul DiNunno for being a motivator and for his above-and-beyond commitment to the game • the rule book team for their extraordinary efforts • our Cast and Players - your positive attitudes and dedication to the game makes all the hard work worth it • and last (but not least) to our families and friends who don’t play MJ but still tirelessly listen to our endless tales of adventure.

22.2) 3rd Edition Rulebook PDF Download

Our 3rd Edition Rulebook was created through the efforts of many talented MJ Players and Cast. In order to reduce the size of the rulebook from an 80 megabyte download to 675kb we were forced to remove all the fantastic artwork. What you will be downloading is the bare-bones version of our 3rd Edition Rulebook. This version will still include all rules found in the regular version and will still allow you to create and develop your character for Mythical Journeys.

Once you get your rulebook, you may have questions about the game system. Please feel free to contact us.

22.3) Injury Waiver/Parental Consent (PDF Version 3.0)

In order to participate in Mythical Journeys, you must read and complete the ‘waiver of responsibility/assumption of risk’ form in its entirety (Cast and Players alike). You may download this form in PDF format [here](#). (64.7k)

By downloading and completing this form before you arrive, you save yourself time at check-in. This form must be received by use two weeks prior to the event you plan to attend via mail, or it may be hand carried to the event.

Send form to:

Mythical Journeys

PO Box 36

Grosvenor Dale, CT 06246

Or turn the form in when you check-in for the first time.

22.4) Sword Construction

“...a weapon fit for a king, with an edge to cut through stone itself...”

- Tribute to the Ironforge Brothers

Creating a safe game weapon is essential at MJ. An unsafe “boffer” weapon could result in injury to yourself and others. Please follow these instructions carefully. We are always willing to help you create safe game weapons if you need it. All you need to do is purchase the proper supplies and arrive at the game extra early. Creating a good, safe sword takes about a half hour.

Table 9: Weapons Lengths

Type	Max Length
One-Handed Weapon	48"
Two-Handed Weapon	66"
Dagger or Hammer	14"
Short Weapon	30"
Staff or Polearm	72"
Thrown Weapon	8"
Ra'Kash Claws	12"