



Rulebook Content



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What is LARP?

LARP, or Live Action Roleplay is the name given to a game or event where players assume the role of fictional characters and physically act out the actions of that character as if that character and the fictional world in which they exist are real. In LARP monsters, magic and suchlike exist with all such fantasy things being governed by a set of game rules, although players often go beyond this and react individually in order to create a higher sense of realism.

At a LARP event you will interact with others and come together to create a fantasy game, usually led by a plot devised by the Games Organisers. Your character will almost certainly be forced to fight against opposition while following this plot, which is physically acted out by you and the other players swinging weapons, striking each other and roleplaying the effects of magical attacks.

LARP events usually have a loose background and NPC events known only to the Games Organisers until revealed to the characters in play, after which the characters may react any way their player believes fitting to the character itself, even taking control and leading the plot in an entirely new direction.

At first glance LARP has often been compared to historical re-enactment. However, there are several defining differences; the primary difference is that while re-enactments recreate real events, LARP is entirely fictional. Another vital difference of course, is the weapons.

LARP Weapons

Like most LARP systems we do not use real weapons, instead we use specially made weapons comprised of latex coated foam surrounding a carbon fibre core. LARP weapons are quite detailed and highly realistic for foam weapons, this can often lead to them being somewhat costly although we often lend out weapons to early players. This allows combat to be fast paced without any real risk of physical danger as long as people act sensibly and follow some simple combat rules.

Heartlands

The idea behind Heartlands is to stand alone rule wise while keeping in mind several others LARP groups many of our players attend and allowing an ease of transition between them to avoid confusion. The core group behind Heartlands previously worked on and ran other LARP systems and used this experience in the design.

Unlike some larger LARP systems, where characters tend form a number of different factions or groups which interact with each other, while sometimes facing off against other creatures, Heartlands style our games differently. Typically our events and games focus on a party of characters undergoing a mission or task, facing and attempting to overcome opponents, traps and monsters which are in their way. Most other factions and groups encountered will be NPC's.

This means that all the action and encounters will involve everyone who attends and the characters played are often in the middle of things and able to get straight into events without difficulty or missed opportunities.

LARP Terms

Like all roleplaying systems, LARP has a number of terms which may puzzle new players. A few are detailed below, if you ever hear one you do not understand simply ask, most Larpers and all the Game Organisers are quite friendly and willing to help.

IC (In-Character)

This term refers to anything existing within the game world, including but not limited to periods of time you or others acting as your character, and monsters you face as well as any items which can be collected or used by characters or monsters. Conversations you hold as your character are classed as IC and it is important to not keep switching between in and out of character because this disrupts the flow of the game for everyone.

OC (Out of Character)

This refers to anything that doesn't exist within the game world. It is usually used in reference to equipment and gear in storage which cannot be looted by players or to players who are not currently acting as their character, including ones setting up a later encounter. At times entire areas may be designated as OC. If a character or monster is OC they are not physically there and, as such, are required to place their hand in the air with their index finger extended upwards. This means they are invisible, pay them no attention if you see them.

PC (Player Character)

While the word player is sometimes used in regard to anyone who attends and joins in LARP events, a player character is anyone currently acting the role of a long-term character they created. In our system the Player Characters are effectively the stars of the event, with other members playing the part of other lesser roles.

NPC (Non-Player Character)

An NPC is any character that is not being controlled by the party. These will be played by a member of the monster crew, or one of the event organisers. They range from anything from a peasant to the most important person in the lands. Another common name for hostile NPC's is Monster, as they group of players controlling them are often referred to as the Monster crew.

General Rules

Weapons use

The Heartlands game system doesn't include any weapon proficiency skills. This is because we favour personal skill limitations rather than skills, instead granting combat focused characters special calls to represent the difference in character skills. We also realise that players choosing to play non-combatant characters tend to roleplay their characters inability to fight, meaning we need not enforce it.

Any character can use any weapon they collect. We do ask that you get permission from the weapons OOC owner before using it however.

There are specific ways of fighting with LARP weapons to avoid injuring others, these will be explained and demonstrated to all new players when they arrive.

Stabbing & Drum Rolling

We acknowledge that stabbing weapons do exist, but as we have had many new players wishing to try LARP locally in the past, we have ruled that stabbing with any weapon is not permitted to avoid possible confusion for people who cannot recognise the difference in appearance between standard LARP weapons and stabbing ones.

Drum rolling is the term used to describe rapid short strikes in the manner of someone playing the drums, we do not permit this and ask players to ignore strikes if the weapon was not pulled back at least half the weapons length before striking.

In the case of daggers, we enforce alternating the blades direction between attacks.

If you are unsure about how to use weapons safely, we will be happy to help.

Physical Representation

A number of skills require a tool in order to use them, this will be noted on the skill itself. Such tools must be represented by a physical representation your character needs to carry and bring out when using the skill, without these required props your character will be unable to make use of the skill.

Other physical representation may be required for items collected by your character, some may be provided by Game Organiser's while others you will be asked to provide yourself. Such items could include potions, magical amulets/rings etc.

Characters may start with basic armour but without a suitable phys rep, armour is not counted. Some examples of acceptable phys reps are strips of cloth for bandages, a heavy needle and thick thread for leather repair or a set of lock picks. Empty aromatherapy bottle are perfect for representing potion vials.

Disputes

A number of Game Organiser's will be around to handle rule & event disputes in order to maintain a smooth game flow, any disputes should politely be put to such a Game Organiser at the end of the encounter if possible. The word of a Game Organiser is final and can effectively override anything stated within this rulebook within reason, the only exception is a majority vote from the other Games Organiser's.

Unless otherwise stated follow the rules as stated here in the rulebook or in the relevant rule supplement.

Gameplay Rules

Falling

Characters which fall from a position equal or more than their height take a single hit to their torso ignoring armour unless they possess the Relaxed Fall skill.

Falls of more than twice the characters height will be monitored and detailed by a Games Organiser.

Grappling

Grappling cannot be used in a armed combat situation. Players should not physically grab others without OC permission, instead if you wish to grapple another character and believe it viable that your character would be able to do so mention this in whisper to the victim and the two of you should then roleplay the situation.

Players may decide to use skills such as Physical Might in these situations, as before roleplay the effect. If someone does not wish to be physically grappled, do not do so!

The same goes for restraining and lifting others, ask first!

Hit points

Most characters start with two Hit Point per location although this can be modified by taking the Body Development skill.

The locations are: Head, Torso, Right Arm, Left Arm, Right Leg & Left Leg.

Each full weapon strike & some spells/effects reduce a locations hits by one or more points, when a location has been reduced to zero the character suffers as noted below. Additional damage has no effect to locations already at zero.

Head or Chest	The character is rendered unconscious and begins its Death Count.
Arm	The character lets go of anything held in that arm and cannot make use of the arm.
Leg	The character falls to the floor, unable to get up or move. A character with one leg can be supported by someone else but if you loose both legs you can only be carried.

Death Count

Characters whose Head or Chest location has been reduced to zero hits are on their Death Count. In this situation you must begin counting to two minutes (in your head).

Until you reach the end of the count your character can still be saved if someone reaches you in time to heal your wounds. If someone begins to use the Heal skill or is on the count of a Healing spell on you, you should pause your count but be ready to continue it from that point if the healing is interrupted.

Once your Death Count has ended, your character is dead. Remain lying there until a Games Organiser comes over and assists in deciding what to do next.

Coup de grace

Characters on their Death Count are susceptible to Coup De Grace attacks, if such an attack is successful the character immediately dies without the remainder of their Death Count. Coup De Grace attacks take ten seconds of continuous roleplay and can only be performed by weapons (including claws) and must be distinctly visible to others nearby. We suggest kneeling over the character and slashing with claws/daggers or heavy swings from above your head if using larger weapons. If you are attacked or interrupted while performing the attack you must start afresh.

Armour

Armour must be represented by an appropriate physical representation and provides additional armour hits to characters. Once armour has lost hits they remain lost unless repaired by some magical or mundane means. The number of hits granted by the armour is dependent on what style of armour is worn.

Leather	1	Chain	2	Plate	3
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As Spellcasters find it more difficult to make use of their powers while wearing armour, standard spells cannot be cast while wearing Chain or Plate on any location and if the Spellcaster wears any form of Leather armour each spell costs an additional point of mana to cast. Higher Spells and Prime Spells cannot be cast while wearing any armour on any location.

Purity

All characters possess a level of purity which affects both their mind and soul, in most people this falls into a neutral position in that they are neither highly dedicated to good nor evil but capable of both. It is unlikely that a characters purity will come into gameplay regularly, but some attacks, spells, effects or items work differently on Righteous or Corrupt characters.

For example the most evil of artefacts have been known to viciously injure those who touch them if not corrupt, in order to stop them being used for good.

All new characters are neutral in Purity, unless declared otherwise by Games Organisers (due to detailed character background hand-in etc). Characters seeking to become Righteous should always be ready to heal or protect the innocent who need it and should strive to defeat beings of evil and chaos. The path to Corruption typically requires acts of savagery and/or cruelty, as well as other evil acts.

Even if a character reaches a level of Purity, if they do not continue to act as such they risk losing that position, some acts such as powerful demonic pacts can lead to permanent corruption however.

Priestly characters with Guardian or Necromancer spells need to be more careful in their actions, as the deities that grant their powers pay close attention to the Purity of their followers. If a Guardian ever becomes Corrupt or a Necromancer becomes Righteous they may no longer cast spells granted by that class.

Game Calls

Game calls are of vital importance to know, as such calls are relative the game safety and play. All these calls are OC and take precedent over IC events.

Man down

This is the most important call in the game, it is used to alert people that real injury or accident may have occurred. If you hear this call you must immediately stop on the spot and the game will pause until the situation is dealt with. Remain in place until instructed by the games organisers. This enables the situation to be assessed and any necessary first aid to be applied by the Game Organisers or medical trained players.

Time Freeze

This means that time has indeed frozen. Cease what you are doing immediately and close your eyes. The game has completely stopped for a moment. This can be caused for a number of reasons, such as the mage prime spell or in order to represent some instantaneous action such as creatures being teleported.

When TIME IN is called you should start play again, acting as if no time had passed. If something visible has occurred you should act as if the item/person appeared or disappeared instantly.

Time In/Out

Time In is called whenever game time is to continue, after the call has been made you are your character in the game world and should avoid making comments or remarks about real life. Time Out is the opposite, it means all in game actions should cease.

Time Out is usually only called for lunch breaks or at the end of the game while Time In is used in many situations which require the continuous of play (such as after many of the calls here).

Norms!

This call should be made by any player who spots someone not involved in the game approaching with the intent of passing the group. Players should cease activity and step aside if needed so they can pass, remembering where they were standing so they can return there before Time In is called.

In all cases weapons/equipment should be held out of the way so that people or animals (dogs being walked etc) are not threatened or frightened.



Combat Calls

Combat calls are effects which apply to attacks. They represent a special effect added to the attack and are granted by skills, spells or magic items.

Most weapons are not sturdy enough to pull off overly complex strikes, as such they subject to a combat call limitation which is a single combat call with a normal weapon, or a maximum of three with a Masterwork Quality weapon.

Crush

Crush is a damage call which automatically destroys any armour on the struck location and unless the location is protected by chain or plate armour the location itself is also reduced to zero. Characters with intact chain or plate armour on the location simply lose that locations armour without suffering damage themselves. Magical armour or protection on characters struck are lost and need to be recast.

Additionally, locations which suffer a Crush hit can only be healed up to one below the locations usual maximum per Crush hit suffered (to a minimum of one). This remains until the character has rested for a downtime, this does not interfere with them performing other actions in the downtime while resting.

Disruption

A creature struck by this attack has their innate magical field disrupted, preventing them from casting spells or making use of their mana for a period of 5 minutes.

Half/Single/Double/Triple

This collection of calls relate to the number of hit point damage the attack will deal if it lands. They are grouped together as a reminder that they override each other, so that characters cannot use more than one on a single attack.

Different skills/abilities which grant the use of Double, can be combined to call Triple with an attack, costing a use of both skills/abilities where necessary.

Half and Single differ from other combat calls in that they are excluded from the usual combat call limitations. Single is the default damage dealt by creatures and characters, as such it is not even required to be called when making attacks. Half is usually applied as the result of being physically weakened and must be called when making any attacks while under its effects, meaning it prevents the use of skills/abilities which grant Double or Triple.

Fatal

This attack strikes as a normal attack if the strike is taken by armour of any kind, if any damage from a 'Fatal' strike is dealt to a characters own locations (including arms or legs) the characters chest location is also immediately reduced to zero, placing the character on their Death Count as normal.

Fatal injuries may be healed as normal, remembering both the hit itself and the damage from Fatal are separate.

Flaming

The location struck by this call is set alight, until five seconds of roleplay is spent putting the fire out the location will take an additional point of damage every 30 seconds. Damage from this is dealt to any armour worn before the creature itself. If an arm or leg is reduced to zero while alight the fire will move onto the creatures torso, although flaming torso and head locations will go out once they reach zero.

Knockdown

Characters affected by this effect must fall immediately to the floor (if safe). In addition the disorientation of the attack means they cannot stand up again for a slow count of three seconds.

Magic

This is a fairly basic damage call, whose use is unnecessary in many situations yet vital in others. An attack with this call is capable of harming creatures that exist incorporeally like ghosts. It may also have special effect on other creatures/items.

Paralysis

Whether this attack damages you or not, if it hits any part of your body you are paralysed for thirty seconds (unless noted otherwise) and must freeze in place and make no actions or movement in that time. If combined with a weapon attack the damage itself is applied as normal.

Rend

If this attack deals damage, the location struck will begin to bleed profusely, eventually resulting in the location being unusable. Until the location has been reduced to zero hits remaining or any healing skill, spell or item has been used successfully the location will take an additional point of damage every 30 seconds.

Silver

Attacks with this Combat Call have an additional effect against Demons and the Undead, typically counting as Fatal, especially against the lesser undead.

Smite

This is a variant of the Combat Calls 'Fatal' and 'Magic' and uses the exact rules as above, except that creatures that have a Purity other than Corrupt are immune to its effect. Note that Demons/Undead always count as Corrupt for this purposes.

Strength

This call can only be used with flat handed push or from a bludgeoning attack, characters struck are thrown 10' backwards, such characters should roleplay this to the best of their capability. If you are thrown into another creature or player, treat this as if you had been hit with the Knockdown call, collapsing to the floor and unable to stand for three seconds. Even if such an attack is parried you should roleplay the blow knocking your weapon or shield aside somewhat.

Subdue

Damage from attacks made with this Combat Call are non-lethal, this damage stacks with normal damage with standard results but if their chest or head are reduced to zero by such attacks they do not begin their Death Count. Subdual damage disappears if a character suffering from it rests for the count of two minutes, taking no actions and not being bothered by others.

Through

Hits from an attack with this call ignore any armour protecting the location, this includes magical powers providing points of armour.

Unavoidable

Attacks with this Combat Call cannot be resisted through the use of skills such as Dodge or Sturdy, spells such as Aura of Defence still apply however. Due to its nature this call is of little use unless combined with others.

Venom

Locations injured by this attack cannot be healed unless the poison is first removed, typically by use of certain spells or an alchemical Antidote. Locations, other than the one hit, injured by the result of combined Combat Calls (e.g. Fatal) can be healed as normal. Characters whose Head or Torso locations have been affected by Venom and reduced to zero can receive minimal healing to stop their Death Count. Until the poison has been cured and the location then healed, such characters cannot move or use skills/spells but may speak weakly and react in other ways.

Miscellaneous Abilities

Miscellaneous abilities aren't common and are mainly used by Games Organiser's and certain designated monsters, although some rare abilities, spells and/or magic items may make use of the rules listed here.

Like combat calls these affect characters and monsters, but unlike combat calls are not tied to weapon attacks and can take place at almost any time.

It should be noted that some combat calls can be used as miscellaneous abilities, such as the fact that many Wraiths are able to cause fatal after a period of contact rather than by using a weapon.

Absorb

This is a reactive ability, declared in response to a spell or more rarely an attack. This is called to reveal the characters that their attack not only had no effect (see the miscellaneous ability 'No Effect' below) but was absorbed into the creature empowering it somehow, although whether this is by healing its wounds, bolstering its attacks or providing additional mana for it to make use of depends entirely on the creature or source of this ability and is impossible to determine without research. It is often suggested you try another form of offence if this occurs, even if this is just a different combat call such as Magic or even a different class of magic.

Agony

This is an offensive ability. Any affected creature, not specifically immune, must immediately collapse in painful agony, roleplaying this as best to their ability for a period of 30 seconds.

Location to Zero

This is an offensive ability, usually applied by touch but sometimes rarely applied at range with the affected location declared along with it. The remaining hit points of the affected location is reduced to zero, ignoring any armour that may apply.

Mass <Spell>

This ability is applied as a modification for a named spell, either by being altering the spells vocals to include 'Mass' a prefix to the spells name (for example, "By my power and the element of air I cast Mass Repel!") or in the case of certain rare monsters and game events by completely replacing a spells vocals with the words 'Mass <Spell Name>' (for example, a Games Organiser may simply call "Mass Strike Down" to represent a localised earthquake or similar event).

In either case the effect is the same in that instead of applying its affects to its usual target, it affects everyone within 30' of the source of the call.

As an area affect, spells modified by this cannot be negated by the Resist Magic skill.

No Effect

This is a reactive ability, declared in response to an attack, spell or other ability.

It reveals that the target is immune to that ability and is often used by creatures such as Wraiths which are immune to non-magical attacks or Golems which are immune to various forms of magic. As such it is often suggested you try another form of offence against such creatures, whether this be a different combat call such as Magic or even a different class of magic, for example changing from Biomancy spells to Mage.

Reflect

This is a reactive ability which can only be declared in response to a spell being cast which targets a single creature, whether by touch or at range. Upon the declaration of this ability the spell is reflected back upon the caster with full normal effects unless they are able to resist it with an ability of their own.



Character generation

The first thing most players want to do is create a character for themselves. This requires some forethought such as: What is the character like? Where are they from? What goals do they have and how do they plan to succeed in them? Do they have any allies or family? And most importantly why have they become an adventurer? These questions do not affect your characters skills or abilities directly but will help form a basis of what race/class your character will be and what skills you feel the character should take to fit their background and how you want to roleplay. Once you've decided these details and worked through skills etc. as described later you can email a list of this information and we will complete a character sheet for you.

Race

While a great many races exist in the world, characters can typically only be of those common around the area of the Heartlands.

Human

Humans are exceptionally commonplace species, they make up most of the Heartlands population. They are renowned for being quick to adapt and are often diverse in their actions and dealings. They have relatively high birth rates and while sometimes aggressive to outsiders they tend not to fight within their own countries.

Elf

Elves are a subtle and reclusive race, despite this as they are long lived there often comes a time when an elf experiences wanderlust which may last years. The species is split into physically different subspecies, the most common being the intellectual High Elves and the light footed Wood Elves, each are very different in attitude.

Orc

Orcs are vastly numerous, perhaps more so than humans if you consider the size of the Wildlands. They are rarely found within civilised regions where their natural high aggression and savage behaviour are not accepted. Orcs tend to live in clans, many of which are at war with each other unless their spiritual leaders arranged a truce.

Goblin

Goblins are believed by some to be an offshoot of the Orc race, although both races oppose the idea and no proof exists to back it. Less common than Orcs and harder still to find, Goblins are sneaky, cowardly, opportunistic scavengers and have no real culture to speak of which in the past has led them to be enslaved.

Beastkin

Beastkin are exceptionally varied in appearance and while appearing quite fierce they lack the aggressiveness of the Orcs. Despite their appearance and primitive way of life they are formed into an organised race of nomadic tribesmen which wander the world, some claim they are all seeking something but what it is in unknown.

Class

Warrior

The Warrior class covers all forms of characters specifically trained for melee combat, including barbarians, knights and so forth. Such characters are typically stronger and/or tougher than those who choose to lead other lives. Despite their focus being melee situations, their resilience has regularly led to Warriors saving lives in other situations. Many Warriors are confident and hardy enough to lead groups against any foe. Warriors are renowned for being sturdy and always ready for action.

Rogue

Rogues seem to have a bad name, despite many bandits being warriors. Indeed many military groups find having a talented Rogue on their staff invaluable in a great many circumstances. Even so, a great many Assassins, Thieves and Tricksters were originally trained as Rogues. Masters of camouflage and tracking, Rogues often prove skilled scouts. Some rogues can in the right situation even hold their own in close combat, while others have minds slippery enough to avoid magical influence.

Artificer

Whilst workers and labourers are commonplace and rarely dare to seek adventure, a number of the more talented and skilled individuals, better known as Artificers sometimes tire of the tedium and boredom such lives lead and seek adventure. It may seem that such people would make poor adventurers, but Artificers often possess a wide number of skills, that combined with their desire to prove themselves often result in such individuals making their mark on the adventuring world.

Mage

By far the most common form of spellcaster in the world, Mages specialise in pure arcane magic, drawing their power from the destructive elements of fire and air. Mages possess the power to create barriers, enchant items, destroy or mend objects as well as blast fire and air offensively at their foes. Due to their number Mages seem highly diverse, some specialise on a limited number of spells to great effect while others display an array of different powers usable in many situations.

Guardian

Second only to the wizardly mages in number are the priests, spellcasters who make use of divine powers granted by the gods. Of these priests, those who follow the deities of good often go by the title of Guardian since their role is to protect life and the innocents of the world and uphold the word of their god. Their varied spells enable them to ask questions of divine spirits, repel undead and perform minor miracles. They are also skilled at preventing injury and death.

Necromancer

Not as commonly found as their Light following brethren, primarily due to their preference to avoid recognition and escape prosecution. Necromancer is simple a common title often used by priests of the dark and evil gods.

The core of their magic is similar to the spells used by Guardians as from a similar source, they also have other powers such as animate zombies and other undead. Others use curses to disrupt their opponents attacks and even kill.

Biomancer

Biomancy at the core is similar to Mage spells, using more beneficial living elements. Their magic is thus linked directly to the flow of life in creatures as well as the functions and abilities of living bodies. Their spells make them potent at healing, but Biomancers are not all beneficent healers as many possess the ability to not only heal and improve life, but to weaken and in some cases remove it entirely. The most powerful of their kind can even return life to the recently dead.

Mentalist

Mentalists are a less common form of spellcaster, their powers are used to penetrate the mind rather than affect the physical world. While it seems that Mentalists use spiritual divine energies they are opposed heavily by some priests, many of which claim that Mentalists affect not the mind but the soul. Most Mentalists befuddle or confuse their opponents, either for fun or for more important reasons. Some of the more powerful ones can even affect the memory of their victims permanently.

Background

The first decisions required for character creation are what race the character is and what class were they trained as. Some idea of a background will be of immense help with this, forming the backbone of what will become your character.

The World

After the tragedies of the past, the world fell into disarray and ruin. While some regions are beginning to regain some order, they little represent the glorious nations that legend claims existed in the past. To these more organised peoples, much of the world has yet to be explored, with only one region being truly mapped out and well travelled since it is the most fertile region known to these and perhaps any people.

The Heartlands

The Heartlands is comprised of five very different yet equally powerful Human nations which occupy most of the region, with the exception of the two vast forests which are home to the Elven people. For the last sixty years a peace pact has ensured that no war can come between the nations, leading to great change in many.

The Blessed Kingdom the oldest of the countries which make up the Heartlands, its royal family claim to be descendants of ancient royalty which ruled the entire world before the War of Loss which destroyed the ancient magic and led to a dark age.

Ferrum Populus, better known as the Iron Nation is as old as the Blessed Kingdom and its ancient rival, the Iron Nation has a darker and more practical view of the world, which together with its vast mineral reserves gives it power beyond its size.

Myr is the third and last of the older countries, being founded by spellcasters who survived the War of Loss. Even now the country is formed around magical practise, with spellcasting being a requirement in many jobs including government.

The country known as the Union of Ethos was formed on the basis of peace, both politically and religiously. Even between highly opposing people and faith. It was the Union of Ethos which first paved the way for the peace pacts signing.

Háven is the youngest of the Heartland nations, founded by a family fleeing persecution as a place of safety shortly before the signing of the peace pact. Its people are hard workers but prone to distrusting or tricking outsiders.

The Wildlands

The Wildlands is far larger than even the Heartlands as a whole, effectively including everything on the continent and perhaps the world outside the Heartlands itself. Its defining feature is that while vast forests are commonplace, they are mostly dangerous and without fruit so few provide enough food for the continual existence of other races. Similarly its plains are wide, dry and totally unfit for farmland. Worse still than the infertile forests or dry plains are the magical regions, where strange things occur and sometimes even demons make their way into the world. Within these regions numerous wild and dangerous beasts make their home, preying on each other to exist. Humanoid races also reside here such as the Orcs, Goblins and Beastkin, each of which lead different lives surviving the unpleasant Wildlands. Over time a large number of humans and elven population has grown, comprising of people whose ancestors or themselves were exiled from the Heartland nations.

The Wardens of Terris

The Wardens of Terris is the commonly used name for a faction of adventurers, explorers and treasure seekers which comprise the only force from the Heartlands with the intent and resources to investigate the Wildlands. Officially they are expected to investigate or deal with possible threats to the Heartland Nations, however unofficially the goal of many of the Wardens is to discover information and treasures of bygone ages in order to gain wealth, fame and/or power.

Strangely for a group whose origins lie within the Heartlands, the Wardens of Terris have declared their membership open almost all races, although humans are still the most prevalent race amongst its ranks.

Benefits of membership include food and standard supplies, both while at base camps and when exploring the Wildlands as well as access to weapons, armour and repair facilities for such along with the opportunity to petition other members for aid in both acquiring better equipment and personal tasks.

NOTE: By default, characters in the Heartlands system begin as newly recruited members of the Wardens of Terris. This is strongly advised as it can be difficult for characters to survive on their own with the food and resources the faction provides.

Standard Abilities

As previously mentioned, all characters in the Heartlands system are able to make use of all types of weapons without requiring a skill letting them do so. Similarly there is nothing preventing characters wearing armour, although spellcasters often suffer penalties for doing so. In addition all characters are able to make and read basic maps, count to ten by visually using their fingers and similar simple tasks. If you are unsure about whether you can do a simple task, ask a Games Organiser. Most importantly your chosen race & class each give a number of free starting skills which your character has, before spending any skill points! Mage, Guardian, Necromancer, Biomancer & Mentalist as spellcasters, all use the same starting skills.

Skills and Skill Points

Each starting character has a number of racial starting skills as well as a number of skills granted by their chosen class. Finally they also get twelve skill points which they can spend on additional skills in order to more specialise their characters abilities. All the skills available cost a number of skill points as noted.

All characters have access to the general list as well as their own class list of skills from which they can purchase skills. If a skill is noted as cheaper in one list than another you may purchase it at the cheaper cost if you have access to that list. Characters are able to save skill points for later in order to purchase more powerful skills which they cannot afford at the current time, a "Skill Points Spare" section of the character sheet you will receive has been provided for this.

Reselectable Skills

While most skills can only be selected once, some are capable of being selected more than once. Such skills are marked on the lists with an *, most such skills are noted with a limitation on how many times you can select the skill in total, sometimes this will be based on your characters Skill Point Total.

Subcategory Skills

Some skills include a number of subcategories, most of these skills are reselectable. These subcategories determine the exact focus of the skill itself and provides no ability with the other subcategories of the skill unless they are selected separately. All subcategory Skills are reselectable, each time you take the skill you need to note a different subcategory that you wish to select.

Advanced Skills

Some skills possess an advanced rank, in order to select and take an advanced rank the character must already possess the standard form of the skill. If the skill has a number of subcategories the advanced selection of the skill must be the same subcategory as the character possesses in the standard skill.

Improving Characters

As you attend games, your characters skills and abilities will improve to represent experience and training. Each game you attend will grant your character an additional skill point which can be spent to purchase additional skills or saved as normal.

In this way the characters Skill Points Total will increase through its life, unlocking additional selections of certain skills, increasing their mana and letting them make use of more magical items than they could before.

A characters training can only go so far before reaching a point where real experiences and risks will let them advance further. As such once a characters Skill Point Total reaches 30, the character may no longer earn skill points from monstering, although if you have reached this point you now have another option available to you, see Multiple Characters below.

In addition there is only so much training, knowledge and power any being can attain, no matter how heroic or talented they may be. Because of this once a characters Skill Point Total reaches 50 they may no longer gain skill points.

Multiclass Characters

While uncommon it is possible for a character to gain access to a class other than the one they start with, this is usually done through roleplay as a reward for a detailed and fitting background handed in some time before the characters creation and is entirely in the control of the Game Organisers.

Characters are limited to their main class and a single secondary class. Those who gain access to a second class do not gain the initial skill set, but are able to purchase skills from that list at the points cost noted there. Some classes have additional notes on Multiclassing into them, allowing purchases from the initial skill set.

Guardians or Righteous characters cannot multiclass into Necromancer, nor can Necromancers or Corrupt characters multiclass into Guardian.

Merit Skills

By being highly beneficial to the system (in and out of character) or more often through good roleplay over a series of games/downtime, some characters may be able to unlock additional skills not detailed in this book.

This is entirely in the control of the Games Organisers, but if you are planning to have your character work towards what you think may be a Merit Skill then be sure to let them know so they can keep an eye out for whether you unlock it. The last thing you would want to do is go through so much effort without anyone knowing.

It should be noted that as Merit Skills typically represent advanced and rare training that characters which have not been in the system for a period of time, deciding by the Games Organiser's depending on the skill sought, are unable to attain them.

Do not worry tho, Merit Skills are not vital to creating a noteworthy or powerful character. It is easily possible to create one using only the skills in this book.

Downtime

A number of skills refer to downtime. Downtime is a term which describes the events that happen to characters between games, other than typical duties such as returning to camp, reporting events and general duties and tasks.

When players grant their character a skill point after attending a game the player may also declare special downtime actions for that character. Such actions are often detailed in certain skills that required days or weeks to complete, but may also include more roleplay or background inspired things such as having your character visit his home town, spy on another character, investigate a rumour he heard recently or indeed almost anything else you can think of.

For the sake of simplicity, downtime actions take the complete time between that game and the next. Some complex actions may take multiple downtimes, which is done by the character over a series of games where that character earned skill points, once they start a long project however they are tied to completing it and may not use downtime for anything else until it is complete.

Character Death

In the unfortunate case of your character dying, don't despair! Since we know the loss of a character is bad enough, we don't want you to lose everything.

Simply create a new character and do the following calculation and add the result to the Skill Points Total of your new character (not an existing character), in addition to the standard 12 starting skill points.

Old characters Skill Points Total minus 12 and then halved, rounded up
--

Other than this, the character is created as normal.

Multiple Characters

Normally players are only allowed a single character, however...

Retirement

Upon deciding to retire a character they must decide and inform the Games Organisers whether their old character is retiring completely (where upon the characters sheet and information are completely removed from record) or partially (where upon records are still kept but the character can no longer advance).

In either case you are free to create a new, replacement character.

In the case of complete retirement of the old character, this is treated the same as character death and the new character starts with a higher Skill Point Total, as shown in the Character Death section above. If the old character is only partially retired, the new character begins play with only the standard Skill Point Total of 12.

Partially retired characters are still owned by their original player and that player may choose to play that character for a game, however the player will gain no skill points from doing so, either for the retired character or any other.

No player may have more than one partially retired characters at a time, if they wish to partially retire another character their old one will retire completely.

Players may decide to completely retire a partially retired character at any time, however they gain no benefits from doing so.

Earning Additional Characters

If your character obtains a Skill Point Total of 30 or more, you as a player have earned an additional character slot. If at any point both of these characters each have a Skill Point Total of 30 or more you have earned a further slot. Games Organisers may alternatively reward an additional slot to a player if they feel it deserved. No player may have more than three character slots in total however.

Each character slot is treated independently, so if one character were to die or be completely retired, the higher starting Skill Point Total as a result of that death can only be granted to that character slots replacement character. It may not be granted to another existing character in another slot, nor may two or more characters be permanently retired simultaneously in order create a single replacement character benefiting from a higher starting Skill Point Total from both of them.

After a game, the skill point and downtime use obtained is granted to the character you were playing, if you monstered you may choose which character benefits, but you may not select a character whose Skill Point Total is 30 or more unless they all are.

In addition, players may not exchange items or services between two of their own characters. We strongly advise you do not link backgrounds between your own characters for this reason and several other reasons.

Coming out of Retirement

Partially retired characters can be brought out of retirement, however this requires that an existing active character of that players be retired in his place. This character must have an equal or higher Skill Point Total to the one coming out of retirement.

Since this is an exchange, it uses the same character slot so if you elect for the newly retiring character to be completely retired no higher starting Skill Point Total is calculated as there is no newly created character to benefit from it.

Racial Skills

All characters can speak Common and non-human races are able to speak their racial language, in addition they gain the skills noted below by their race. If a player is not adequately costumed for their race they may not make use of their racial language or the skills below.

Human	Numeracy & Iron Will
Elf	Numeracy & Lore/Relaxed Fall (Pick one)
Orc	Fearless & Sturdy
Goblin	Coward, Delay Poison & Survivalist
Beastkin	Fearless & Heal or Roar

Numeracy

Characters with this ability are fully able to count above ten and without the use of their fingers. Without this skill you cannot count above ten, even with your toes.

Iron Will

Once per day, a character with this skill can resist Mind Affecting skills & non-Prime spells. To use it you must declare 'Iron Will' immediately after the spell, skill or effect is used against you.

Lore

> See Spellcaster Skills section, pg35.

Relaxed Fall

> See General Skills section, pg23.

Fearless

> See Warrior Skills section, pg25.

Sturdy

> See Warrior Skills section, pg26.

Coward

Characters with this skill may not use Iron Will or Fearless to negate Fear-Effects. This makes the Fearless skill have no use, but Iron Will can still be used on other effects.

Delay Poison

> See General Skills section, pg23.

Survivalist

> See Rogue Skills section, pg29.

Heal

> See Artificer Skills section, pg32.



Roar

Three times per day this Fear-Effect skill enables a Beastkin within 5' of a foe, to glare angrily at them and roar loudly. The intimidated foe immediately turns and flees from the Beastkin's sight. Once out of the Beastkin's sight they may act as normal unless the Beastkin comes into sight again. After thirty seconds this effect fades and the character can act normal whether in sight or not.

This is a non magical ability and thus cannot be resisted with the Resist Magic skill or dispelled with magic.

Speak Language

This skill has the following subcategories: Common, Dwarven, Elven, Orc, Goblin, Beastkin, Draconic, Abyssal, Celestial, Elemental, Giant, Sylvan.

This enables the character to speak & understand the chosen language, this is represented by holding your hand up held in a fist while speaking. Each time you change language in a conversation you must state which language you are using, after which you may continue the conversation without repeating it.

If you do not possess the skill to understand the chosen language you must act as if you do not understand what characters using it are saying.

General Skills List

The General list is available to all characters and as befitting the name includes skills that do not require training in a class to select.

Body Development *	5	Lore *	2
Craft *	2	Noble Upbringing	3
Delay Poison	2	Numeracy	1
Heal	2	Relaxed Fall	2
Advanced Heal	5	Resist Magic *	3
Iron Will *	2	Speak Language *	2
Literacy	1	Taunt	2

Body Development

Each time you select this skill your character gains an additional hit to each location. Unlike other reselectable skills this skill can only be selected an additional time once a characters Skill Point Total reaches 30+ and again when it reaches 50, for a total of up to three selections of the skill.

Craft

This skill has the following Subcategories:

Blacksmithing, Leatherworking, Runecrafting.

- Blacksmithing deals with the repair of metal items, such as chains, locks, manacles, lamps etc as well as melee weaponry and metal armour (Chain & Plate). Some such items (excluding weapons) can be repaired in game with the use of the correct tools and a fair roleplaying period.
Chain and Plate armour can be given an impromptu repair taking thirty second per point of damage, but each location cannot be repaired above a single point during game. Additionally Blacksmiths are able to recognise Masterwork quality in melee weapons as well as recognise Masterwork Quality in Chain or Plate armour after thirty seconds roleplay.
- Leatherworking deals with the repair of leather armour, repairing armour has no cost and can be done within game as long as you have the correct tools and spend at least thirty seconds per point of armour, roleplaying the repair. In addition they can recognise Masterwork Quality ranged weapons as well as Masterwork quality leather armour after thirty seconds roleplay.
- Runecrafting deals with creation of standard level magical runes, creating two identical runestones requires one crown worth of materials and a single downtime. Each magical rune contains a single spell which must be known by the Runecrafter or a Spellcasting character that used their downtime assisting the Runecrafter.

Delay Poison

Characters with this skill through feats of willpower are able to delay poison effects on themselves for thirty seconds, enabling the character to temporarily ignore any effects the poison causes. Your character is loosely aware of the poisons effects during this time and can act accordingly. This has no effect on the Combat Call 'Venom'.

Heal

> See Artificer Skills section, pg32.

Advanced Heal

> See Artificer Skills section, pg32.

Iron Will

> See Racial Skills section, pg15.

Literacy

This skill enables the character to both read and write any language that they know.

Lore

> See Spellcaster Skills section, pg35.

Noble Upbringing

Characters with this skill have received appropriate tutoring in the ideals of diplomacy, noble posture and polite speech. As such when attired in rich, fancy or similar high class clothing, they often receive more respect from guards, nobles and suchlike. In addition to this characters with this skill has either a Masterwork quality Dagger (family heirloom) or two crowns (representing accumulated wealth, inheritance or similar). As long as they perform duties for the higher nobility (e.g. exploring or defeating powerful adversaries of their patron) they will receive two additional crowns every year of play. Unlike other skills, this can only be selected at character creation.

Numeracy

> See Racial Skills section, pg20.

Relaxed Fall

Characters with Relaxed Fall can fall from heights up to twice their own height safely without danger or damage, often landing on their feet. They may also get back to their feet immediately after suffering a Knockdown or similar effect instead of having to wait the usual three seconds. Wearing Chain/Plate prevents you gaining this benefit. Heights more than twice the characters height affect the character as normal.

Resist Magic

This skill can be used once per day and negates any spell targeted at you or items in your possession, although it has no use against area spells or effects. This skill can be used even when unconscious. The skill must be declared immediately after being affected by the spell you wish to resist.

Every third selection of this skill replaces all three uses with a single use per encounter, once a character has reached two uses per encounter and two uses per day (a total of eight selections) they may no longer select this skill.

Speak Language

> See Racial Skills section, pg21.

Taunt

> See Racial Skills section, pg26.

Warrior Skills List

Starting Skills

Disarm, Subdue & Taunt

NOTE: Characters who Multiclass into Warrior can purchase Subdue for 2 skill points.

Blade Storm	5	Intercept	2
Blind Fighting	3	Knockdown *	2
Body Development *	4	Physical Might *	5
Cut Throat	5	Second Wind	5
Delay Poison	1	Sturdy *	2
Disarm *	2	Track	2
Fearless *	1	Weapon Mastery *	7

Blade Storm

Once per day your character is able to throw themselves in a rapid frenzy of speed and adrenaline. In order to do so they must loudly call 'Blade Storm', all other characters must immediately slow the speed of their attacks, speech and movements for the next thirty seconds or until one of them manages to strike the Character with a spell or attack (not an easy task while at half speed). Durations of spells/effects and even Death Counts are slowed as well. If you the character finds themselves hit or thirty seconds are up they must call 'Full Speed'.

Due to the tiring nature of this skill, the character is forced to attack & move at half speed for a full five minutes after the skills use ends.

Blind Fighting

Using smell and sound, the character is able to fight in darkness or if blinded. Simply call 'Blind fight' immediately after suffering a blinding effect and continue fighting with your eyes open as normal.

Body Development

> See General skills section, pg22.

Cut Throat

A character with this skill can, once per encounter, cause a fatal incapacitating injury by cutting their victims throat. However it cannot be done while wearing Chain/Plate. To use this skill you need to have successfully moved up behind a creature wielding a small blade, such as a dagger, before placing the weapons edge against the side of your victims neck on their shoulder and declaring 'Cut Throat'.

The victim's head location is then immediately reduced to zero unless they are wearing a gorget or similar armour, unless you combine it with the Combat Call 'Through', using a sharpened or masterwork quality weapon.

Delay Poison

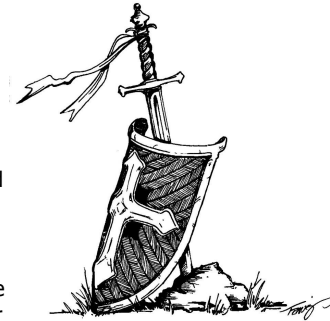
> See General Skills section, pg23.

Disarm

This skill has two functions and is limited to once per day (can be either function). Firstly: You may use this skill to attempt to disarm an opponent of an item or weapon they are carrying. To do so you must first strike the held object with a single handed weapon and declare 'Disarm' in place of any Combat Calls (this cannot be done with a small or two handed weapon).

The opponent must immediately drop (or throw aside) the object. Be careful when doing this, so that the weapon does not get stepped on or damaged. Once an item has been disarmed the victim cannot grasp any item with the hand/s that were holding the item for three seconds, representing strain caused by the disarm.

Secondly: This skill can be used defensively when holding any form of weapon. When struck by a Disarm call you may use the skill by declaring Disarm in response to negate the effect of the attackers use and keep hold of your weapon. Every third selection of this skill replaces all three uses with a single use per encounter, once a character has reached two uses per encounter and two uses per day (a total of eight selections) they may no longer select this skill.



Fearless

Once per day a character with this skill can declare 'Fearless' when affected by any Fear-Effect spell or skill, negating that spell or skill.

Intercept

Characters with this skill are able to nominate another creature as being under their protection, as long as the nominated creature is within arm's length of the character with this skill, if they are targeted by one of the following spells: Repel, Strike Down, Magic Missile or a Game Organiser monitored trap, you may call 'Intercept'. If you do the spell/effect affects you instead of the targeted creature.

It is important that you notify the player whose character you have nominated either IC or OCC so that they do not react to spells/effects you intercept anyway.

You may declare this call with another skill to both intercept and negate the spell if you are able to do so, for example 'Intercept Sturdy!' can transfer a Repel spell effect to you and then negate it.

Knockdown

Once per day upon striking an opponent with a melee weapon you may use this skill by using the Combat Call 'Knockdown'.

Every second selection of this skill replaces all both uses with a single use per encounter, once a character has reached two uses per encounter and a single additional use per day (a total of five selections) they may no longer select this skill.

Physical Might

Once per encounter you may use this skill to increase the power of a single attack. The skill may only be used with two handed weapons and the effect of the increased power differs depending on the weapon type.

If a bladed weapon the damage of the attack is increased, allowing the use of the Combat Call 'Double', while if using a bludgeoning weapon, the increased power of the skills use allows the use of the Combat Call 'Strength'.

Alternatively those with the Physical Might skill can perform acts of extreme physical prowess, such as breaking down a door or barricade, snapping a masterwork weapon in half, lifting a heavy object or breaking free of restraints. Such acts expend a lot of energy and strength however and once performed prevent further use of that selection of Physical Might for the rest of the day.

This skill can be selected a second time, but no more.

Second Wind

Once per day, declared the moment your character would be rendered unconscious or incapacitated by an enemy or trap you may declare 'Second Wind!'. You are then immediately healed of all lost hits.

It should be noted that the use of this skill does not remove effects such as paralysis or sleep. Nor does it affect Venom, meaning such locations will not be healed.

Sturdy

Once per day your character may declare 'Sturdy' after being affected by the Strength or Knockdown Combat Calls, the spells Repel or Strikedown or any similar effect.

Doing so allows them to keep their place and not be thrown back or knocked to the ground, any other effect of the attack or spell apply as normal.

Every second selection of this skill replaces all both uses with a single use per encounter, once a character has reached two uses per encounter and a single additional use per day (a total of five selections) they may no longer select this skill.

Subdue

Characters with this skill may use the Combat Call 'Subdue'.

Taunt

This Non-Magical Mind-Affecting skill is usable once per encounter, in order to use it you must loudly and clearly insult and/or taunt an opponent while pointing them and call 'Taunt'. If the victim understood the insult he is enraged to the point of attacking the Character who taunted them and will do so unless held back or attacked.

Track

> See Rogue Skills section, pg29.

Weapon Mastery

This skill has the following subcategories: Single Handed Blades, Two Handed Blades, Single Handed Bludgeons, Two Handed Bludgeons.

When using a weapon covered by that subcategory (such as a quarterstaff when you have selected Two Handed Bludgeons) your character may use the Combat Call 'Double', as long as you only have one weapon in hand. Wielding a second weapon of any sort prevents you from using this call.

Rogue Skills List

Starting Skills

Camouflage, Conceal & Track

NOTE: Characters who Multiclass into Rogue can purchase any of these skills for 2 skill points each.

Advanced Camouflage	4	Lock Pick	2
Advanced Conceal	3	Poisoner	3
Cut Throat	5	Readied Aim	4
Dodge *	2	Search	2
Escapology	2	Sniff	3
Forgery	3	Survivalist	2
Iron Will *	1	Advanced Track	2

Camouflage

Characters with this skill are able to move into sections of cover and become hidden, in order to do this you need to duck or kneel close to a bush or similar feature you could hide in. To note your disappearance simply raise a finger in the air to note you are OC. This skill cannot be used if a threatening opponent is within 5', additionally you must remain at the spot where your character hid and cannot move.

As with other OC people/items you should be ignored by other creatures, although creatures with certain skills and anyone who was carefully observing you during your initiation of the skill are allowed to act as if they are aware of your characters existence. Characters wearing bright or fancy clothes will be unable to use this skill, additionally carrying a shield or wearing Chain/Plate prevents you from using this skill.

Advanced Camouflage

In addition to the effects of the standard Camouflage Skill, you may move at half speed once camouflaged as long as you remain close to some feature which is linked to the feature you hid in. You are also capable of hiding willing allies as if they had the standard Camouflage skill, taking thirty second of roleplay to do so per person. Normal limitations on the use of Camouflage apply.

Conceal

You are able to hide objects smaller than a clenched fist on your person or the ground, so that it is unable to be found by most characters, unless you or the area where the item was hidden is searched fully for at least ten minutes.

Advanced Conceal

You are now able to conceal small items (up to the size of a clenched fist) on other willing subjects so that it can only be found by yourself and them. In addition you are able to conceal items up to the length of your arm either on your person or the ground. Locating concealed items is the same as with the standard Conceal skill.

Cut Throat

> See Warrior Skills section, pg24

In addition Rogues armed with a Sap may use it instead of a dagger to instead render the victim of this skill unconscious for five minutes, by declaring 'Cut Throat Sap'.

Dodge

Once per day, if struck by an attack with a damage call/s, you may declare 'Dodge' immediately to negate the effect of the damage call/s and instead take the attack as a standard single hit. Wearing Chain/Plate prevents you using this skill.

Every second selection of this skill replaces both uses with a single use per encounter, once a character has reached two uses per encounter and a single additional use per day (a total of five selections) they may no longer select this skill.

Escapology

After thirty seconds of roleplay you can escape any rope bond or manacle, you may also escape from the grasp of other creatures and similar situations.

Forgery

During downtime you create a simple forged document, if you are attempting to forge a specific document or someone else's handwriting you need to have a copy of the document/handwriting on hand.

If you do not have such a copy, the forgery appears official but will be easily recognised by anyone who regularly views the real documents.

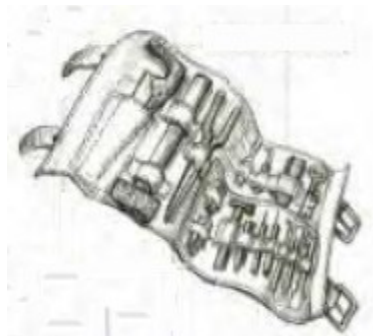
This skill can only be taken by a character with the skill Literacy.

Iron Will

> See Racial Skills section, pg20.

Lock Pick

With the correct tools and at least thirty seconds of roleplay you are able to unlock most locks.



Poisoner

Characters with this skill possess basic knowledge of certain plants and are able to form weak poisons without the costs inherent in alchemical versions. Once per encounter you can spend a slow count of five seconds roleplaying the application of poison onto a weapon (separate from the Readied Aim count), your next successful weapon strike within thirty seconds can include the Combat Call 'Venom'.

Unlike most skills, this can apply to Crossbows and Bows.

Readied Aim

If you do nothing but walk at half speed while watching closely observing a foe for a slow count of five seconds and then make an attack at that foe within thirty seconds, you may call Double or Through with that attack. With a Masterwork quality weapon this can be combined with Cut Throat to gain Through with that attack.

Unlike most skills, this can apply to Crossbows & Bows.

Search

Characters with this skill are, through adequate roleplay, able to locate and discover traps on items or areas, similarly they can discover if any secret compartments exist in such places. In addition, any items hidden by the Conceal skill are locatable by characters with the skill taking thirty seconds searching where it was hidden.

Sniff

This skill enables a character to sniff out a hidden or invisible creature (with the exception of constructs or incorporeal creatures) within 5'. This is not an immediate effect and must be role played to the degree that any hidden creature should be able to realise what you are doing.

You are also able to recognise familiar creatures by their smell, assisting you in overcoming disguises. Lastly you are also able to tell if something is poisoned by smelling it carefully ten seconds.

Survivalist

Once per game a character with this skill if using the Camouflage skill or out of sight of others (including allies) can declare 'Survivalist', enabling them to instantly leave the game with their character being guaranteed to be safe. After doing to the character may not return to that game without permission from Game Organisers. If trapped in some distant or remote location such as a uninhabited island or even another plane of existence the character may be deemed unplayable for some time while they return, during which time they cannot even make use of downtime. This skill can be used even if someone saw the character entering cover when using the Camouflage skill. Wearing Chain/Plate prevents you using this skill.

Track

Characters with this skill after a period of roleplay are able to discover evidence of other creature's presence and often even discover which creatures they were.

Advanced Track

Unlike characters with the standard Track skill, characters with this skill are also able to follow discovered tracks to discover where they came from or where they led to.

Artificer Skills List

Starting Skills

Heal & two from the following list: **Alchemy, Craft, Lore.**

NOTE: Craft & Lore may be selected twice, taking different subcategories.

Alchemy	2	Advanced Heal	4
Advanced Alchemy	3	Lock Pick	3
Artificer Scroll Use	3	Advanced Lore *	3
Advanced Craft *	4	Practical Application	5
Decipher	2	Search	3
Examination	1	Skilled Worker	5
Advanced Examination	3	Sturdy *	2

Alchemy

Characters with this skill are able to spend their downtime and a small cost in material components to create standard potions or poisons. A batch of two identical potions/poisons takes one downtime and a single crown's worth of materials, if creating Healing Potions this batch number is increased to four.

During game characters with this skill are able to identify advanced potions.

Advanced Alchemy

The advanced version of the Alchemy skill allows characters to instead make Advanced level potions. Creating one such potion/poison takes one downtime and a single crown worth of materials.

Artificer Scroll Use

Characters with this skill are able to make use of any Scroll they come across, unlike the Spellcaster skill this skill does not allow the character to create any scrolls during downtime. This skill can only be taken by a character with the skill Literacy.



Craft

> See General Skills section, pg22.

Advanced Craft

This skill has the same subcategories as the standard Craft skill.

- Blacksmithing at this level allows the creation of Masterwork quality melee weapons & Masterwork quality Chainmail or Plate. during downtime.
For weapons this requires: One downtime for daggers and similar weapons, costing two crowns of material components. Two downtimes for one handed weapons, costing three crowns. Three downtimes for two handed weapons or polearms, costing four crowns. For Armour this requires two downtimes for Chain, costing four crowns worth of materials, while Plate takes three downtimes and five crowns of material components.
Armour created can cover locations based on the following choices: Torso & both Arms, Both Legs or Head. The armour can cover less if the wearer does not have the correct physical representation.
- Leatherworking at this level allows the creation of Masterwork Leather armour or Ranged weapons (Bows/Crossbows) during downtime. Leather Armour takes one downtime and a material cost of three crowns while Ranged weapons (Bows/Crossbows) takes two downtimes and three crowns of materials.
Armour created cover locations from one of the following choices: Torso & both Arms, Both Legs or Head. The armour can cover less if the wearer does not have the correct physical representation.
- Runecrafting at this level allows the character to create magical Runestones containing Higher spells, such a Runestone requires one crown worth of materials and a single downtime. As with the standard skill the rune can only be of a spell either you or a spellcaster assisting you knows.
Alternatively the Runecrafter may inscribe runes on a Masterwork quality weapon or a Masterwork Quality Armour Chest-piece. This takes a single downtime and one crown worth of materials and does not require the assistance of anyone. A weapon rune can be expended for a single use of the Combat Call 'Double'. Armour runes can be expended for a single use of the Resist Magic skill or a casting of Mend only castable upon the wearers armour, with the standard vocals replaced with the words "Quick Mend".



Characters with the Advanced Craft skill (Blacksmithing or Leatherworking) are able to use a downtime to work for NPC's and earn a crown.

Unlike other reselectable skills this skill can only be selected an additional time once a characters Skill Point Total reaches 30+ and again when it reaches 50, for a total of up to three selections of the skill.

Decipher

Characters with this skill are able to translate and/or decipher documents written in other languages or code, this requires the use of one or more downtimes. In game characters with this skill are able to recognise any item created through the Forgery skill if they spend at least thirty seconds roleplaying careful examination.

This skill can only be taken by characters with the skill Literacy.

Examination

Characters with this skill are able to examine weapons, armour, rings, amulets etc. After they have spent at least ten seconds carefully examining the object closely they are able to discover whether the item is of Masterwork Quality, inscribed with a magic rune or whether it possesses magical properties. This only reveals whether the item is of Masterwork quality and if magical properties or runes are present, but not what the property or rune is, or even what Spellcasting class it's from.

Advanced Examination

In addition to the standard uses of the Examination skill, characters with this skill are able to further examine a magical item for an additional minute to determine what spellcasting class the item is enchanted with. Lastly by using two downtimes, the character is able to identify the full properties of the item at no material cost.

Heal

Using this skill with the appropriate tools a character can heal an injured location from zero to one. This requires at least thirty seconds of roleplay per location being healed.

Advanced Healing

This skill enables characters to heal locations above one hit, up to the maximum of their starting number of hits. As with the standard skill it requires thirty seconds of roleplay per point of damage healed.

Lock Pick

> See Rogue Skills section, pg28.



Lore

> See Spellcaster Skills section, pg35.

Advanced Lore

> See Spellcaster Skills section, pg35.

Practical Application

This skill grants practical, on the spot use for a number of skills which the character may possess, allowing a crafters knowledge to benefit those in the field.

The character gains every ability they have the prerequisite for below.

Alchemy: Once^o per day, this character can apply a Healing Potion or Blade Venom in such a way that it grants the effect of its advanced version.

Craft (Blacksmithing): Once^o every 5 minutes, this character can spend 5 seconds roleplaying work on a melee weapon, allowing its wielder to use an additional damage call on each attack for the duration of 5 minutes (Increasing Normal weapons to two calls and Masterwork quality weapons to four).

Craft (Leatherworking): This character gains the ability to repair Chain armour as a character with Craft (Blacksmithing). In addition, once^o per encounter this character can spend 5 seconds roleplaying to repair a location of Leather or Chain armour by a single point (within the armours normal repair limitation).

Craft (Runecrafting): Once^o per day, this character can spend 5 seconds roleplaying, to re-energising a rune that was expended within the last 5 minutes. This applies to all expendable runes, including armour runes worn by another.

Heal: Characters with this skill creates and carries a simple blood clotting ointment, this can be applied to a character with 5 seconds of roleplay, extending any Death Count that character is on to ten minutes.

Advanced Heal: Once per day, this character can spend 30 seconds roleplaying the application of various adrenaline-boosting drugs to themselves or another character, this characters maximum hit points to all locations is increased by one for the next 5 minutes. Warning: when the effect wears off the character may succumb to injuries.

^o = Twice if the character possesses the Advanced version of the linked skill (and subcategory in regards to Craft).

Search

> See Rogue Skills Section, pg29.

Skilled Worker

Characters with this skill possess an increased proficiency with item creation skills (Alchemy, Craft, Scrolls and their advanced versions). In game use of such skills to identify potions, recognise Masterwork quality items or repair items can be done in half the normal amount of time, when not within sight of armed foes.

During downtime, the character is able to spend double the usual material cost to create twice as many of the same item or items when they finish the usual number of downtimes (with armour the two items can be from different location sets, but must be of the same material). In regards to Runecrafting, the character is able to inscribe two runes on a weapon or helm, if placed at the same time.

Characters with Advanced Craft (Blacksmithing or Leatherworking) who use a downtime to work for NPC's earn an additional crown.

Sturdy

> See Warrior Skills Section, pg26.

Spellcaster Skills List

Starting Skills

Literacy, Lore & Learn Spell x3

Alchemy	2	Learn Prime Spell	6
Advanced Alchemy	3	Advanced Lore *	3
Combat Casting	4	Penetrative Magic	3
Detect Magic	1	Quick Spell	3
Advanced Detect Magic	3	Scrolls	1
Learn Spell *	1	Advanced Scrolls	3
Learn Higher Spell *	3	Spell Mastery	5

Alchemy

> See Artificer Skills section, pg30.

Advanced Alchemy

> See Artificer Skills section, pg30.

Combat Casting

Unlike usual characters, ones with this skill are able to both walk and defend themselves during spellcasting. They cannot make any attacks whilst reciting spell vocals and must maintain sight on their planned target throughout the spells casting.

Detect Magic

Characters with this skill are able to detect whether a touched item has magical properties or whether a touched creature knows any spells. This requires ten seconds of meditation whilst holding the item or creature. This simply reveals whether magical properties or spellcasting ability is presence, but not what the property or spell know is, or even what Spellcasting class its from.

Advanced Detect Magic

After a character has used the Detect Magic skill to determine an item or creature has magical properties or spellcasting ability, they may continue their meditation for an additional minute to reveal what spellcasting class (if any) the magical property or known spells are from. By using a downtime and a material cost the character can also identify a magical items exact properties.

Learn Spell

The character must select a single standard spell from their one of their classes spell list which they are now able to cast during game, using the rules noted in the spellcasting section.

Learn Higher Spell

The character must select a single higher spell from one of their classes spell list which they can cast using the rules noted in the spellcasting section from now on.

Learn Prime Spell

The character has now learnt the ability to cast the Prime spell listed in one of their classes spell list. Prime spells are quite different from more common magic, they are difficult to learn and require a great expenditure of power to cast. This is due to the fact that they drain both magical energy, physical strength and additionally require the use of material components worth one crown.

While the physical drain is not enough to do anything beyond a shortening of breath or dizziness on an initial cast, an attempt to cast a Prime spell a second time without adequate rest will almost certainly render the caster dead or incapacitated. As such a character can cast only a single Prime spell per day. Due to their complexity Prime spells cannot be modified by the Penetrative Magic or Quick Spell skills.

Literacy

> See General Skills section, pg23.

Lore

This skill has the following subcategories: Arcane Lore, Natural Lore, Regional Lore, Religious Lore, Underworld Lore.

- Arcane Lore enables a character to recognise common magical effects, arcane spellcasting factions, magical constructs, runic symbols, Draconic creatures and inter-planar portals.
- Natural Lore grants a character knowledge of plants, the wild natural beasts which wander the world, including their habits and weaknesses. It also covers minor knowledge regarding fey-like creatures.
- Regional Lore allows characters to recognise settlements, sites of interest, trade routes as well as notable persons from such areas and the general history of the regions. Characters typically specialise in their own country.
- Religious Lore lets a character recognise religious factions, leaders and practices. It also deals with the recognition of Demons and other otherworldly creatures, as well as their weaknesses.
- Underworld Lore is used by characters to recognise well known bandit groups or leaders, as well as knowledge referring to smuggling and trading of illegal goods.

This skill requires the presence of a Games Organiser, simply ask a question of the Games Organiser and note your characters possession of the skill, who may then give an answer based on your characters knowledge.

You cannot use this skill within sight of an armed foe.

Advanced Lore

This skill has the same subcategories as the standard Lore skill. At this level the skill provides a wider array of knowledge than the standard skill provides and allows the character to spend downtimes researching advanced answers regarding their chosen subcategory, to the degree of being able to discover almost any fact given time.

Unlike other reselectable skills this skill can only be selected an additional time once a characters Skill Point Total reaches 30+ and again when it reaches 50, for a total of up to three selections of the skill.



Penetrative Magic

Characters with this are able to modify their spellcasting ability so that the spell contains additional force so that its energies can push through magical resistances and similar. To modify a spell in such a way you need to spend double the usual cost in mana and then add the words "Penetrative <Spell Name>!" to the end of the spells vocals. Such spells effects cannot be negated or resisted by the skills 'Iron Will', 'Resist Magic' or 'Sturdy', additionally the spell cannot be countered by the higher Mage spell 'Dispel', the spell is still unable to be cast within or to affect characters within an Antimagic Circle.

This skill cannot normally be combined with the Quick Spell skill.

Quick Spell

Characters with this skill are able to channel magical ability intuitively and quickly. To modify a spell in this way you need to spend double the usual mana cost, then instead of reciting the spells usual vocals you instead simply call "Quick <Spell Name>!", otherwise the spellcasting and spell work as normal, including any timed events that resolve after the spell. The following spells cannot be modified by this skill: Circle Heal, Antimagic Circle, Create Undead.

This skill cannot normally be combined with the Penetrative Magic skill.

Scrolls

Characters with this skill are able to create and make use of any Scroll containing a standard spell of their Spellcasting class whether they know it or not.

Creating two identical standard level scrolls takes a single downtime and one crown's worth of material components.

Advanced Scrolls

Characters with the Advanced version of the Scrolls skill are also able to use and create scrolls containing higher spells of their Spellcasting class whether they know the spell or not. Creating a single higher scroll requires one downtime and one crown's worth of material components.

Spell Mastery

Characters who take this skill must select a standard spell they know, once per encounter the character can cast that spell (unmodified by the Penetrative Magic or Quick Spell skills) for zero mana cost.

Spellcasting Rules

Casting Spells

When casting a spell you must call the spells wording loud and clear so others around can hear and understand which spell you are casting. Depending on the spell you may also need to indicate or declare the target the spell is to affect. If you are casting a spell with long vocals, it is suggested you repeat the spells name upon completion in order to clarify to everyone what the spell was and avoid confusion.

Normal characters must remain stationary on the spot and cannot move to avoid or dodge attacks whilst reciting a spells vocals. In addition they must keep their planned target in sight throughout their time reciting the spells vocals.

If a character is struck by an attack while reciting the spells vocals the spell is interrupted and the caster must begin again from the start (even in the case of spells whose vocals are repeated several times). No mana is lost from interrupted spells.

Spell Vocals

Each spell has a Spell vocal listed along with its description, although to allow variations in Roleplay and characters we have no objections to players devising their own vocals. Replacement vocals should be of similar length to the examples (most Standard & Higher spells have similar length vocals), include the spells exact name and not change the workings of the spell within the game.

Unfortunately to avoid confusion and allow smooth gameplay, players cannot rename spells and must use the stated name while casting.

Armour and Shields

As spellcasting in Heartlands involves the character channelling the magical energies that flow around and within themselves, armour unfortunately disruptions this process and can even prevent spellcasting entirely.

Standard spells cannot be cast while wearing Chain or Plate on any location or carrying a Shield and if the Spellcaster wears any form of Leather armour each standard spell costs an additional point of mana to cast (after other modifications). Higher Spells and Prime Spells cannot be cast while wearing any armour on any location.

Mana

All living beings, whether spellcasters or not possess magical potential.

It is theorised that as legend claims it was magic that resulted in the creation of life in the world, all life thus contains a small remnant of that magic. In fact most of the training spellcasters receive is in how to channel and focus this energy better.

As such every character has a number of points of mana dependant on their Skill Points Total and whether they are a spellcaster or not, as shown on the table below.

Obviously characters without any known spells are usually unable to make use of their mana pool, but some magical items may grant characters uses for it.

Typically Standard Spells require One Mana to cast, Higher Spells require Two and Prime Four. Other things that use mana will include a note as to their cost.

Skill Point Total	Non-Spellcaster	Spellcaster
12 - 14	6	12
15 - 19	6	13
20 - 24	7	14
25 - 29	7	15
30 - 34	8	16
35 - 39	8	17
40 - 44	9	18
45 - 49	9	19
50	10	20

Spell Lists

Spells are listed below into both rank (Standard, Advanced & Prime) and Spellcasting class.

Standard Spells

Mage	Guardian	Necromancer	Biomancer	Mentalist
Knock	Banish	Animate Undead	Ailment Immunity	Befriend
Mage Armour	Bless	Commune, Lesser	Ailment Restoration	Command
Magic Weapon	Commune, Lesser	Control Undead	Enhancement	Distraction
Mend	Death Ward	Death Ward	Fumble	Enthral
Repel	True Sight	True Sight	Healing, Lesser	Fear
Shatter	Weaken	Weaken	Paralysis	Steel Mind
Strike Down			Sanctuary	

Higher Spells

Mage	Guardian	Necromancer	Biomancer	Mentalist
Aura of Defence	Antimagical Circle	Commune, Greater	Blindness	Enrage
Dispel	Circle Heal	Create Undead	Healing, Greater	Domination
Flare	Commune, Greater	Curse	Infliction	Forget
Heat Weapon	Safeguard	Demise	Mute	Mind Scan
Magic Missile	Speak with Dead	Life Drain	Slow	Sleep
Telekinesis			Unyielding Form	

Prime Spell

Mage	Guardian	Necromancer	Biomancer	Mentalist
Time Stop	Divine Shield	Wraith Transformation	Resurrection	Memory Trance

Mage Spells

Standard Spells

Knock

Vocals: "By my power and the element of air I unlock this <Object Name>!"
Range: 30'
Duration: Instantaneous
Effect: The subject item of this spell is immediately unlocked and thrown open by magical force (along with any person/item preventing it from being opened), this will set off any trap linked with the lock or opening.

Mage Armour

Vocals: "By my power and the element of air I protect thee with Mage Armour!"
Range: Touch
Duration: 5 minutes or until lost
Effect: Once this spell is cast the subject gains a single point of armour to all locations, which is applied atop of any armour currently worn and lost first. Armour from this spell does not affect spellcasting.

Magic Weapon

Vocals: "By my power and the element of fire I enchant this weapon with magic!"
Range: Touch
Duration: 30 seconds
Effect: The wielder of a weapon under the effect of this spell can use the Combat Call 'Magic' when making attacks with it for the duration.

Mend

Vocals: "By my power and the element of fire I mend this <Object Name>!"
Range: Touch
Duration: Instantaneous
Effect: If cast upon armour (magical or not) this spell repairs a single point of damage to all locations and optionally allows the caster to concentrate to repair the item further, if chosen the caster must begin a slow count. Every ten seconds the count continues a single point of damage is repaired to all locations of the subjects armour. If the caster or subject are struck or touch contact is broken during the count, the spell ends, although any repairs done before the interruption remain repaired.
If cast upon a another item (non-magical) the item is immediately repaired.

Repel

Vocals: "By my power and the element of air I repel thee!"
Range: 30'
Duration: Instantaneous
Effect: This spell throws a blast of energy at the target with similar effect to the Strength Combat Call, throwing them 10' backwards directly away from the spells caster and knocking them down for three seconds if they are thrown into anything. The victim should roleplay this to the best of their capability.

Shatter

Vocals: "By my power and the element of fire I shatter that <Object Name>!"

Range: 30'

Duration: Instantaneous

Effect: This spell will shatter or damage an inanimate object into numerous pieces, the physical representation for the item should therefore be cast aside. Most common items will be destroyed by a single casting of this spell, some Masterwork quality or magical items are resistant to the effect. If targeted against armour, you need state a specific location which suffers a single point of damage, Mage Armour is unaffected.

Strike Down

Vocals: "By my power and the element of air I Strike thee Down!"

Range: 30'

Duration: 3 seconds

Effect: The victim of this spell is struck by a blast of energy which causes an effect similar to the Knockdown Combat Call. Such characters should fall to the ground, unable to stand back up for a slow count of three seconds. Unlike other spells, Strikedown has a close affinity for adjustment. If its caster possesses the Penetrative Magic or Quick Spell skills, once per day they may apply their effects to a single casting of Strikedown without increasing its mana cost. If a character possesses both skills, each may be used in this way once per day in separate castings.

Higher Spells

Aura of Defence

Vocals: "By my power and the element of air I cast upon myself Aura of Defence!"

Range: Personal

Duration: 30 seconds

Effect: While under the effect of this spell the caster cannot be injured or affected by any attack, effect or spell, this includes all Combat Calls linked to such attacks. If struck or targeted by any such attack you must declare "Aura of Defence" to note your immunity to the attack.

However if the caster makes any form of hostile action (including Repel, Strike Down & Flare) the spell ends immediately, threatening or aiming attacks does not break the spell nor does casting other defensive or beneficent spells such as Mage Armour or Dispel.

Dispel

Vocals: "By my power and the element of fire I Dispel thee/that!"

Range: 30'

Duration: Instantaneous

Effect: This spell can either be used in reaction to another spell being cast by someone else to negate the spells effects or it can be used to dispel spells currently in effect, in such a case it removes all spells affecting the target object/creature. The Prime Spells Divine Shield, Wraith Transformation & Memory Trace can even be Dispelled.

Flare

Vocals: "By my power and the element of fire I summon and cast Flare!"

Range: 30'

Duration: 5 seconds

Effect: Upon casting this spell, all creatures within range (friend or foe) except the caster are blinded for the spells duration. Blind creatures cannot fight or target people with ranges spells and should close their eyes to assist this.

Heat Weapon

Vocals: "By my power and the element of fire I heat that <Object Name>!"

Range: 30'

Duration: 30 seconds

Effect: A single weapon targeted by this spell, whether magical or not, suddenly becomes searing hot. If held at the time it deals a single point of damage to the hand/s holding it, if the wielder does not immediately discard the item it deals an additional point of damage every three seconds. The same goes for anyone who picks up the item during the spells Duration.

Magic Missile

Vocals: "By my power and the elements of fire and air, I cast Magic Missile!"

Range: 30'

Duration: Instantaneous

Effect: This spell conjures a powerful blast of energy which is flung unerringly at an opponent, the creature struck by the spell suffers a single hit to every location and is treated as being hit by a similar effect to the Knockdown Combat Call. Such characters should fall to the ground and are unable to get back onto their feet for a slow count of three seconds.

Telekinesis

Vocals: "By my power and the element of air I cast Telekinesis upon <Target>"

Range: 30'

Duration: As long as the caster continues to remain immobile and chant.

Effect: An inanimate item affected by this spell can be moved slowly through the air during the spells duration as long as it remains within both range and line of sight of the caster. It does not have enough strength to break free of a firm grip or lift a firmly anchored or secure item. Some large or notably heavy items cannot be affected by this spell.

Prime Spell

Time Stop

Vocals: "By my power and all the elements of the world I cast Time Stop!"

Range: Unlimited

Duration: 30 seconds

Effect: After casting this spell immediately call 'TIME FREEZE' in the same manner as the game call, although in this case the caster is unaffected and may move around and act as normal. Any other spells they cast have no effect, similarly any attack they make against other creatures have no effect while the spell is in effect. Nothing can resist or negate this spells effect.

Guardian Spells

Standard Spells

Banish

Vocals: "By my power and that of <Deities Name> I Banish evil from my presence!"

Range: Personal

Duration: 30 seconds

Effect: For the duration of this spell no Undead or Demonic creatures are able to come within 10' of the caster, if any such creatures are within this range at the time of casting they must fall back until they are outside this range. Such creatures of an Incorporeal nature are particularly vulnerable to this spell, if they are within 10' of the caster when this spell is cast they suffer a single damaging point to their chest before falling back (if not slain). Whilst the spell is in effect the caster may press the barriers effects against such creatures, forcing them back but cannot move above a slow walking pace while doing so.

Undead or Demonic creatures are able to use the skill 'Resist Magic' to make themselves immune to a single casting of this spell for its duration, this is an exception to the normal rule that you cannot use the skill against area of effect spells.

Bless

Vocals: "By my power and that of <Deities Name> I Bless thee!"

Range: Touch

Duration: 5 minutes, see below

Effect: The subject of this spell gains a single use of the combat call Through which must be used within this spells duration. Alternatively the next spell the recipient casts within the duration is at half (round up) mana cost .

Commune, Lesser

Vocals: "By my power and that of <Deities Name> I request a Lesser Commune!"

Range: Personal

Duration: One question

Effect: Once this spell has been cast, the caster may ask a single yes/no question which will be answered by a Games Organiser truthfully, unless opposed by a deity or similarly powerful being.

Death Ward

Vocals: "By my power and that of <Deities Name> I protect thee with Death Ward!"

Range: Touch

Duration: 5 minutes or until it ends, see below

Effect: Characters under the effect of this spell count all damage dealt to them as non-lethal, see the Combat Call 'Subdue'. If rendered unconscious they may recover consciousness as normal which causes the spell to end. Obviously this also protects the character from Coup De Grace attacks, although any hits they take after the 5 minute duration ends (if still down) are lethal hits.

True Sight

Vocals: "By my power and that of <Deities Name> I grant myself True Sight!"

Range: Personal

Duration: 30 seconds

Effect: The caster of this spell is able to see through illusionary spells, magically disguised creatures/items and similar. In addition hidden creatures are spotted as if they were not hidden. This spell defeats both forms of the Camouflage skill and even the Distraction spell. Lastly, hidden devices such as traps, concealed compartments and items can be found.

Weaken

Vocals: "By my power and that of <Deities Name> I Weaken thee!"

Range: 30'

Duration: 30 seconds

Effect: Attacks made by the victim of this spell deal half damage and must call 'Half' when making attacks for the duration to remind others (remember this does not count towards damage call limitations), this stops the character using the Combat Call 'Double' or 'Triple', other combat calls are unaffected.

Higher Spells

Antimagic Circle

Preparation: You must draw a circle no larger than 10' diameter.

Vocals: "By my power and that of <Deities Name> I create an Antimagic Circle!"

Range: Touched Circle

Duration: 5 minutes

Effect: For the duration of the spell, creatures within the circle cannot cast or be subject to spells, with the exception of Time Stop (which cannot be cast within the circle but will affect creatures within it as normal).
Creatures may enter/leave the circle as they wish for the duration, Spells cast outside prior to entering remain in effect on creatures within the circle, providing the full advantage/disadvantage they would outside the circle.

Circle Heal

Preparation: You must draw a circle containing no more than five creatures.

Vocals: "By my power and that of <Deities Name> I create a Circle of Healing!"

Note: The vocals of this spell need to be repeated five times to cast the spell.

Range: Five creatures within the circle.

Duration: Instantaneous

Effect: Upon reciting the vocal for this spell the fifth time, all the creatures within the circle are healed to their maximum hit points. Affected creatures are not cured of any poison, disease or other status effects.

Commune, Greater

Vocals: "By my power and that of <Deities Name> I request a Greater Commune!"

Range: Personal

Duration: One question

Effect: Once this spell has been cast, the caster may ask a single question of no longer than one sentence, which will be answered by a Games Organiser truthfully, unless opposed by a deity or similarly powerful being. If this question is stated to be a yes/no question, no entity can oppose it.

Safeguard

Vocals: "By my power and that of <Deities Name>, I Safeguard these creatures!"

Range: Touch

Duration: 5 minutes

Effect: Upon casting this spell you and two creatures you are touching gain its effects, if at any point in the spells durations any of them are on their Death Count they are immediately teleported to their home, where an ally will likely be on hand to save them.

Speak with Dead

Vocals: "By my power and that of <Deities Name> I request a Speak with Dead!"

Range: Touch

Duration: Three questions

Effect: The touched corpse's spirit arises to answer three single sentence questions asked by the caster, audible to surrounding creatures. The spirit will cannot lie, but can refuse to answer a question and can only answer using knowledge it was aware of up until its death (meaning it cannot be given additional information while it is in existence as a spirit). After this spell has been cast on a creature, the creature's spirit cannot be summoned again for another year, similarly any creature that has been turned into an undead cannot have its spirit summoned whether the undead has been destroyed or not.

Prime Spell

Divine Shield

Vocals: "By my power and the Divinity of <Deities Name>, I protect my allies with a Divine Shield!"

Range: 30'

Duration: 5 minutes

Effect: Upon casting this spell, all allies of the caster (but not the caster themselves) become immune to all standard damage and effects which knock or push them back or would cause them to fall prone. Damage and other effects from spells or physical attacks with the Combat Call 'Magic' apply as normal.

For the duration of this spell the caster may take no actions other than to chant loudly, if the caster is incapacitated or rendered unconscious during this time the spell ends.

Necromancer Spells

Standard Spells

Animate Dead

Vocals: "By my power and that of <Deities Name> I Animate this Dead!"
Range: Touch
Duration: 30 seconds
Effect: This spell can only be cast on a creature who died within the last 5 minutes, they are animated as a zombie which has the same skills and abilities the target creature had before dying (any limited use abilities remain used if previously used), the animated creature will obey the commands of the caster and if not commanded will simply follow and protect him. Previously undead creatures cannot be reanimated, nor can constructs etc.

Commune, Lesser

Vocals: "By my power and that of <Deities Name> I request a Lesser Commune!"
Range: Personal
Duration: One question
Effect: Once this spell has been cast, the caster may ask a single yes/no question which will be answered by a Games Organiser truthfully, unless opposed by a deity or similarly powerful being.

Control Undead

Vocals: "By my power and that of <Deities Name> I take Control of that Undead!"
Range: 30'
Duration: Varies
Effect: This spell enables you to give a Mindless Undead such as a skeleton, zombie or lesser wraith a single simple task which it will perform, upon completion of which it will return to doing whatever it was doing originally. This task cannot be more than three words long and cannot include complicated actions as the Undead will ignore them.

Death Ward

Vocals: "By my power and that of <Deities Name> I protect thee with Death Ward!"
Range: Touch
Duration: 5 minutes or until it ends, see below
Effect: Characters under the effect of this spell count all damage dealt to them as non-lethal, see the Combat Call 'Subdue'. If rendered unconscious they may recover consciousness as normal which causes the spell to end. Obviously this also protects the character from Coup De Grace attacks, although any hits they take after the 5 minute duration ends (if still down) are lethal hits.

True Sight

Vocals: "By my power and that of <Deities Name> I grant myself True Sight!"

Range: Personal

Duration: 30 seconds

Effect: The caster of this spell is able to see through illusionary spells, magically disguised creatures/items and similar. In addition hidden creatures are spotted as if they were not hidden. This spell defeats both forms of the Camouflage skill and even the Distraction spell. Lastly, hidden devices such as traps, concealed compartments and items can be found.

Weaken

Vocals: "By my power and that of <Deities Name> I Weaken thee!"

Range: 30'

Duration: 30 seconds

Effect: Attacks made by the victim of this spell deal half damage and must call 'Half' when making attacks for the duration to remind others (remember this does not count towards damage call limitations), this stops the character using the Combat Call 'Double' or 'Triple', other combat calls are unaffected.

Higher Spells

Commune, Greater

Vocals: "By my power and that of <Deities Name> I request a Greater Commune!"

Range: Personal

Duration: One question

Effect: Once this spell has been cast, the caster may ask a single question of no longer than one sentence, which will be answered by a Games Organiser truthfully, unless opposed by a deity or similarly powerful being. If this question is stated to be a yes/no question, no entity can oppose it.

Create Undead

Preparation: You must draw a circle containing no more than one corpse.

Vocals: "By my power and that of <Deities Name> I Create an Undead <Type>!"

Note: The vocals of this spell need to be repeated five times to cast the spell.

Range: Single corpse within a circle.

Duration: Instantaneous

Effect: This spell animates the corpse into one of three types of permanent mindless undead under your control. If cast during game the corpse is animated as either a Zombie which has two hits per, moves & fights at reduced speed or a Skeleton which has one hit per but fights at full speed. Alternatively, by using their downtime, a single crown worth of materials and a corpse they recovered previously, the caster may create a Wight which has two hits per and fights at full speed. All three forms are immune to Mind Effects. These Undead creatures cannot be healed except by the creator using a downtime without cost. If the necromancer creates a second undead without disposing of the first, the original undead goes berserk attacking all near it.

Curse

Vocals: "By my power and that of <Deities Name> I Curse thee!"

Range: 30'

Duration: 30 seconds

Effect: Victims of this spell are unable to use any skills or Combat Calls (with the exception of Half if forced to by another effect) for the duration, nor may they cast spells taken from the Guardian list. Other spells may still be cast as normal.

Demise

Vocals: "By my power and that of <Deities Name> I declare your Demise!"

Range: 30'

Duration: 30 seconds, see below

Effect: After casting this spell and nominating its target the caster is must stand immobile and count slowly to thirty. At the end of this time, unless the caster moved or made another action, the targets chest location is reduced to zero if they are still within 200' of the caster. This injury cannot be negated by any means if not resisted at the time of the spells actual vocals. Typically this means the spells target must either flee immediately or attempt to injure the spells caster before the count is up, therefore ending the count and saving themselves.

Life Drain

Vocals: "By my power and that of <Deities Name> I cast Life Drain upon thee!"

Range: Touch

Duration: Instantaneous

Effect: This spell can only be cast on dying creatures, that is creatures that are on their Death Count (or in the case of monsters, any monster which was dropped in the last minute or so). The creatures Death Count instantly ends', killing the creature and the caster is fully healed of all lost hit points, in addition they are cured of all non-magical poisons or disease.

Prime Spell

Wraith Transformation

Vocals: "By my power and the divinity of <Deities Name> I cast my body into the darkest nether and assume another form, Wraith Transformation!"

Range: Personal

Duration: 5 minutes

Effect: The caster of this spell becomes an Incorporeal Undead, gaining immunity to non-magical attacks and all Mind-Effects for the spells duration. They must cast aside any weapons held after casting this spell and cannot draw or pick up any throughout the duration. Whilst in Wraith form they may use the Combat Call 'Paralysis' with a touch and any creature they maintain two handed contact with for the full 30seconds of the Paralysis' duration suffers a 'Fatal' hit. If the caster is rendered unconscious during this time the spell ends.

Biomancer Spells

Standard Spells

Ailment Immunity

- Vocals: "By my power and the elements of life, I protect myself throughout the day with Ailment Immunity!"
- Range: Personal
- Duration: Until Nightfall
- Effect: The caster of this spell is immune to all non-magical diseases and poisons, if struck by an attack with the Combat Call Venom they instead suffer half a point of damage no matter what the Combat Call would otherwise deal.

Ailment Restoration

- Vocals: "By my power and the elements of life I cast Ailment Restoration on thee!"
- Range: Touch
- Duration: Instantaneous
- Effect: The subject of this spell is instantly cured of all non-magical disease, poison, paralysis, blindness, & mute effects they are suffering.

Enhancement

- Vocals: "By my power and the elements of life I cast upon thee Enhancement!"
- Range: Touch
- Duration: 5 minutes, see below
- Effect: The subject of this spell gains a single use of either the skill Strength or Dodge, which must be used within this spells duration. The ability is chosen by the recipient at the time of using the ability.

Fumble

- Vocals: "By my power and the elements of life I cast upon three Fumble!"
- Range: 30'
- Duration: 3 seconds
- Effect: The subject of this spell immediately drops anything they are holding in either or both hands and cannot pick up or hold anything for the duration.

Healing, Lesser

- Vocals: "By my power and the elements of life I cast Lesser Healing!"
- Range: Touch
- Duration: Varies, see below
- Effect: After casting this spell, the caster must begin a slow count. Every ten seconds the count continues for the touched location is healed by a single point, the touched location cannot be changed and the spell must be recast for each location in need of healing. If struck during the count the spell ends, although any hit point healed before the interruption remains healed.

Paralysis

Vocals: "By my power and the elements of life I cast Paralysis!"

Range: Touch

Duration: 30 seconds

Effect: A single creature touched at the end of the spells casting is affected by the Combat Call Paralysis, or if already affected by the Combat Call they are cured of it. If no creature is touched at the moment of the spells completion, the spell fails.

Sanctuary

Vocals: "By my power and the elements of life I cast Sanctuary!"

Range: Personal

Duration: As long as the caster continues to remain immobile and chant.

Effect: Upon casting this spell the caster need remain immobile and chant audibly, as long as they continue to do so they cannot be injured or affected by any attack, effect or spell, this includes all Combat Calls linked to such attacks.

Higher Spells

Blindness

Vocals: "By my power and the elements of life I strike thee with Blindness!"

Range: 30'

Duration: 30 seconds

Effect: The victim of this spell is blinded. Blind creatures cannot fight or target people with ranged spells and should close their eyes to assist this. If already magically blind this spell removes the effect immediately.

Healing, Greater

Vocals: "By my power and the elements of life I cast Greater Healing!"

Range: Touch

Duration: Varies, see below

Effect: After casting this spell, subject is immediately cured of all non-magical diseases, poisons, paralysis, blindness & mute effects they are suffering. In addition the caster must begin a slow count. Every ten seconds the count continues for the touched creature is healed by a single point on every location. If struck during the count the spell ends, although any hit points healed before the interruption remains healed.

Infliction

Vocals: "By my power and the elements of life I cast Infliction!"

Range: Touch

Duration: Instantaneous

Effect: A single location touched by the caster upon the spells completion has its hits reduced to zero, ignoring any armour covering the location which is left intact. If no creature is touched at the moment of the spells completion, the spell fails.

Mute

Vocals: "By my power and the elements of life I strike thee Mute!"

Range: 30'

Duration: 30 seconds

Effect: The victim of this spell is rendered mute, such creatures are unable to talk or cast spells. However they are still able to declare 'Combat Calls' and resistance skills such as 'Iron Will', 'Resist Magic', 'Sturdy' or 'Dodge' as these are considered OC.

If already magically mute this spell removes the effect immediately. Unlike other spells, this spell can be used while muted but only on yourself.

Slow

Vocals: "By my power and the elements of life I affect thee with Slow!"

Range: 30'

Duration: 30 seconds

Effect: The affected character is reduced to moving and fighting at reduced speed. If already magically slow this spell removes the effect immediately.

Unyielding Force

Vocals: "By my power and the elements of life I make thee an Unyielding Force!"

Range: Touch

Duration: 5 minutes, see below

Effect: The recipient of this spell becomes an immovable force, he becomes immune to any effect which would push him back or knock him to the ground. He also becomes immune to the skill Disarm, the spell Fumble and only takes half damage from any other strike made against him.

The moment he moves his feet the spell ends, in addition if struck by a 'Fatal' or 'Crush' combat call that call is negated (with the normal damage still applying) and the spell instantly ends.

Prime Spell

Resurrection

Vocals: "By my power and the elements of life in all beings I cast Resurrection!"

Note: Due to requiring special focus, the caster must not have been in a threatening situation for the last thirty seconds and any threatening creature in sight prevents this spells casting.

Range: Touch

Duration: Instantaneous

Effect: This spell can only be cast on recently dead creatures, that is ones whose Death Count ended within the last ten minutes. That creature is restored to life and full hit points, cured of all disease, poison and similar status effects. All per day skills and mana used prior to dying remain used, while unused skills and mana are still available to use.

Mentalist Spells

Standard Spells

Befriend

Vocals: "By my power and the powers of the mind I Befriend thee!"

Range: 30'

Duration: Instantaneous

Effect: The subject of this Mind-Affecting spell is made to think that the caster of this spell is a close friend of theirs and will act accordingly, they will laugh off any suggestions that a spell was cast on them to make them think so. If they or their friends are threatened the spell will immediately end and they will realise they were under an enchantment.

Command

Vocals: "By my power and the powers of the mind I Command thee..."

Range: 30'

Duration: 30 seconds, see below

Effect: The subject of this Mind-Affecting spell is forced to obey a single word command that followed this spell, they are able to interpret this command however they wish within reason but must continue to perform the interrupted command for the spells duration. If the victim suffers a point of damage the spell ends.

Distraction

Vocals: "By my power and the powers of the mind I cast out a magical Distraction!"

Note: This spell fails immediately if the caster is holding a weapon

Range: Within sight

Duration: 30 seconds

Effect: All creatures within sight or who come within sight during the spells duration are rendered unable to notice the caster for the spells duration (hold a finger in the air as a reminder to other players). The effects of this spell cannot be resisted but creatures immune to mind effects or within an Antimagic Circle will be able to see the caster. If the caster holds a weapon, intentionally attacks/touches another creature or uses a skill, spell or item, the effects of the spell end and they immediately become visible.

Enthral

Vocals: "By my power and the powers of the mind I Enthral thee!"

Note: This spell fails immediately if the caster is holding a weapon

Range: 5'

Duration: As long as the caster continues to talk, see below

Effect: The caster of this Mind-Affecting spell must upon its completion start talking in legible sentences about any subject which comes to mind, the subject of the spell is forced to follow them listening to the talk and making no other actions. If the caster draws a weapon, moves faster than a slow walking pace or if the subject is threatened the spell ends.

Fear

Vocals: "By my power and the powers of the mind I fill thee with Fear!"

Range: 30'

Duration: 30 seconds

Effect: The subject of this Mind-Affecting spell is affected as if the caster were the most terrifying thing they had ever seen and must immediately flee from the caster sight. Once beyond the casters sight they may act as normal unless the caster comes into sight again.

Steel Mind

Vocals: "By my power and the powers of the mind I Steel thy Mind!"

Range: Touch

Duration: 5 minutes, see below

Effect: This Mind-Affecting spell grants the recipient a single use of either the Fearless or Iron Will skill, which must be used within the duration of this spell. If currently under the effect of a Fear or Mind-Affecting ability when this spell is cast upon them, the recipient of this spell may immediately use the granted use to free themselves of its effect. This is an exception to the rule that reactive skills such as Fearless and Iron Will must be declared immediately upon being affected by the effect they wish to negate.

Higher Spells

Enrage

Vocals: "By my power and the powers of the mind I Enrage thee!"

Range: 30'

Duration: 3 seconds and 30 seconds, see below

Effect: The victim of this Mind-Affecting spell must begin to breath heavily for a slow count of three seconds as the rage fills their body and overpowers their mind, at the end of that count they must attack all nearby creatures whether friend or foe without concern for their own well being for the next thirty seconds. Injuries during either count do not end the spell.

Domination

Vocals: "By my power and the powers of the mind I cast upon thee Domination!"

Range: 30'

Duration: 5 minutes

Effect: The victim of this Mind-Affecting spell finds their mind linked with the caster and thus unable to disobey orders from her, unless the order would obviously lead to their own death (interpreted by the victim, e.g. a warrior may fight a beast, whilst a commoner will not). However if the spells victim suffers a physically injury while under the spells effect, the spell ends and the mental link causes the spells caster to suffer a single hit point of damage to their head, ignoring armour.

Forget

Vocals: "By my power and the powers of the mind I make thee Forget..."

Range: Touch

Duration: Permanent

Effect: This Mind-Affecting spells vocals are completed by stating a single simple event that occurred within the last 5 minutes. The victim of the spell immediately forgets that event and also forgets this spell was cast upon them. Visual clues (such as bodies from a forgotten battle) will cause the victim to investigate and full proof that the even occurred the spell will end and they will suddenly remember the occurrence again.

Mind Scan

Vocals: "By my power and the powers of the mind I cast Mind Scan!"

Range: Touch

Duration: Instantaneous

Effect: Upon casting this Mind-Affecting spell the caster must ask a single sentence question, the creature affected by this spell must immediately give a single sentence answer to the question truthfully to the best of their ability. Both question and answer are spoken aloud IC.

Sleep

Vocals: "By my power and the powers of the mind I cast upon thee Sleep!"

Range: 30'

Duration: 30 seconds

Effect: The victim of this Mind-Affecting spell collapses to the ground in a deep state of sleep, shaking them will not awake them but throwing them about or physically injuring them will.

Prime Spell

Memory Trance

Vocals: "By my power and the powers of the mind I delve into your subconscious and place thee in a Memory Trance!"

Range: 5'

Duration: Permanent

Effect: The subject of this Mind-Affecting spell falls into a trance, unable to move or act for a count of thirty seconds, during which the caster may describe small changes they are making to the victims memory. If an armed or threatening creature comes within 5' of the victim or if they are struck in any way the Memory Trance ends with no effect to the victim. If the trance is allowed to last the full thirty seconds, the victim comes out of the trance and acts as if nothing happened with their memory altered accordingly.

It is impossible to change memories older than a few hours, e.g. you cannot cause someone to think they never became a blacksmith if they have been for months but you can make them think they were fired recently.

As a Prime spell, this cannot be negated by the 'Iron Will' skill, if negated by the 'Resist Magic' skill the caster regains the mana and material component but cannot attempt to cast another Prime spell that day.

Purity Skills

Characters who possess a purity of Righteous or Corrupt can access Skills from this list at the cost noted below. If they later lose the required standard of purity they can no longer use the skill/s until they redeem themselves.

Righteous

Blessings of Light	3	Lay on Hands	4
Courageous Soul	3	Sacred Vow	4
Detect Corruption	2	Smite	3

Blessings of Light

Once per day a character with this skill is able to perform a ritual by marking out a circle and sprinkling incense worth one crown within it. Then after spending at least thirty seconds calling to the deities of good for their aid, both the character and up to four other non-corrupt creatures within the circle are healed to maximum hit points.

Courageous Soul

Characters with this skill are immune to all Fear effects. A Goblin with this skill is not immune but ignores the first fear effect they are affected by each encounter and no longer suffers from the penalties applied by the Coward skill.

Detect Corruption

Characters with this skill can determine the purity of others. By indicating a creature within 30' and concentrating for a slow count of three seconds you can determine that creatures level of purity. As undead and demonic creatures are always Corrupt this spell can be used to roughly gauge such creatures in disguise, as only the most magical of disguises can hide their state of Purity.

Lay on Hands

Once per encounter a character with this can place their hand on an injured location (their own or another creatures) and declare 'Lay on Hands'. The injured location is immediately healed to full.

Sacred Vow

Few characters are able to live the life required of such a powerful vow, the refusal to cause harm to living creatures. If a character with this skill harms or kills another creature in any way, the rage of the gods causes them to collapse in agony for thirty seconds. In addition the benefits of this skill are lost for the rest of the day.

Once per encounter such a character can cast either the spell 'Fumble' or 'Sanctuary' using the vocals "By my purity and the will of the Heavens, I cast Fumble/Sanctuary", in addition any time they heal another by use of a skill or spell they may heal a location of their own by a single point.

Smite

Once per day a character with this skill can declare 'Smite' as a Combat Call.

Corrupt

Deformity	5	Sacrificial Rites	4
Murderer	2	Touch of Agony	4

Deformity

Your character is physically mutated by his corruption, turning into something quite different from his racial norm. The character loses the ability to wear anything above leather armour but gains an additional two hits per representing either his deformed bulk, thickened scaled and/or furred skin.

Upon taking this skill the player may decide that one or both of their characters hands become deformed as well, such hands can no longer be used to wield weapons or handle objects but are able to deal damage as if they were a weapon, counting as a Masterwork quality Dagger for the purposes of Combat Call limitation.

NOTE: Unlike other skills this requires physical representation and character costume such as increased bulk, scales, fur and if you choose to mutate your hands then a claw phys rep will be required. If the character changes their Purity they loose the benefits but may continue to appear physically deformed using such costume.

Murderer

A character with this needs only spend a slow count of five seconds roleplaying a Coup De Grace attack.

In addition, if the character uses the Cut Throat skill, the victims Death Count is reduced to one minute.

Sacrificial Rites

Once per day a character with this skill is able to request power from the evil deities of the world, in order to do so the character needs to mark a circle on the ground within which stands or lies the character, his intended victim and up to three others who are not Righteous. The character then needs to anoint the victim with special oils costing one crown and then sacrifice him while calling to the dark gods for power. A sacrifice is detailed as dropping the victim to zero hits on the chest and then Coup De Gracing him.

You and the others in the circle immediately regain either a single use of a per day skill or two mana points, if the victim was someone known to the character for some time he may request additional benefits which may or may not be granted by the Game Organisers. Note that the physical draining which prevents a character casting a second Prime spell in a single day does not qualify as a per day skill so cannot be regained by using this skill.

Touch of Agony

By laying your hand upon another creature's torso for a slow count of five seconds you can cause them to collapse in painful agony. This last for 30 seconds after you remove your hand from their torso.

Items & Equipment

While some characters may be able to get by with just the cloth on their back, few great adventurers exist that don't make use of weapons, armour or other equipment regularly in their careers.

There are five types of equipment in Heartlands: Common Equipment which includes not only the weapons and armour used by characters but also physical representation tools such as those needed for the skills Craft or Heal.

Common Equipment

Mundane Items

Mundane Items such as armour, weapons and tools are not tracked and exist simply to allow characters to attack, use skills and of course survive attacks against them. During game they are fairly easy to replace after slaying foes and during downtime they are easily replenished since the Wardens of Terris are proudly capable of arming and providing armour to their members.

New characters are able to start with whatever Mundane Items they have physical representation for that fits their characters background and are free to obtain other Mundane Items during the characters existence as long as it is reasonable that the character will be able to obtain it in the world.

Masterwork Weapon

Masterwork weapons unlike their regular variant are tougher and longer lasting, in game terms this means the weapon is capable of resisting a single casting of the spell Shatter or similar effects.

Masterwork quality weapons allow the user to combine up to three Combat Calls they are able to use, additionally such weapons are able to be inscribed with runes via the Runecrating subcategory of the Advanced Craft skill.

Masterwork Armour

Masterwork forms of armour are often more comfortable and certainly harder wearing than more standard armour which is often simply strips of fur and leather layered together in a thick protective mess.

Masterwork quality armour provides one higher point of armour per location than the armour type usually provides, Masterwork quality helms are also able to be inscribed with runes via the Runecrating subcategory of the Advanced Craft skill.

Due to the stronger structure of Masterwork quality Chain and Plate, such armours can be repaired up to two points maximum per location during game using the Blacksmithing subcategory of the Craft skill.

Crowns

These coins are a common monetary unit used by nobles and skilled craftsmen within the Heartlands. Other more common folk tend to rely on barter and trade.

Many of these do not come from any of the countries, instead originating from long dead civilisations and peoples. They are accepted by those rich enough to determine their values, often through alchemical testing.

Alchemical Items

Alchemy is perhaps older than spellcraft in the world and indeed the two arts are often mistaken for each other, there is no actual magic involved in alchemical work and few potions or poisons are magical.

Both Potions and Poisons commonly come in two forms, ingestive and application although both forms include a wide variety of effects. Ingestive forms are designed to be drunk and only grant effects to the drinker, while those designed for application need to be applied specifically to an item or location. Application Potions usually have full effect on what they are applied to, while application Poisons are usually applied to any item ready to have effect on a later victim. Potions and Poisons must be used in full unless specifically noted, half measures will have no effect except to perhaps taste somewhat terrible. Potions/Poisons mixed with other drinks cannot be identified. Anyone can identify standard potions/poisons by spending thirty seconds inspecting them, but only characters with the Alchemy skill can identify advanced potions/poisons in this way.

Healing Salve

Application Potion, this liquid heals a single location it is applied to by a single point.

Regenerative Elixir (Advanced)

Ingestive Potion, upon being drunk this potion causes each of the imbibers bodily locations to be healed by a single point.

Blade Venom

Application Poison, once applied to a weapon the next successful strike with it can include the Combat Call 'Venom', affected by weapon limitation as normal.

Advanced Blade Venom

Application Poison, the increased potency of this venom allows the use of the Combat Calls 'Venom' with the next three successful strikes.

Contact Poison

Application Poison, a creature whose skin comes in contact with this venom is afflicted by a stinging pain which renders the affected location unusable for thirty seconds. If applied against a creature's head the pain stops them being able to speak or cast spells. No area larger than one foot square can be covered, Five minutes after exposure to air the poison becomes inert.

Advanced Contact Poison

Application Poison, as standard Contact Poison although the affected location is unusable for 5 minutes.

Ingestive Poison

Ingestive Poison, any creature who drinks this poison collapses in agony for thirty seconds, roleplaying this as best as possible.

If mixed with a liquid of larger volume than a goblet it loses all effectiveness.

Advanced Ingestive Poison

Ingestive Poison, a creature affected by this poison has their Chest hits reduced to zero. This damage is treated if it were dealt with the Combat Call 'Venom'.

If mixed with a liquid of larger volume than a goblet it loses all effectiveness.

Living Death (Advanced)

Ingestive Poison, a creature who drinks this poison collapses unconscious for 5 minutes. All attempts to inspect or heal the character fail and reveal the creature to be dead by all accounts for the duration.

If mixed with a liquid of larger volume than a goblet it loses all effectiveness.

Adrenaline

Ingestive Potion, a creature who imbibes this potion gains a single use of either the Strength or Dodge skill (See Warrior & Rogue Skills sections respectively) which must be used in the next five minutes, chosen at the time of using.

Antidote

Ingestive Potion, a creature who drinks this potion is cured of all poisons currently affecting them. This has no effect on magical poisons or any form of disease.

Awakening

Ingestive Potion, a creature who drinks this potion has their mind cleared, they are awakened from sleep or unconsciousness and immediately ends the duration of any Mind Effecting spell or ability affecting them.

Focusing (Advanced)

Ingestive Potion, grants the drinker the ability to make use of either the Penetrative Magic or Quick Spell skills for 30 seconds. This has no effect if the drinker is unable to cast spells or lacks the mana required to make use of the skills. If they creature already possesses both these skills, for the duration of this potion they may combine both effects by paying Triple the spells normal mana cost.

Befuddlement Draught

Ingestive Poison, a creature who drinks this poison has their mind and memories blurred, for the next five minutes they treat any creature they encounter that is not armed or threatening as if they were a known friend. If mixed with a liquid of larger volume than a goblet it loses all effectiveness.



Magecraft Items

Attempts to create magical items of old led to the creation of magecraft items in recent generations and many highly skilled and powerful casters still practise their creation today. Magecraft items are highly resistant to damage and often possess impressive abilities but have little power themselves and work by a magical reaction between their own power and the innate energies of their attuned wielder.

Magecraft items cannot be damaged easily, although excessive means such as submerging in lava, disintegrating them entirely or crushing them under several tonnes of rock can destroy them.

Due to the nature of how they operate, Magecraft items form a connection with the first person to make use of them and are unable to work in the hands of others.

The exception to this is the Rite of Transference, by which a character with an attuned Magecraft item can cause the item to attune to another character instead. This can only be done willingly and requires both characters to use a downtime enacting the rite, which costs two crowns in material components, although for each item already bound to the new owner this material cost increases by an additional crown.

As Magecraft items rely on a creature's innate energies there is a limit on how many items a character can attune to themselves. Non-spellcasters have an advantage here and are able to attune more Magecraft items than spellcasters, as their natural magical energies are more stable than that of the latter who are often making use of their powers, causing their energies to fluctuate.

The limitation is dependent on the character's Skill Point Total, see the chart below.

Attempts to bind with additional Magecraft items after this point fail and no magic will come about, leaving the item unbound and waiting for someone else.

Skill Point Total	Non-Spellcaster	Spellcaster
12 - 14	1	1
15 - 24	2	1
25 - 34	3	2
35 - 44	4	3
45 - 50	5	4

Lesser Magical Items

Lesser Magical Items often only hold enough power for a single use and can do little more than replicate spellcaster spells.

Runestones

Runestones have always existed but only recently did the secrets of their creation become commonly known. Unlike scrolls the magic contained within a Runestone is accessible to anyone. Each Runestone contains the energies for a single specified spell, simply concentrating on a Runestone for thirty seconds is enough to discover which spell it contains and all you need do to cast the spell from the stone is recite:

"By the power contained within this stone I cast <Spells Name>."

Scroll

Magical scrolls are an ancient practice, since they are relatively simple to create and use if trained to do so and are thus still widely used. Each page sized scroll contains the energy of a single spell and require a skill in order to use, which cannot be done if wearing Chain or Plate. Any character with a skill allowing them to use a scroll is also able to determine what spell a scroll contains without first casting it. To cast the spell from the scroll you need recite: "By the power contained within this scroll I cast <Spells Name>."



True Magical Items

True magical items are incredibly rare and few living people have the knowledge to create such items, almost all that exist today were crafted in ancient times. They are all virtually indestructible, although legend tells that each can be destroyed under a specified personal circumstance. The magic of such items are almost unlimited, remaining true and strong no matter how often they are used or who uses them.

The power of True magical items varies incredibly, from swords imbued with a base degree of magic to the Utopian Staffs of the Ancients, which allowed their wielder to cast True spells such as Storm of Elements, Teleportation and Enslavement, each of which outclasses Higher spells and rival even Prime spells.

Due to their nature True magical items are not counted towards the limitation applied to Magecraft items.