

# Runvald Rulebook v1.0

Released July 8, 2024

## An Introduction to the Game

Welcome!

Runvald is an Accelerant-based game. We follow all Core Accelerant rules, with additional rules defined below as necessary for the story we are telling.

This is a game about magic, music, monsters, death, faith, and humans trying their best in a dangerous world. It's about a struggle between humans and monsters, and the consequences of that struggle. It takes place on a continent called Insul, the only known land on a world otherwise covered by water. Long ago there was a monarchy that ruled the land in peace, but since the fall of the monarchy the land has fallen mostly to anarchy, with monsters roaming free and the individual cities left to fend for themselves.

The tone of Runvald will tend towards "dark fantasy", but we hope to strike a good balance of darkness and hope. We want to scare our players, challenge them, and make them cry — but we also want all participants to feel safe, and to experience moments of joy, adventure, and humor, too! We know that no ruleset and no game will satisfy every single player or every single playstyle, but we are hopeful that this game is fun to play for all involved.

If you would like to learn more about the world and the creatures within it, please visit [Runvaldlarp.com](http://Runvaldlarp.com).

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## Safety and Anti-Harassment / Anti-Discrimination

Our staff's first priority in running this game is safety, for our NPCs and for our PCs. It is our intention and goal to create a game that fosters a welcoming and safe community for all. This includes social behavior and fighting practices.

We do not tolerate discrimination, harassment, or sexual misconduct in any form, which includes out of game spaces. Additionally, unsafe fighting or play styles are not acceptable.

To this end, we take reports of unsafe conduct very seriously. Safety concerns will be handled on a case-by-case basis with an emphasis on the safety of those involved, and how staff handles the situation will depend on the nature of the report. In general however, if we receive a report of unsafe play or other misconduct, we will attempt to gather as much information as possible, then speak to the player(s) in question in hopes that the behavior will improve. If we need to speak to the same player multiple times with no indication that they are attempting to improve, that player may be asked to leave the game either temporarily or permanently. Runvald staff reserves the right to disinvite any participant at any time without prior notice.

Please come to staff if you are ever made to feel unsafe by any other member of the Runvald community.

## Checking In

When in doubt whether another player is fully on-board with the content of a scene, you can use a thumbs up to check in with them quickly without breaking the scene. The gesture should be subtle, with your hand held close to your body. Here is how to reply to that gesture:

**Thumbs up:** "Yes, I'm okay with continuing this scene as-is or furthering this content."

**Flat hand, wavering motion:** "I'm unsure about this scene, continue as-is but please don't push this content any further."

**Thumbs down:** "I'm not okay with this scene or the content in it, please pull back on it immediately and allow me to disengage."

## Bowing Out

If you need to leave a scene for any out of game reason (ie, need to use the restroom, need to take medication, need to get off your feet for a while, need to disengage with the content of the scene), please feel free to do so at any time. You will not experience any in-game consequences for this. To bow out of a scene, simply state that you are making a Graceful Exit and walk away. If you are in a mod space, you may make your way quietly to the edge of the room, go to Shadow, and leave the space.

Staff and NPCs may also use this as a way of stepping away from a scene if they are needed elsewhere.

This mechanic is intended mostly for player safety and comfort, and we ask that you do not use it for out of game strategic purposes.

## Covid Protocols

At this time, we require that all participants of in-person Runvald events be up to date with their Covid vaccinations within reason\*, or have a negative Covid test result within 24 hours of the start of any event. If you are experiencing cold, flu, or Covid-19 symptoms, we ask that you do not attend any in-person Runvald events regardless of test results.

*\*The exact timeframe of “within reason” will depend on when recent vaccines and boosters have been released and availability. As additional vaccines and boosters become available, announcements will be made in advance of any events to allow all participants time to make sure they will be up to date.*

**This policy is subject to change without prior notice depending on the Covid situation in the world at the time.**

## Game Ethos

### Playing to the Spirit of the Game

Runvald as a game values storytelling and role play above all else. We will do our best to provide an experience that is challenging both mechanically and in regards to fighting, but our priority is to tell a story with you, and to create a world you can engage with. Attempting to “play to win” or to get a leg up over staff or other players are great ways to ruin both your own experience and the experiences of those around you.

Additionally, if you find loopholes in the rules that allow you to “break” the game system, please let us know. We value this feedback, as it allows us to create a more balanced game experience. If you repeatedly intentionally take advantage of game loopholes to significantly get a leg up over other players, this may not be the game for you and you may be asked not to return.

### Collaboration and Negative Choices

Runvald is a heroic, cooperative game. While we do not require all players to play as “good guys,” so to speak, we do ask that all players keep in mind the values of cooperative play and community building at all times. As much as possible, players should look for solutions that require working together with other players.

PVP is not technically forbidden by Accelerant Core rules, and we accept and encourage fun levels of conflict between players that everyone can agree on and enjoy. However, straightforward PVP and gameplay choices that knowingly and/or intentionally negatively impact other players or your community may result in undesired consequences and is strongly discouraged by the spirit of our game.

Staff may at times put choices in front of you with potential negative consequences. The presence of these choices do not indicate that staff is expecting or hoping for you to make the most negative choice. Ultimately how you act in game is up to you, but please do keep in mind that your actions may have consequences not just for you but for other players as well.

### **There is More to Learn**

In addition to exploring the world and story of Runvald, there is much to be explored mechanically as well. The skills listed here should be considered a starting point; additional skillsets and abilities may be created or discovered over the course of play.

### **Not All That is Written is Right**

In-game information is not always sacrosanct. People can be wrong, and characters can lie to you; always consider where information is coming from before you consider it to be absolute truth. Additionally, not every question has an answer; you may never learn the absolute truth about certain aspects of Insul and the world of Runvald. This does not mean that you should stop asking the questions, only that continuing down certain research paths despite being discouraged may be disappointing.

### **Not Every Fight Can Be Won**

We may at times put you up against enemies you cannot defeat. In these situations, retreat is often a viable choice. In nearly every situation, players may decide the battle is unwinnable and call for a Retreat (see the description under the Universal Skill Retreat below for how to do this). This is not always an option, but it usually is.

### **World Building**

While the politics of the cities, the more common Unwritten, and the aspects of the more powerful Vaki will be created and shaped largely by staff, Insul is a large place with many hidden and little known spaces, and we want players to feel comfortable shaping the world with us.

In creating your character and writing your backstory, feel free to create:

- Family lineage and intrigue for lesser known families
- Minor Vaki that your family or neighborhood worships
- Established connections for your character in other locations
- Smaller towns within and outside of the cities' protection

As with all games, anything written in player backstories will need to be approved by staff to ensure that it fits within the world we are all creating together.

## All Players Are Human

A large part of the story we are telling is the fundamental conflict between humans and monsters. Because of this, all player characters in this game will be human. Some players may choose to augment their own Form (see the relevant section under Building Your Character below), but these characters are still considered fundamentally human, even if certain characters in the world might have other opinions.

## Universal Skills

These “skills” are free and required for all player builds, as they define a few mechanical additions to Core Accelerant that will be used as part of telling our story.

### Human

Ocp

All players have the **Human** trait. Humans live in almost every part of the land. While they can tap into magic and wield it, they are not inherently magical in and of themselves. Humans are rather robust, and have many particular rituals and identities. Their physical makeup is varied, but most have two legs, two arms, and a head. They frequently live up to around 50 years, but can live up to 80 or more in wealthy cities.

### Shadows in the Trees

Ocp

If a player or NPC calls out “Shadow”, that indicates that what you have seen is nothing more than a trick of the light; you should simply act as though absolutely nothing is there. This is in addition to the Core Accelerant call “Spirit”, which may indicate that an unseen presence is there that cannot be directly interacted with without special abilities.

### Starting Attributes

Ocp

All player characters begin with the following attributes:

*2 Vitality:* The number of hits you can take before you fall Unconscious, not including any Armor or Protection. Can be restored with Healing, or with a Full Rest (defined below).

*2 Breath:* A stat pool used for many simple actions. Refreshed with a Short Rest.

In addition, players may purchase points in the following attributes, which start at zero:

*Strength*: A stat pool used for most physical actions. Refreshed with a Long Rest.

*Mana*: A stat pool used for most magical actions. Refreshed with a Long Rest.

A call of "You look Well-Rested" will Refresh all Strength, Mana, and Breath, and reset any Encounter-based abilities. "You look Well Rested" does NOT Heal Vitality unless otherwise specified.

## **Resting**

Ocp

To be "resting", a player may not move around, attack, defend, or use any skills unless otherwise specified. You must visually indicate to those around you that you are resting by kneeling, sitting, leaning, or otherwise making it visually obvious that you are "out of combat." That said, resting does not require Focus and is not interrupted by most game effects.

If you are inside a player cabin or the communal tavern building, you are still considered resting when performing light activity such as walking, preparing food, sleeping, etc, but not if you are using in-game skills unless otherwise specified.

1 minute of resting is a Short Rest and will Refresh your Breath and any skills that can be used "Per Short Rest."

5 minutes of resting in a safe place such as the tavern or your cabin is a Long Rest and will Refresh your Strength and Mana, and any skill that can be used "Per Encounter," plus everything restored by a Short Rest.

2 hours of resting in a safe place such as the tavern or a player cabin is a Full Rest and will restore all of your Vitality, plus everything Refreshed by a Short Rest and a Long Rest.

## **Skill Refreshes**

Ocp

Various skills may be used Per Short Rest, Per Encounter, Per Twilight, and Per Event.

"Per Short Rest" means that the skill may be refreshed with a Short Rest.

"Per Encounter" means that the skill may be refreshed with a Long Rest.

"Per Twilight" means that the skill is refreshed at the start of each "twilight period." "Twilight" is the time from sun-up to sun-down, and sun-down to sun-up. A typical full weekend event will have 4 Twilights.

"Per Event" means that the skill is refreshed at the start of each event.

## **Elemental Traits**

Ocp

In addition to the attack traits defined as Elemental according to Core Accelerant rules, the main traits for the seven Major runes are also considered Elemental for this game. This makes the full list of Elemental traits: Stone, Wind, Water, Wood, Fire, Light, Darkness, Air, Cold, Earth, Ice, and Lightning.

For reference, here are the rest of the Core Accelerant traits a player is likely to encounter while playing Runvald:

Mental: Awe, Confusion, Despair, Fear, Gloom, Inspiration, Madness, Presence, Trance, and Will.

Metabolic: Aging, Air, Cold, Disease, Poison, and Sleep.

Physical: Crystal, Earth, Force, Ice, Silver, Thorns, Weapon, Web, and Wind.

## **Curing Special Traits**

Ocp

In short, Special traits require special cures unless explicitly told otherwise. A Special trait is any not defined as either Elemental (including those listed above), Mental, Metabolic, or Physical. As an example, this means that if a player takes a “Root by Horror,” a “Cure Root” would have no effect; only a “Cure Horror” would be effective.

## **Shield Blocking**

Ocp

Shields can essentially block all Uncalled attacks. Called packet attacks, including arrows and spells, as well as Called Thrown Weapon attacks, are not blocked by shields; the target would take any damage or effects delivered this way unless they have relevant defenses.

## **Repeat**

Ocp

If you hear a call of “By My Voice And Repeat”, this indicates that it is meant to affect all players in the area. To make sure everyone hears it and takes the effect, we ask that the call be echoed by players throughout the group by calling “Repeat” and naming the effect again. (IE, an NPC calls “By My Voice and Repeat Ambient 2 Damage by Poison”, so players around the space would call “Repeat, Ambient 2 Damage by Poison.”) It does not need to be repeated by every single player; just enough that it’s clear every nearby player has heard it.

The repeated call does not need to be extremely loud; just enough to carry to the rest of the currently active play area. Silenced players may also make these Repeated calls. For the purposes of role playing a reaction to the “source” of a call, Repeated calls should be



considered Ambient; those repeating the call are only spreading awareness, not serving as conduits for the in-game effect, unless specifically told otherwise.

Each player should only take the effect once, even if they hear the repeated call multiple times. To avoid confusion, if the NPC makes another similar attack, they will usually change the effect to make it clear it is a new call.

This is different from a “To the room” call, as it is intended to spread across the entire currently active play area, not limited by buildings or physical spaces. The call does not need to spread to the entire site; if there are other players in nearby spaces but clearly not a part of that mod (ie, if players have Retreated from a fight), they do not need to repeat the call or take its effects.

## **Short Beneficial Effects**

Ocp

“Short” effects last until the player has Rested for a full ten seconds. Similarly, if you take a beneficial effect such as a Heal or a Cure that is Short, that effect lasts until you Rest for a full ten seconds. Once you have rested it off, the damage or effect(s) return immediately unless you have taken additional beneficial effect(s) to replace them.

If losing the effects of a Short Heal brings your Vitality below zero, you will fall Unstable. If you have taken a Short Cure for an effect with a timer or count, such as a Death, the count on it resumes when the Short Cure ends. If you take additional damage before Resting, the Short Heal should be used up first.

If you choose to, you may avoid Resting for as long as you would like so that you do not lose the beneficial effect; however, you would not be able to refresh any stats or used skills without taking the relevant Rests either. Additionally, as more time goes on, you should make it clear with your role play that you are “not resting”, though you are not required to literally physically be standing or moving around.

*(An example of taking healing after taking a Short Heal: you take 5 damage, then receive a Short Heal 5 By Fire, bringing you temporarily to full Vitality. Another player Diagnoses your Damage, so you say “None.” You may choose to elaborate conversationally with something like, “if I stick around here for a bit, though, it’ll be more.” That player casts a “Heal 3 by Wind” on you; you are still at full Vitality, but now the Short Heal you are holding onto is only for 2 Vitality. If you rest for 10 seconds, you will immediately take a Called “2 Damage” effect; you may not Resist, Reflect, or otherwise avoid this damage in any way.)*

## **Pull**

Ocp

If you take a Pull effect, you must make a good faith effort to remain within 15 feet of the attacker, unless doing so would physically endanger you, the player. Overcrowding or physical obstacles may limit your proximity to the attacker; safety always comes first.

The attacker is not immune to the attacks of a character affected by the Pull.

You cannot be under both a Repel and a Pull from the same target at the same time. If you are under a Repel effect from the same attacker, taking a Pull effect immediately negates the Repel, and vice-versa.

If ever this mechanic is used in a way that makes you, the player, feel uncomfortable or unsafe for an out of game reason, please make a graceful exit immediately and come find a staff member.

## **Compel / Resist Compulsion**

Ocp

If an NPC says the words “I compel you,” followed by a command or suggestion, your character will feel a very strong compulsion to obey. The compulsion may be delivered by Voice, touchcasting, Gesture, etc., and may be accompanied by traits such as Inspiration, Force, etc.

This mechanic relies entirely on role play buy-in and may be freely Resisted by any player by calling “**Resist Compulsion by Will.**” If you have chosen to accept the Compel and later decide that you no longer wish to obey the command, you may call “**Purge Compulsion by Will**” to indicate that you are no longer under the compulsion. Otherwise, the effects will last for up to an hour depending on the command. Commands that are completed would not be undone when the time is up (ie “I compel you by Cold, hand me that cup” or “I compel you by Will, forget we had this conversation”). The duration of some commands may be more situational, but will be clarified when it comes up.

We ask that you make the decision to accept or resist the compulsion based on your character and not for out of game strategic purposes. However, if ever this mechanic is used in a way that makes you, the player, feel uncomfortable or unsafe for an out of game reason, please Resist it immediately, make a graceful exit, and come find a staff member.

## **Retreat**

Ocp

To sound a general retreat from a battle, first make a loud call such as “I am calling for a retreat,” then immediately begin making your way from the battlefield. Other players may choose to accompany you, but no other player is required to follow the retreat.

The exact line of retreat will vary based on the space, but in general you must leave the space and/or break line of sight from your enemies. Once you have completely retreated, you will not be affected by By My Voice or Repeat effects called on the field, as they are now in a separate space from you. You and any other players who quit the field may not return to the space until the enemies have completely left the area.

This will be effective against most enemies in the game, but not every single encounter can be retreated from. In these cases, the enemies will make an answering call such as “I won’t let you leave” to show that retreat is not an option. Most encounters that would not allow for a retreat will be clearly identified ahead of time. Additionally, physical or magical barriers may prevent retreat as well.

## Stacking Traits

Ocp

If you get inflicted or imbued more than once by a trait which “stacks”, you will take an additional level of that trait. In addition to having the trait, you will also have the trait with the number of levels of the trait you have.

For example, if you are Inflicted with Notorious twice in a single event, you will have the following traits: Notorious, Notorious 1, and Notorious 2.

If you hear an “Expose [trait]” which applies to a stacking trait you have, you would identify yourself, then make eye contact with the person who called it (if possible and safe) and hold up the corresponding number of fingers to indicate the level of the trait you have. Alternatively, you may reply verbally with just the number.

Examples of stacking traits include:

Deathtouched: When a character dies and their spirit moves to the threshold between life and death, they are usually marked by this by the Deathtouched trait, which can have various effects that will be explained as they come up. Players lose one level of Deathtouched per event that passes.

Notorious: If a player is caught committing a crime, their reputation can be affected by receiving the Notorious trait. This can affect how some NPCs, including merchants, interact with you. Alternatively, some NPCs will **only** interact with Notorious players. Players lose one level of Notorious per event that passes.

All traits that stack will be explained and defined as necessary. As with any traits you gain over the course of play, please note any stacking traits you receive in your PEL.

## Death and the Threshold

Ocp

When people in the world of Runvald die, there is typically no coming back whatsoever. However, some spirits may linger on the Threshold between Life and Death for some time before moving on forever. The Threshold is not a physical place in-universe, but is represented in the game by a fixed location which may vary depending on the event; when a player character has died and their 5 minute Death count is up, they must immediately turn to Spirit and make their way to the Threshold unless told otherwise. Some characters may have skills that allow them to intentionally enter this space while still alive.

Some non-player-characters, instead of going to the Threshold, may linger on as Ghosts or Unsent Dead. A Sending (explained under the Bell Pilgrim section) will cause most Unsent Dead **and any Dead player characters** in the area to immediately turn to Spirit if they have not already and make their way to the Threshold unless told otherwise.

When a player returns from Death, they will return with all of their attributes at zero, including Vitality, but having received a Short Heal 1. Vitality will need to be healed back, but all other attributes may be rested off as normal.

## Building your Character

Starting characters begin at 50cp. CP caps and floors will be defined on the website, along with a clear expectation of how much CP players can earn from sending in their character history, attending the event, NPCing, donating, etc.

It is our goal in building this rulebook that players be given as much freedom to shape their characters as possible. Additionally, we want to make sure that every player is able and allowed to create a character they find fun to play, rather than requiring every player to create a mechanically optimized build. To these ends, we have separated “Callings” from the other skills available for your build.

To build your character, you must first decide on a Background (which includes your Form and your Place of Origin), then select the skills you’d like, including a Calling if you would like to select one.

## Background

### Form

All players are human and automatically have the “Human” trait. If you wish, you may also select an addition to your Form. **A player character cannot be both Double-Blooded and Warped.**

### Double-Blooded

8cp

Somewhere in your ancestry, there was an Unwritten. This means that you have both the **Double-Blooded** trait, AND the **Unwritten** trait.

There are countless varieties of Unwritten, from Dragons to Unicorns and anything in between. Not every Unwritten is able to produce offspring with humans, and staff may have particular ideas of how certain creatures will be interpreted in this world that may affect how you write your backstory; please let staff know what kind of Unwritten you would like to be descended from.

**Costuming note:** If you would like, you may choose to include some element in your costuming to suggest your heritage. Examples of this may include fangs, pointed ears, skin markings,

claws, etc., depending on the Unwritten you are descended from, but it is advised that any such element be kept subtle.

Before selecting this Form, keep in mind that Double-Blooded are not welcomed everywhere in the land. Travelers who know the land well generally have no problem with Double-Blooded, but there are certain places where people are more inherently afraid of them, seeing them as little safer than the Unwritten they are descended from. There are also certain areas of the land where you may experience negative magical effects due to your nature.

Because you are still a human, three times per event you may call "Resist" to abilities "to Unwritten" OR silently ignore a call of "Expose Unwritten."

**Players playing Double-Blooded or Warped characters may not choose Mairén as their origin place unless approved by staff.**

**Players wishing to play as either Warped or Double-blooded characters will need to speak to staff first to ensure they are fully prepared for the game experience they are signing up for.**

**Players cannot be both Double-Blooded AND Warped.**

## Warped

8cp

Sometime in your past, you encountered an Unwritten which left you scarred or marked in some way, changing you forever. This means that you have both the **Warped** trait, AND the **Unwritten** trait.

There are countless varieties of Unwritten, from Dragons to Unicorns and anything in between. Not every Unwritten is able to Warp a human's nature, and staff may have particular ideas of how certain creatures will be interpreted in this world that may affect how you write your backstory; please let staff know what kind of Unwritten you would like to have been attacked by.

**Costuming Requirement:** You **must** include some visible element in your costuming to suggest your affliction. Examples of this may include fangs, pointed ears, skin markings, claws, etc., depending on the Unwritten which has Warped you.

Before selecting this Form, keep in mind that Warped are not welcomed everywhere in the land. Travelers who know the land well generally have no problem with Warped, but there are certain places in the world where people are more inherently put-off by them, seeing them as tragic victims of their fate. There are also certain areas of the land where you may experience negative magical effects due to your nature.

Because you are still a human, three times per event you may call "Resist" to abilities "to Unwritten" OR silently ignore a call of "Expose Unwritten."

**Players playing Double-Blooded or Warped characters may not choose Mairén as their origin place unless approved by staff.**

**Players wishing to play as either Warped or Double-blooded characters will need to speak to staff first to ensure they are fully prepared for the game experience they are signing up for.**

**Players cannot be both Double-Blooded AND Warped.**

## **Place of Origin**

Ocp

Every player must pick a place of Origin, which automatically gives the player access to the two skills associated with that Origin. Your backstory may include your character having lived in a variety of different locations, but only one can be selected as your Origin trait.

More information about each of these locations is laid out on our website, [runvaldlarp.com](http://runvaldlarp.com).

## **Saypish (SAY-pish)**

A port city built on the Copper Bay, led by the Merchant's Council. A city of two faces: one of luxury and riches, and the other of smugglers and assassins.

If you are from Saypish, you may take either or both of the following skills at no CP cost:

### **This Makes Cents**

You will receive additional currency at check-in. The exact amount may vary based on the location of the event and world events.

### **Sea Legs**

You may take the Adventuring skill Swim at no CP cost.

## **Diamort (DIE-ah-mort)**

A mountain city ruled by the Diadem. A place of wealth and careful manners.

If you are from Diamort, you may take either or both of the following skills at no CP cost:

### **This is Non-cents**

You will receive additional resources at check-in, usually gems or minerals. The exact amount may vary based on the location of the event and world events.

## **Stone Waller**

You are unmoving like the stone city you come from. Twice per event, if you take a “Slam” effect, you may instead call “Resist.”

## **Contriare (con-tree-AIR)**

A city built on the delta of the Sennomita river, which thrives on agriculture and farming and serves as a hub for the majority of the Hunters on the continent.

If you are from Contriare, you may take either or both of the following skills at no CP cost:

### **Hunting is My Happy Place**

Reset: Event

Once per event, you may use the verbal “to Unwritten” instead of the existing delivery trait for one of your attacks.

### **Don’t Step on the Crops!**

You may take the Adventuring skill Jump at no CP cost.

## **Tespajet (TESS-pah-jet)**

Refers to the desert city, and to the rainbow-colored Kindred Desert around it.

If you are from Tespajet, you may take either or both of the following skills at no CP cost:

### **Check the Stacks**

You still have contacts in the Library from your time in the city. You may submit an information request in your PEL, which may be answered by staff either in a write-up or in-game. There is no guarantee of a response to this request.

### **Shallow Waters of the Oasis**

You may take the Adventuring skill Wade at no CP cost.

## Mairen (MY-ren)

A city of magic-makers, hidden away deep in the forest.

**Players playing Double-Blooded or Warped characters may not choose Mairen as their origin place.**

If you are from Mairen, you may take either or both of the following skills at no CP cost:

### **I've Seen Better on Silver Street**

You have experience with magic in your day-to-day life. Twice per event, if you take an effect "by Illusion," you may instead call "Resist."

### **Life Among the Trees**

You may take the Adventuring skill Climb at no CP cost.

## The Between

While the lands between the city-states' regions lack the structure of any kind of centralized governing body, there are many small towns and settlements that have chosen to eke out an existence without the protection of the larger civilizations. Such a life can be a hard one, but you've earned it.

**All players coming from The Between have the "Betweener" trait.**

There are also many groups of people who have chosen lives of constant travel. They are not connected by any particular bloodline or family, and simply choose to travel together based on fondness or convenience, for life or for shorter periods of time. These are people who feel a deep need to be in motion, and they can be loosely grouped into four categories:

*Ramblers:* Rambler Caravans move from city to city, town to town in an ever-changing path across the continent. Their practices include a love of storytelling, food, music and, of course, travel.

*Desertfolk:* While some outsiders consider the deserts of Tespajet to be an extension of the city itself, life there is very different from citylife. Desertfolk roam the colored sands, often choosing a single group to travel with and wearing their colors even if they leave the sands behind later on. Many people choose to spend only a few years in the desert, but the culture there carries its own beliefs and norms.

*Seafolk:* It's easy to sum up those who sail the oceans that surround Insul with a single word: pirates. They lead a life that's hard to survive without attacking and stealing from small merchant ships. Space, fresh food, and news from the mainland are scarcities on a pirate ship, and they're willing to take whatever they can get to make up for it. Only two



convenient ports exist on Insul's coastlines, and even the largest ships do not last long against the monsters of the deeper waters, so their travel areas are somewhat limited.

*Riverfolk:* Riverboats travel up and down the two main rivers that split the continent, slow repetitive travels from the mountains to the sea and back, again and again.

While these Backgrounds will not significantly impact your gameplay mechanically, we do like to keep track of where everyone is from, so please let staff know at character creation if you are coming from a town in the Between, or if you have selected one of the traveling groups.

If you are from any area(s) of the Between, you may take either or both of the following skills at no CP cost:

### **Fend For Yourself**

Reset: Event

You're used to taking care of yourself. Once per event, you may touch a packet to your own chest and call "Heal All to Self."

### **What's That Over There?**

You may take the Adventuring skill Basic Tracking at no CP cost.

## **Callings**

First Calling: 0cp

Additional Callings: 15cp for the second, 25cp for any additional

Callings are not required, and may be taken later in the game.

Taking a Calling automatically gives the player all 5 of the skills under that Calling. You are encouraged to then take the skill sets, etc, that are typically associated with your Calling (and taking those skills along with your Calling may open up additional more powerful skills later on), but you are by no means required to do so. That said, you may struggle to engage with the plotlines or mod mechanics designed for that Calling if you do not take any of the skills expected of it.

More information about the flavor of each of the callings is available on our website, [runvaldlarp.com](http://runvaldlarp.com).

Players receive a small amount of currency at check-in for each Calling they take; the amount may vary based on the location of the event and other factors.

## Alchemist

Alchemists tend to live and work in cities. They focus their efforts on refining ingredients and creating potions.

Alchemists work with Component Magic, focusing on the use of inherently magical components rather than imbuing magic into natural components.

If you are an Alchemist, you may take any or all of the following skills at no CP cost:

### **Alchemical Harvesting**

You may harvest magical materials such as certain plants and minerals, marked by a tag with a Crystal symbol.

This does not allow you to harvest non-magical plants or minerals, or Unwritten or animal parts.

### **Noxious Vapors**

Reset: Twice per Event

Twice per event, you may throw a packet attack for “5 Damage by Poison.” However, on the second attack, even if the attack misses, you must ALSO call “By My Voice Agony by Poison.”

### **Keep It On Ice**

Typically, unprocessed components expire at the end of the event they are harvested. However, you have a way of storing them to keep them usable, even unprocessed, for an additional event.

### **Shot to the Arm**

Reset: Encounter

Twice per Encounter, you may touch a target with a packet and call “Short Heal 3 by Poison.”

These points of healing last until the target Rests for 10 seconds, at which point they immediately take 3 Damage unless they have taken additional healing in the meantime.

### **Exposures**

Reset: Twilight

You’ve been exposed to a lot in your line of work. Once per Twilight, if you take an effect “by Poison,” you may instead call “Resist.”

## Enchanter

Enchanters tend to live in cities, studying runes carefully under masters of the craft of passive casting on items.

Enchanting an item requires the use of Ink, which can be produced through Alchemy.

If you are an Enchanter, you may take any or all of the following skills at no CP cost:

### **One with the Magic**

You gain an additional 1 Mana.

### **With My Eyes Closed**

You're well-practiced with efficient use of your pen and inkwell and can get more use out of the same amount of ink. Your Inkwell holds 10 Ink instead of the standard 7.

### **Training**

You have access to Passive Casting abilities without the initial CP cost. Any additional spells or abilities under that skillset still cost their normal amounts. This does not automatically give you access to Runic Magic in general.

### **I Did It On the Road**

The first 3 single-rune Writpaper you create each Event do not cost any Ink or Mana, as long as you create them during the first Twilight of the game.

### **How This City Works**

Once per Event, shortly before leaving for an Encounter, you may approach the mod hook, call "Imbue by Foresight," then ask one of three specific clarifying questions about the nature of the adventure to come: "Are there traps?", "Are there enemies there?", OR "Will we need Adventuring Skills?"

You may rely on the answer to this question to be completely accurate, to the best of the hook's ability. If the hook is unable to answer the question, the use of the skill has not been exhausted.

# Hunter

Hunters are swords-for-hire that make it their lives' work to hunt down Unwritten that would otherwise be taking human lives.

They tend to focus on melee fighting above all else, but some dabble in magic here and there.

If you are a Hunter, you may take any or all of the following skills at no CP cost:

## **Hunter's Harvesting**

You may harvest and collect parts, marked by a tag with a Dragon head symbol, from fallen Unwritten by standing over them and calling "I search you for Alchemical components" or by collecting the parts dropped by them.

## **A Little Extra Oomph**

You gain 1 additional Vitality.

## **Cleave**

While hunting Large Unwritten on Special Hunts, identify a weak spot on the body, hold your melee weapon against it, and call "Cleaving 1, Cleaving 2, Cleaving 3" to separate the limb from the body and remove the limb as a threat.

## **Hunter's Toughness**

Reset: Twilight

Once per Twilight, you may use a shield or melee weapon to block a magical packet attack and call "Resist" to it, unless the carrier trait is a Special Trait.

## **Hunter's Charge**

Reset: Twilight

Once per Twilight, you may make a melee attack for "Slam to Unwritten."

## Merchant

Merchants are traders, many of whom travel the continent to sell their goods. If one wishes to make good money, they should acquire a Merchant's License from the Merchant's Guild, which regulates quality and pricing.

Merchants do not focus on any one skill type, as their skills are as varied as the goods they sell.

If you are a Merchant, you may take any or all of the following skills at no CP cost:

### **Nosey Nellie**

At the start of each event, if there is any local information or gossip available, you may receive a write-up at check-in.

### **Provisional Merchant's License**

You now have a Provisional license with the Merchant's Guild, allowing you to sell goods publicly. Depending on the location, there may be in-game consequences if caught selling unlicensed goods publicly.

You will want to carry a paper indicating this status with the Merchant's Guild, just in case you are called on to present it. Staff will provide you with the physical prop.

You may be asked to submit to an occasional inspection from the Merchant's Guild from time to time, to be sure that what you are selling is in keeping with their standards. Additionally, some in-world locations require additional licenses or fees to legally sell in public. **It is up to you how you interact with these regulations.**

### **Name Dropping is Hardly the Done Thing, But...**

Identify yourself as a licensed merchant to receive discounts and preferential treatment with other merchants.

Please note: this may only be effective with NPC merchants; other PCs may not honor this.

### **Barter Resistance**

Reset: Twilight

You're used to dealing with disgruntled customers. Once per Twilight, if you hear a "By My Voice" attack, you may call "Resist by Composure." This may NOT be used against Death effects or any Special Traits, which are traits not considered Elemental, Mental, Physical, or Metabolic.

## **Shop's Closed**

Reset: Event

Once per event, you may Focus for 10 seconds and call "By My Voice, Repel by Composure."

## **Pilgrim of the Bell Priests**

Bell Pilgrims are aspiring members of the Bell Priests, an ancient order charged with funereal duties and other tasks.

**Costuming Requirement:** You must wear a roundbell somewhere visible on your person to indicate your office. This is a jingle/sleigh-style bell.

Pilgrims tend to practice some combination of Runic magic and Sound magic, typically with bells.

If you are a Bell Pilgrim, you may take any or all of the following skills at no CP cost:

### **Send the Dead**

You are trained in performing Sendings, a traditional funeral rite that sends the spirits of the dead on to their final rest. This is performed differently depending on the Priest or Pilgrim, but often includes calling the name of the deceased (if known) and always includes the ringing of one or more bells for between 1 and 5 minutes, followed by a call at normal speaking volume of "By My Voice, Imbue to Spirit."

A minor Sending of up to three Spirits at once may be performed by a single Priest or Pilgrim working alone. A major Sending of many Spirits at once should be performed with many Priests or Pilgrims working in concert.

Performing a Sending typically sends the Spirit directly past the Threshold without lingering.

### **It is Not Your Time**

Reset: Event

Once per event, you may step onto the Threshold of Death and talk a recently deceased spirit into stepping back into Life with you. If there is more than one person on the Threshold, you may only focus your efforts on a single person at a time.

If you do this, you will take an "Inflict Deathtouched" instead of the person you journeyed there for. This can be Resisted with the proper protections, in which case neither of you will take Deathtouched.

### **I See You**

Reset: Event

Once per event, you may role play with a target for at least one minute, then point at them and call “By My Gesture, Expose Unwritten.”

## **Stop the Dead**

Reset: Twilight

Once per Twilight, you may make a melee or missile attack for “Short Paralyze to Undead.”

## **I’m Stronger Now**

You gain 1 additional Strength.

## **Witch**

Witches often live in the Between, alone or in small groups, each witch learning from one of the previous generation.

Witches tend to work with Component Magic, imbuing natural ingredients with magic, and Sound Magic, specifically chanting or singing.

If you are a Witch, you may take any or all of the following skills at no CP cost:

### **Natural Harvesting**

You may harvest natural materials such as mundane plants, certain minerals, and animal parts, marked by a tag with a Leaf symbol.

This does not allow you to harvest magical plants or minerals, or Unwritten parts.

### **Take a Deep Breath**

You gain 1 additional Breath.

### **Sense the Strand**

Reset: Event

Once per event, you may role play with an NPC for at least 1 minute to get a sense for them. Then you may call “I compel you: tell me about yourself” to encourage them to tell you something they’ve kept hidden. They may share their current frame of mind or their current goal.

If the target immediately calls “Resist,” the skill has not been exhausted.

This skill may not be used on player characters.

## **Healing Chant**

Reset: Twilight

Once per Twilight, you may make a Short Performance and call “By your name [Name], Heal 1 by Inspiration.”

## **Strengthen Your Strand**

Reset: Twilight

Once per Twilight, you may touch a target with a packet and call “Grant Extra 1 Protection by Poison.”

# Physical Skills

## **Armor**

When hit, points of Armor are lost before points of Vitality. When your armor is exhausted, you may Refresh it with a minute of Focus, during which time you must be standing mostly still, not moving around or using any in-game skills. If your Focus is interrupted, you must restart your count.

Armor is delineated by these areas of the body: Arms, Legs, Torso, and Neck/Head. Multiple pieces of armor on the same area of the body, even if it's on more than one Leg or Arm, still counts as 1 armored area. A single piece of armor that covers multiple parts of the body can only count towards one area of the body.

When Armor is Destroyed, it must be Repaired using an in-game skill.

### **Light Armor**

3cp

While wearing armor on at least one area of your body, you have 1 point of Armor.

### **Medium Armor**

5cp



Prerequisite: Light Armor

While wearing armor on at least two areas of your body, you have 3 points of Armor. This does not stack with the point from Light Armor.

## **Heavy Armor**

8cp

Prerequisite: Light Armor, Medium Armor

While wearing armor on at least four areas of your body, you have 5 points of Armor. This does not stack with the points from Light Armor or Medium Armor.

## **Shield**

8cp

You may wear or hold a shield that may be used to block melee or arrow strikes. Magic attacks delivered by packet will not be blocked unless allowed by specific skills.

## **Defensive Skills**

### **Too Quick**

8cp

Reset: Encounter

Once per encounter, you may call "Avoid" to negate a packet or thrown weapon attack that has hit you.

### **Spring in your Step**

5cp

Reset: Short Rest

After each short rest you take, you may call "Elude" to negate only the first melee attack which has hit you.

### **Parry**

8cp

Reset: Short Rest

Once per short rest, while wielding a melee weapon, you may call "Parry" to negate a melee attack which has hit you.

## **Disengage**

4cp

Attribute Cost: 1 Strength

You may take a step back or plant your feet for 3 seconds, then gesture with your weapon and call out "Disengage." All targets within the range of the gesture must move out of melee range or cross their arms and lean away from you.

You may not step forward until the Disengage ends.

## **High Block**

7cp

Once per short rest, you may use a melee weapon or claw to block a packet attack and call "Resist" to any effect or damage you take as a result. This includes Special traits.

## **Moving With the Shadows**

15cp

Reset: Encounter

Attribute Cost: 3 Breath

Once per encounter, you may break line of sight with your enemies and call "Imbue Spirit to Self by Stealth." You may move freely during this time, role playing that you are "moving stealthily" throughout, but you may not attack, speak, use any abilities, or interact directly with any other player or NPC. You **may** call "Spirit" to any attacks or effects taken during this time unless they are specifically "to Spirit." After thirty seconds, or if you take any effects or attacks, you must immediately call "Purge Spirit." You may also "Purge Spirit" before the end of the time limit if you wish.

## **Melee Weapons**

All melee weapons must follow Core Accelerant construction standards for safety. Weapons with pointed tips are not allowed at Runvald events.

## **Small Weapons**

0cp

You may wield a dagger or other small weapon between 18" and 24" long. This weapon is to be used for blocking or Death Striking only, and cannot be thrown.

## **Short Weapons**

4cp

You may wield a short-length, one-handed weapon between 25" and 36" long, including a sword, club, or hammer.

## **Long Weapons**

8cp

You may wield a long-length, one-handed weapon between 37" and 46" long, including a sword or axe.

## **Two-handed Weapons**

12cp

You may wield a two-handed weapon between 50" and 64" long. You must use both hands to wield this weapon and cannot have items tucked under your arms when striking.

## **Staffs and Spears**

12cp

You may wield a staff or spear between 48" and 64" long, or a polearm between 60" and 72". You must use both hands to wield this weapon and cannot have items tucked under your arms when striking.

## **Dual Wielding**

8cp

Prerequisite: At least one weapon skill

You may wield 2 single-handed weapons you are already trained in. This allows for two of the same type of weapon, or combining two different types of weapons, so long as you have taken each of the relevant skills.

## **Melee Attack Skills**

**All skills in this section require at least one melee weapon skill besides Small Weapons.**

### **Standard Strike**

4cp

Attribute Cost: 1 Breath

You may make a melee attack for “2 Damage.”

### **Heavy Strike**

8cp

Attribute Cost: 1 Strength

You may make a melee attack for “4 Damage.”

### **Gore**

6cp

Attribute Cost: 1 Strength

You may make a melee attack for “Agony.”

### **Quick Cut**

6cp

Attribute Cost: 1 Strength

You may make a melee attack for “Short Maim.”

### **Attempted Lop**

8cp

Reset: Short Rest

Attribute Cost: 1 Strength

Once per short rest, you may make a melee attack for "Disarm."

### **Mighty Blow**

8cp

Reset: Encounter

Once per encounter, you may make a melee attack for "5 damage."

### **Get Ready**

10cp

Reset: Twilight

Once per twilight, you may role play for 5 seconds focusing inward then call "Grant 4 melee attacks to self: 3 damage by Force." These attacks must be used within the next two minutes.

### **Defenseless**

8cp

Reset: Encounter

Once per encounter, you may make a melee attack for "Short Destroy Shield."

### **Backstab**

10cp

Reset: Short Rest

Attribute Cost: 2 Breath

Once per short rest, you may quietly walk directly behind a target (you must be able to see both of their shoulder blades clearly) and make a melee attack for "5 Damage by Stealth."

### **Lights Out**

10cp

Reset: Encounter

Attribute Cost: 1 Strength

Once per encounter, you may quietly walk directly behind a target (you must be able to see both of their shoulder blades clearly) and make a melee attack for “Stun by Stealth.”

## **Unarmed Skills**

The use of all of these skills requires Claws; ie, red weapon props to represent natural weaponry such as fists, claws, teeth, etc. All melee weapons must follow Core Accelerant construction standards for safety.

### **Unarmed: Single**

8cp

You may wield a Short or Long Claw to represent natural weaponry.

### **Unarmed: Double**

12cp

You may wield 2 Short or Long Claws to represent natural weaponry.

### **Punch Them**

4cp

Attribute Cost: 1 Breath

You may make a melee attack with a claw for “2 Damage.”

### **Punch Them Harder**

8cp

Attribute Cost: 1 Strength

You may make a melee attack with a claw for “4 Damage.”

### **Drop It**

10cp

Attribute Cost: 1 Strength

You may make a melee attack with a claw for “Disarm.”

## **Right in the Nerve**

10cp

Reset: Short Rest

Once per short rest, you may make a melee attack with a claw for “Agony.”

## **My Claws are Like Steel**

12cp

Reset: Twilight

Prerequisite: Double-Blooded or Warped

Attribute Cost: 3 Strength

Once per twilight, you may role play for 15 seconds amping up the Unwritten part of you then call “Grant 10 melee attacks to self: 2 damage by Blood.” These attacks must be delivered by claw, and must be used within the next two minutes.

## **Ranged Weapons**

All thrown weapons or bow props must follow Core Accelerant construction standards for safety. Nerf arrows or darts are not allowed at Runvald events.

### **Thrown Weapons**

8cp

You are skilled in throwing things at a distance. You may carry and use up to 10 thrown weapon props at a time. This refreshes automatically every Encounter, or after you’ve spent at least 1 minute role playing collecting and checking your weapons.

Each hit delivers an Uncalled “1 damage by weapon” by default.

### **Bow and Arrow**

10cp

You may wield a bow and arrows, phys-repped by a bow prop and packets. You may carry a quiver of up to 20 arrows at a time, which refreshes automatically every Encounter, or after you've spent at least 1 minute role playing collecting and counting your arrows. Specialty attacks such as Quick Sure Strike **do** count against the player's quiver.

To fire your bow, you must role play with your bow prop by holding it up, "drawing" the string, and launching your arrow. Each hit delivers an Uncalled "1 damage by weapon" by default.

You may use your bow to block melee attacks, but once you have done so you may not fire with it again until you have spent thirty seconds role playing "restringing" your bow.

## **Ranged Attack Skills**

All skills in this section require that you take a ranged weapon skill.

### **Quick Sure Strike**

5cp

Attribute Cost: 1 Breath

You may make a Called ranged attack for "1 damage by precision." If this misses, you have not spent the Breath.

### **Sure Strike**

8cp

Attribute Cost: 1 Strength

You may make a ranged attack for "4 damage."

### **Flurry of Throws**

12cp

Reset: Encounter

Attribute Cost: 1 Strength

Once per Encounter, you may spend a point of Strength and call "Grant 5 ranged attacks to Self: 2 damage." These last until used, or until you are well rested.



## **Concuss**

10cp

Reset: Twilight

Attribute Cost: 1 Strength

Once per Twilight, you may aim your ranged weapon at a target and focus on them for a full 5 seconds to make a ranged attack for "Paralyze by Force."

## **Knocked The Wind Out of Them**

8cp

Reset: Encounter

Attribute Cost: 1 Strength

Once per Encounter, you may make a ranged attack for "Silence by Force."

## **Keen Eye**

5cp

Reset: Encounter

Attribute Cost: 1 Strength

Once per Encounter, you may aim your ranged weapon at a target and focus on them for a full 5 seconds to make a ranged attack for "5 damage by Force."

## **Daze**

10cp

Reset: Short Rest

Once per short rest, you may make a ranged attack for "2 damage and Agony."

## **Heavy Shot**

10cp

Reset: Twilight

Attribute Cost: 1 Strength

Once per Twilight, you may make a ranged attack for “Slam by Force.”

### **Pinned**

10cp

Reset: Encounter

Attribute Cost: 1 Breath

Once per Encounter, you may make a ranged attack for “Root by Force.”

## **Other Open Skills**

### **Sturdy**

3cp, 6cp, 9cp

You gain one additional point of Vitality. This skill may be purchased up to 3 times, but the cost increases with each purchase.

### **Persistent**

3cp, 6cp, 9cp

You gain one additional point of Breath. This skill may be purchased up to 3 times, but the cost increases with each purchase.

### **Tough**

3cp, 6cp, 9cp, 12cp

You gain one additional point of Strength. This skill may be purchased up to 4 times, but the cost increases with each purchase.

### **Studied**

3cp, 6cp, 9cp, 12cp

You gain one additional point of Mana. This skill may be purchased up to 4 times, but the cost increases with each purchase.

## **Basic First Aid**

0cp

Attribute Cost: 1 Breath

Requires having both hands free. You may role play over a target for one minute, spend a point of Breath, and call "Stabilize" OR "Short Cure Maim."

Additionally, you may now at any time, with no attribute cost, touch a target with a packet and Diagnose any of the following: Damage, Stable, Unstable, Paralyzed, Stunned, Dead.

## **Advanced First Aid**

10cp

Attribute Cost: 1 Breath

Requires having one hand free. You may role play over a target for thirty seconds, spend a point of Breath, and call "Stabilize" OR "Cure Maim."

Additionally, you may now at any time, with no attribute cost, touch a target with a packet and Diagnose any of the following: Damage, Stable, Unstable, Paralyzed, Stunned, Stricken, Dead, Physical, Mental, Elemental, Metabolic.

## **Rub Some Dirt On It**

8cp

Attribute Cost: 1 Breath

You may role play over a target for 30 seconds, spend a point of Breath, and call "Cure Physical."

## **Slap Them Awake**

6cp

Attribute Cost: 1 Breath

You may interact with a target for 5 seconds, role playing speaking to them or otherwise rousing or encouraging them, then touchcast the target for "Short Heal 2."

## **Bandages**

8cp

Attribute Cost: 1 Strength

You may interact with a target for 5 seconds, then touchcast the target for “Short Heal 4.”

### **You're Okay**

10cp

You may interact with a target for 30 seconds, then touchcast the target for “Cure Mental.”

### **Untangled**

10cp

Attribute Cost: 1 Strength

You may role play over a target for 30 seconds, spend a point of Strength, and call “Cure Root.”

### **Thief's Tools**

5cp

This allows you to use lockpicks to physically pick lock props.

### **Manipulate Traps**

8cp

This allows you to interact with or disarm traps. This does not protect you if you set the trap off while attempting to disarm it.

### **Wade**

4cp

This Adventuring Skill allows you to move and fight normally in “swamps” or “shallow water” that otherwise require players to walk.

### **Swim**

4cp

With this Adventuring Skill you may move at a normal walking pace in “deep water” that otherwise requires players to walk slowly. Note that the Swim skill does not grant you the ability to breathe underwater.

### **Climb**

4cp

With this Adventuring Skill you may climb on steep or uneven surfaces more quickly than normal, requiring only two points of contact with the surface instead of the usual three.

### **Jump**

4cp

This Adventuring Skill allows you to jump twice to represent a single jump, allowing you to cross a greater distance in a “single” bound. To do this, make the first jump, call “Avoid” and follow it up with a second jump.

### **Basic Tracking**

4cp

This Adventuring Skill allows you to read Tracking tags, which will be clearly marked.

### **Advanced Tracking**

12cp

If you successfully follow an NPC out of town without being noticed by them, you may at the edge of town call out “Imbue by Tracking” loud enough for the NPC to hear you to indicate that you have followed their tracks. The NPC may then verbally describe out of character where the tracks lead, hand you a tag, or call “Shadow” to indicate that you have lost the trail and have learned nothing.

### **Armor Repair**

8cp

This skill allows you to Repair a Destroyed piece of armor after 2 minutes of role playing over a forge or other related prop.

### **Weapon Repair**

8cp

This skill allows you to Repair a Destroyed weapon after 2 minutes of role playing over a forge or other related prop.

## Magical Skills

**Your first style of magic costs 10cp. Any additional style(s) cost 15cp each.**

Using magic on Insul requires careful practice and thought. Many abilities can unintentionally impact the people and the world around you, so it is always important to be careful and intentional with all casting. The use of any kind of magic requires interacting in some way with the Strands of the world; this should not be taken lightly.

## Runic Magic

10cp / 15cp

Runes are cast in two ways: Passively and Actively. Passive casting is when you cast the rune onto an object or person to be activated later (the study of Enchanting is largely concerned with this). Active casting is when you cast a rune in the air or on a person to create an immediate effect.

Taking Runic Magic also gives you access to **EITHER** Active Casting OR Passive Casting for free; you may also choose to take the other, but it will cost the full 15cp of an additional magic style.

A document listing all of the runes, their shapes and their meanings, is available separately, but here is a simplified list:

### **Do**

Major rune meaning: Metal, stone

Minor runes under its purview: Lond, Ind, Tion, Con, and Lyn

### **Re**

Major rune meaning: Air, wind

Minor runes under its purview: Ove, Ance, Fe, Swe, Whe, and Arthe

### **Mi**

Major rune meaning: Water, flow

Minor runes under its purview: Iar, Baia, Kaido, Biane, Veita, and Sie

## **Fa**

Major rune meaning: Wood, trees

Minor runes under its purview: Onnur, Yuuna, Aaya, Ille, and Kaa

## **So**

Major rune meaning: Fire, flames

Minor runes under its purview: Drest, Sinu, Spika, Dis, Thes, and Ins

## **La**

Major rune meaning: Light, day

Minor runes under its purview: Rano, Uru, Rurecto, Dara, and Mira

## **Ti**

Major rune meaning: Darkness, night

Minor runes under its purview: Aket, Bitto, Fatet, Untwor, and Vato

## **First Major Runeset**

Ocp

You are well-practiced in the use of one major rune and each of the minor runes under its purview; you can consider yourself well enough trained in them to use them in everyday casting, either active or passive, such as runic lockpicking. **You will need to learn individual spells using that rune separately, but you are familiar enough with the runeset to *begin* that learning.**

**Costuming requirement:** Your skin must be visibly marked with your first known major rune, preferably on the face or neck. This “caster mark” must be in either blue or black and visible at all times. These marks can be applied with makeup, temporary tattoos, stickers, etc. If you have real-life reasons why you cannot wear any of these options, please reach out to staff to discuss other options.

This mark allows a caster to channel the runes significantly more easily, and it is a cultural norm for one beginning their training to be permanently marked with the first major rune they learn. Additionally, families that pass runic learning down from generation to generation will often mark

newborn babies in their family with the same rune, passing down the same major rune. Some casters choose to also mark their skin with any additional Major runes they master to show their prowess, but this is not common.

## **I Know This Magic**

0cp

Once per encounter you may call “Resist” to an attack using the same Trait as any major rune you are practiced with.

## **Cast a Rune**

0cp

1 Mana

You may cast any rune that you are proficient in. This includes any major runes you are practiced in, and the minor runes under those purviews.

If you are casting a spell listed under the Active Casting Abilities, the mana cost is already included in the spell. If you are casting a rune in any other context, you must spend the mana to cast it.

If you cast without intention in mind at all, the rune will fade away, but the mana will still be spent.

## **Additional Major Runeset**

15cp per purchase

You are now well-practiced in the use of another major rune and each of the minor runes under its purview; you can consider yourself well enough trained in them to use them in everyday casting, either active or passive, though you will need to learn individual spells separately.

This skill may be purchased up to 2 times per year, for a maximum total of 6.

## **Active Casting Abilities**

0cp / 15cp

To cast a rune actively, first call the name of the rune or runes and/or sketch it in the air with your hands or weapons, then make the call for the spell’s effect(s). If the rune is only sketched in the air and not spoken, the effect can still be delivered while under a Silence effect; that said, it is worth nothing for stealth scenarios that mechanical calls are considered audible.



Runes cast on a person fade after the current encounter.

## **Simple Active Casting Spells (Single Rune)**

These spells require the use of just one rune and may be used as often as the caster has mana to cast them. At this time, this spell list includes 5 potential Active Cast spells under each Major rune, but more may be added as the game goes on.

**Prerequisite: Do**

### **Active Cast: Lond**

5cp

Rune meanings: Friendship, Circle, Core

Attribute Cost: 1 Mana

You may cast the rune Lond for 2 touchcasts of "Grant 1 Protection by Stone."

### **Active Cast: Ind**

6cp

Rune meanings: Defense, Wall, Barrier, Shield

Attribute Cost: 1 Mana

You may cast the rune Ind and touchcast a target for "Grant 2 Protection by Stone."

### **Active Cast: Tion**

4cp

Rune meanings: Lethargy, Inflexibility, Rejection

Attribute Cost: 1 Mana

You may cast the rune Tion and touchcast a target for "Grant melee defense: Parry."

### **Active Cast: Con**

5cp

Rune meanings: Weight, Fall

Attribute Cost: 1 Mana

You may cast the rune Con and make a packet attack for "Slam by Stone."

### **Active Cast: Lyn**

5cp

Rune meanings: Mortality, Ending

Attribute Cost: 1 Mana

You may cast the rune Lyn and make a packet attack for "Short Weakness by Stone."

### **Prerequisite: Re**

### **Active Cast: Ove**

6cp

Rune meanings: Release, Flight

Attribute Cost: 1 Mana

You may cast the rune Ove and touchcast a target for "Cure Root by Wind."

### **Active Cast: Ance**

4cp

Rune meanings: Elude, Avoid

Attribute Cost: 1 Mana

You may cast the rune Ance and touchcast a target for "Grant next melee defense: Elude."

### **Active Cast: Swe**

5cp

Rune meanings: Cleanse, Purity, Reason

Attribute Cost: 1 Mana

You may cast the rune Swe and touchcast a target for "Cure Mental."

**Active Cast: Whe**

5cp

Rune meanings: Starve, Thirst

Attribute Cost: 1 Mana

You may cast the rune Whe, then take a step back or plant your feet for 3 seconds, then gesture to the fighters around you to call "Disengage." All targets within the range of the gesture must move out of melee range or cross their arms and lean away from you.

You may not step forward until the Disengage ends.

**Active Cast: Arthe**

8cp

Rune meanings: Confession, Storm

Attribute Cost: 1 Mana

You may cast the rune Arthe and make a packet attack for "Repel by Wind."

**Prerequisite: Mi****Active Cast: Baia**

6cp

Rune meanings: Wisdom, Knowledge

Attribute Cost: 1 Mana

You may cast the rune Baia to gain 3 touchcasts of "Heal 2 by Water."

**Active Cast: Kaido**

6cp

Rune meanings: Recovery, Healing

Attribute Cost: 1 Mana

You may cast the rune Kaido and touchcast a target for "Heal 4 by Water."

**Active Cast: Biane**

4cp

Rune meanings: Time, Flow

Attribute Cost: 1 Mana

You may cast the rune Biane and touchcast a target for "Cure Metabolic by Water."

### **Active Cast: Veita**

5cp

Rune meanings: Sickness, Illness

Attribute Cost: 1 Mana

You may cast the rune Veita and make a packet attack for "Short Stricken."

### **Active Cast: Sie**

6cp

Rune meanings: Halt, Death, Sleep

Attribute Cost: 1 Mana

You may cast the rune Sie and make a packet attack for "Short Stun."

Prerequisite: Fa

### **Active Cast: Onnur**

8cp

Rune meanings: Protect, Cover, Cloth

Attribute Cost: 1 Mana

You may cast the rune Onnur and touchcast a target for "Grant Extra 1 Protection by Wood."

### **Active Cast: Yuuna**

6cp

Rune meanings: Fulfillment, Growth

Attribute Cost: 1 Mana

You may cast the rune Yuuna and make a packet attack for “2 Damage by Wood.”

**Active Cast: Aaya**

6cp

Rune meanings: Fate, Life, Longevity

Attribute Cost: 1 Mana

You may cast the rune Aaya and touchcast a target for “Cure Elemental by Wood.”

**Active Cast: Ille**

6cp

Rune meanings: Balance, Obey, Restrain

Attribute Cost: 1 Mana

You may cast the rune Ille and make a packet attack for “Root by Wood.” Once per Twilight, you may instead call “Short Paralyze by Wood.”

**Active Cast: Kaa**

5cp

Rune meanings: Despair

Attribute Cost: 1 Mana

You may cast the rune Kaa and make a packet attack for “Agony by Wood.”

Prerequisite: So

**Active Cast: Drest**

8cp

Rune meanings: Passion, Fight, Determination

Attribute Cost: 1 Mana

You may cast the rune Drest and touchcast a target for “Refresh all Breath by Fire.”

**Active Cast: Spika**

6cp

Rune meanings: Hope, Joy, Glory

Attribute Cost: 1 Mana

You may cast the rune Spika and “Grant 3 protection to Self and Short Frenzy to Self.” You do not have to speak the words of the call aloud, as long as you role play taking the effect.

### **Active Cast: Dis**

5cp

Rune meanings: Courage, Action, Victory, Justice

Attribute Cost: 1 Mana

You may cast the rune Dis and make a packet attack for “3 Damage by Fire.”

### **Active Cast: Thes**

6cp

Rune meanings: Rage, Carnage, Conquer

Attribute Cost: 1 Mana

You may cast the rune Thes to gain 2 uses of “2 Damage by Fire,” either by packet or melee weapon. Once you select use packet or melee delivery for the first attack, the second must use the same delivery.

### **Active Cast: Ins**

5cp

Rune meanings: Spoil, Destroy, Hatred

Attribute Cost: 1 Mana

You may cast the rune Ins and make a packet attack for “Frenzy by Fire.”

Prerequisite: La

### **Active Cast: Rano**

4cp

Rune meanings: Sun

Attribute Cost: 1 Mana

You may cast the rune Rano and cast “Agony by Light,” either by packet or melee attack.

### **Active Cast: Uru**

5cp

Rune meanings: Path, Guide, Possibility

Attribute Cost: 1 Mana

You may cast the rune Uru and touchcast a target for “Refresh 2 Strength by Light and Short Stun by Light.” You cannot use this ability on yourself.

### **Active Cast: Rurecto**

4cp

Rune meanings: See, Awaken

Attribute Cost: 1 Mana

You may cast the rune Rurecto to gain the following for the rest of the Event: Twice per Short Rest, with no additional attribute cost, you may role play over a target for 3 seconds, then touchcast for “Stabilize by Light.”

### **Active Cast: Dara**

4cp

Rune meanings: Trust, Faith, Self-Sacrifice

Attribute Cost: 1 Mana

You may cast the rune Dara and touchcast a target for “Heal 2 by Light and 1 Damage to Self.”

### **Active Cast: Mira**

4cp

Rune meanings: Beauty, Completion

Attribute Cost: 1 Mana

You may cast the rune Mira and touchcast a target for “Cure Maim by Light.”

Prerequisite: Ti

**Active Cast: Aket**

5cp

Rune meanings: Moon

Attribute Cost: 1 Mana

You may cast the rune Aket and touchcast for “Grant 2 Protection to Self.”

**Active Cast: Bito**

6cp

Rune meanings: Peace, Calm, Silence

Attribute Cost: 1 Mana

You may cast the rune Bito and make a packet attack for “Silence by Darkness.”

**Active Cast: Fatet**

8cp

Rune meanings: Ignorance, Hidden

Attribute Cost: 1 Mana

You may cast the rune Fatet and call “Imbue Spirit to Self by Darkness.” You may move freely during this time, but you may not attack, speak, use any abilities, or interact directly with any other player or NPC. You **must** call “Spirit” to any attacks or effects taken during this time unless they are specifically “to Spirit.” After thirty seconds, or if you take any effects or attacks, you must immediately call “Purge Spirit.” You may also “Purge Spirit” before the end of the time limit if you wish.

**Active Cast: Untwor**

5cp

Rune meanings: Doubt, Fear, Jealousy

Attribute Cost: 1 Mana

You may cast the rune Untwor and make a packet attack for “Repel by Darkness.”



### **Active Cast: Vato**

5cp

Rune meanings: Roots, Foundation

Attribute Cost: 1 Mana

You may cast the rune Vato and make a packet attack for "Root by Darkness."

## **Combination Active Casting Spells**

Many of the spells which combine two or more runes take a heavier toll on the caster and as such can only be used a limited number of times in a given span.

### **Active Cast: Lyn and Sie**

8cp

Reset: Event

Prerequisite: Do and Mi

Attribute Cost: 2 Mana

Once per Event, you may cast the runes Lyn and Sie in the air between you and a target to call "By My Gesture, Death by Stone and Water." You must then immediately take an "Agony" effect.

### **Active Cast: Ove and Tion**

6cp

Reset: Encounter

Prerequisite: Re and Do

Attribute Cost: 2 Mana

Once per Encounter, you may cast the runes Ove and Tion and throw a packet attack for "Double Root by Metal and Air."

### **Active Cast: Uru and Kaido**

10cp

Reset: Encounter

Prerequisite: La and Mi

Attribute Cost: 2 Mana

Once per Encounter, you may cast the runes Uru and Kaido for 20 uses of “Heal 1 by Water.”

### **Active Cast: Biane and Veita**

6cp

Reset: Encounter

Prerequisite: Mi

Attribute Cost: 2 Mana

Once per Encounter, you may cast the runes Biane and Veita and touchcast a target for “Cure Stricken.” You must then immediately take a “Short Stun” effect.

### **Active Cast: Aaya and Ille**

10cp

Reset: Event

Prerequisite: Fa

Attribute Cost: 2 Mana

Once per Event, you may cast the runes Aaya and Ille and touchcast a target for “Cure Death by Wood.” You must then immediately take an “Agony” effect.

### **Active Cast: Drest and Mira**

8cp

Reset: Twilight

Prerequisite: So and La

Attribute Cost: 2 Mana

Once per Twilight, you may cast the runes Drest and Mira and touchcast a target for “Refresh all Breath and Strength by Fire and Light.”

### **Active Cast: Sinu and Ins**

5cp

Reset: Encounter

Prerequisite: So

Attribute Cost: 2 Mana

Once per Encounter, you may cast the runes Sinu and Ins and take "1 Damage to Self" to make a melee attack for "5 Damage to Undead."

### **Active Cast: Spika and Fe**

6cp

Reset: Twilight

Prerequisite: Re and So

Attribute Cost: 2 Mana

Once per Twilight, you may cast the runes Spika and Fe to cast "By My Voice, Refresh 2 Strength by Air and Fire."

### **Active Cast: Arthe and Thes**

6cp

Reset: Twilight

Prerequisite: Re and So

Attribute Cost: 2 Mana

Once per Twilight, you may cast the runes Arthe and Thes to gain 5 packet or melee attacks for "2 Damage by Fire." These last until used or until you are Well Rested.

### **Active Cast: Rurecto and Kaa**

4cp

Reset: Twilight

Prerequisite: La and Fa

Attribute Cost: 2 Mana

Once per Twilight, you may cast the runes Rurecto and Kaa, then call at a normal speaking voice, "By My Voice, Expose Dead."

### **Active Cast: Rano and Rurecto**

5cp

Reset: Event

Prerequisite: La

Attribute Cost: 2 Mana

Only during the day, on days when the sun is visible: once per Event, you may cast the runes Rano and Rurecto. Until the end of the current encounter, you may make 1 melee or packet attack every short rest for "5 Damage by Light."

You may cast this indoors, but you must be reasonably certain that the sun is out when you cast it.

### **Active Cast: Aket and Rurecto**

5cp

Reset: Event

Prerequisite: Ti and La

Attribute Cost: 2 Mana

Only at night, on nights when the moon is visible: once per Event, you may select a single foe, then cast the runes Aket and Rurecto. Until your specified foe is dead or removed from the fight, you may make 1 melee or packet attack every minute for "5 Damage by Darkness" to that specified foe.

You may cast this indoors, but you must be reasonably certain that the moon is out when you cast it.

### **Active Cast: Aket, Uru, and Rano**

6cp

Reset: Encounter

Prerequisite: Ti and La

Attribute Cost: 3 Mana

Once per Encounter, you may cast the runes Aket, Uru, and Rano to immediately make 3 packet attacks for "4 Damage by Light"; you may not use any other skills in between these 3 attacks, and the attacks fade if unused for ten seconds.

## Passive Casting Abilities

0cp / 15cp

All passive casting requires enchanting ink, which can be made by alchemists or bought. Ink must be held in specially treated Inkwells. Standard Inkwells hold enough Ink for 7 uses.

Enchantments on items that are not paper fade after the current event, and some will fade more quickly.

Because runes can interact with each other in unpredictable ways, no more than one enchantment may be cast on a single item or person at a time, and likewise no player may carry more than two enchanted items at a time (including enchantments on their skin); this does not include Writpaper.

Spells designed for use on specific items should never be used on human skin and vice versa.

Spells that call for multiple runes may be combined artistically into a single symbol. In this case, changing the shape of the rune artistically to suit the purpose of the spell is possible, but a caster must always be careful not to change the rune to the point of being unrecognizable; one's intention must always be clear.

Items with complex enchantments may be available for purchase in-game.

### **Ink Well**

0cp

You carry a specially treated Ink Well for use in Passive Casting. It is considered full at the start of every event; once empty, you must fill it using additional ink obtained in game. You cannot overfill or otherwise store excess Ink.

Unless otherwise stated, a full Ink Well has enough Ink for 7 uses. You may only use Ink from your own Inkwell.

### **For use on Weapons**

To represent writing the rune with Enchanting Ink, you may mark the weapon with some kind of temporary tag or masking tape; something that will not damage the player's weapon prop.

### **Passive Casting: Blade of Stone**

8cp

Prerequisite: Do

Attribute Cost: 2 Mana, 1 Ink

Rune(s) to be drawn on weapon: Do and Lyn

Apply Do and Lyn to a weapon and call "Imbue by Stone." For the rest of the Twilight, the wielder may make an attack for "2 Damage by Stone" every short rest.

### **Passive Casting: My Blade is Faster**

6cp

Prerequisite: Fa

Attribute Cost: 1 Mana, 1 Ink

Rune(s) to be drawn on weapon: Onnur

Apply Onnur to a weapon and call "Imbue by Wind." For the rest of the event, once per encounter the wielder may call "Parry" to one melee attack that hits them.

### **Passive Casting: Try This Instead**

10cp

Prerequisite: La and Special

Attribute Cost: 2 Mana, 1 Ink

Rune(s) to be drawn on weapon: Uru and Special

Apply Uru and a Major rune you are proficient with to a weapon and call "Imbue by [Trait of the Major rune]." For the rest of the event, once per short rest, the wielder may use that trait instead of the normal trait of any of their melee attacks.

### **For use on Armor**

To represent writing the rune with Enchanting Ink, you may mark the armor with some kind of temporary tag or masking tape; something that will not damage the player's armor prop.

### **Passive Casting: Armor of Wind**

6cp

Prerequisite: Re

Attribute Cost: 1 Mana, 1 Ink

Rune(s) to be drawn on armor: Ance

Apply Ance to a piece of armor and call "Imbue by Wind." For the rest of the event, once per encounter the wielder may call "Resist" to one packet attack that hits them.

### **Passive Casting: Armor of Fire**

8cp

Prerequisite: So

Attribute Cost: 1 Mana, 1 Ink

Rune(s) to be drawn on armor: Thes

Apply Thes to a piece of armor and call "Imbue by Fire." Until the end of the current Twilight, after each short rest, when the wearer takes their first point of damage that would hit their Vitality, they must instead call "Reflect."

### **Passive Casting: Armor of Stone**

8cp

Prerequisite: Do

Attribute Cost: 1 Mana, 1 Ink

Rune(s) to be drawn on armor: Ind

Apply Ind to a piece of armor and call "Imbue by Stone." For the duration of the following encounter, the wearer will have an additional point of armor. This will stack with any Grants the wearer may also have active.

### **Passive Casting: Armor's Healing**

8cp

Prerequisite: Mi and Ti

Attribute Cost: 2 Mana, 1 Ink

Rune(s) to be drawn on armor: Kaido and Aket

Apply Ind and Kaido to a piece of armor and call "Short Grant Extra Vitality by Water." Until they Rest for 10 seconds, the target will have an additional point of vitality.

## **For use on Human Skin**

Runes may be drawn onto a player's skin using makeup, washable ink or washable marker in any color other than blue, black, or gold, to represent the Enchanting Ink. **Do not use any permanent marker on another player's skin without their permission; always be sure that anything you are using on another player's skin is safe to use.**

### **Passive Casting: I Feel Stronger**

6cp

Prerequisite: So

Attribute Cost: 2 Mana, 1 Ink

Rune(s) to be drawn on skin: Drest and Dis

Apply Drest and Dis to a human target's skin and call "Imbue by Fire." Three times per that event, the bearer may add +2 to an existing Called damage attack.

### **Passive Casting: No, This One**

6cp

Prerequisite: La and Special

Attribute Cost: 2 Mana, 1 Ink

Rune(s) to be drawn on weapon: Uru and Special

Apply Uru and a Major rune you are proficient with to a human target's skin and call "Imbue by [Trait of the Major rune]." For the rest of the event, once per short rest, the wielder may use that trait instead of the normal trait of any of their non-melee abilities.

### **Passive Casting: Burn Them**

6cp

Prerequisite: So

Attribute Cost: 1 Mana, 1 Ink

Rune(s) to be drawn on skin: Ins

Apply Ins to a human target's skin and call "Imbue by Fire." For the rest of the event, once per encounter the bearer may make a melee or packet attack for "4 Damage by Fire."



## **Passive Casting: Just Keep Going**

8cp

Prerequisite: Mi

Attribute Cost: 2 Mana, 1 Ink

Rune(s) to be drawn on skin: Kaido and Biane

Apply Kaido and Biane to a human target's skin and call "Imbue by Water." While taking their next Short Rest, the bearer may move, block, and make uncalled melee attacks.

## **Writpaper**

Enchanting ink soaks completely into paper, so writpaper can last for a long time after being created. However, paper cannot withstand even simple spells and is destroyed after the spell is cast once. You must tear the paper to indicate that the writpaper has been used.

Anyone can **use** Writpaper without spending any mana, as the mana is spent instead on the **creation**.

To create Writpaper, you must spend the resources specified in the ability write-up and write the rune or runes clearly and visibly on the paper along with a description of the effects, your character's name, and the date the paper was created. Writpaper props must be at least 2"x5" to ensure visibility and can be no larger than 8.5"x11" to avoid confusion.

Creating writpaper takes 5 minutes of Focus in a safe place, but you may create up to 3 of the same type of writpaper at the same time as long as you have the resources to do so.

Writpaper rots and becomes unusable 1 year after the event it is created, based on event dates. For example, if you create a writpaper at the first Spring event of a year, the Writpaper will expire at the end of the first Spring event of the following year.

Creating writpaper costs 1 Ink AND 1 Mana per rune used.

## **Create Writpaper: Protection of Stone**

6cp

Prerequisite: Do

Attribute Cost: 1 Mana, 1 Ink

Rune(s) to write on the paper: Lond

Text to include on the paper: Destroy this writpaper to immediately call "Grant Extra 1 Protection to Self."

### **Create Writpaper: Clarity**

6cp

Prerequisite: Re

Attribute Cost: 1 Mana, 1 Ink

Rune(s) to write on the paper: Swe

Text to include on the paper: Destroy this writpaper to immediately call "Grant Defense to Self: Resist Mental."

### **Create Writpaper: Recover**

5cp

Prerequisite: Mi

Attribute Cost: 1 Mana, 1 Ink

Rune(s) to write on the paper: Kaido

Text to include on the paper: Destroy this writpaper to immediately touchcast "Short Heal 3 by Water."

### **Create Writpaper: Stay**

5cp

Prerequisite: Fa

Attribute Cost: 1 Mana, 1 Ink

Rune(s) to write on the paper: Ille

Text to include on the paper: Destroy this writpaper to immediately touchcast "Stabilize by Wood."

### **Create Writpaper: Break**

5cp

Prerequisite: So

Attribute Cost: 1 Mana, 1 Ink

Rune(s) to write on the paper: Ins

Text to include on the paper: Destroy this writpaper to immediately deliver either a packet or melee attack for "Short Destroy Weapon by Fire."

### **Create Writpaper: Awaken**

5cp

Prerequisite: La

Attribute Cost: 1 Mana, 1 Ink

Rune(s) to write on the paper: Rurecto

Text to include on the paper: Destroy this writpaper to immediately touchcast "Cure Stun by Light."

### **Create Writpaper: Knock Out**

5cp

Prerequisite: Ti

Attribute Cost: 1 Mana, 1 Ink

Rune(s) to write on the paper: Bito

Text to include on the paper: Destroy this writpaper to immediately deliver either a packet or melee attack for "Short Stun by Darkness."

### **Create Writpaper: Small Attack**

6cp

Prerequisite: Special, La

Attribute Cost: 2 Mana, 2 Ink

Rune(s) to write on the paper: Special, Uru

You may use any major rune you are proficient with, in combination with Uru, to create this Writpaper.

Text to include on the paper: Destroy this writpaper to immediately throw a packet attack for "3 Damage by [Runic trait]."

### **Create Writpaper: On Your Feet**

6cp

Prerequisite: Re and Mi

Attribute Cost: 2 Mana, 2 Ink

Rune(s) to write on the paper: Whe and Kaido

Text to include on the paper: Destroy this writpaper to immediately take "Heal 4 to Self." You must call "No Effect" to any additional Healing effects delivered to you until your next Short Rest OR until you drop to zero vitality.

### **Create Writpaper: Protection of the Home**

8cp

Prerequisite: Do and Mi

Attribute Cost: 2 Mana, 2 Ink

Rune(s) to write on the paper: Ind and Sie

Text to include on the paper: Affix this paper on or near the door of a building where people are sleeping to prevent unwanted entrance or attacks; if the building has multiple doors, multiple writpapers will be needed. One writpaper will be destroyed when hostile entry is attempted, but most enemies will be harmed enough by the effect of the paper that they will not attempt entry a second time. That said, if multiple groups of enemies are around, there is no guarantee that a second group will not attempt entry shortly after the first.

Note: While NPCs will not enter a player's cabin or touch their belongings without explicit permission on an out of game level, other signs of "forced entry" may be left such as tags on the door. Additionally, an unprotected cabin may be vulnerable to various Inflicts.

### **Create Writpaper: A Little Bird**

10cp

Prerequisite: Fa and Re

Attribute Cost: 2 Mana, 2 Ink

Rune(s) to write on the paper: Yuuna and Re

Must be created on the spot and used immediately. Along with the required runes, write a message on the paper, including the name of your intended recipient, then fold it into the shape of a bird and pass it to an NPC to "send it off on the wind". There is no guarantee that your message will reach its target (though clarifying the address may help), or that you will receive a reply if it does.

# Sound Magic

10cp / 15cp

Through the use of instruments or the caster's voice, along with their will, one can harmonize with the Strands that make up and cover the world in order to cast magic. Using one's voice can include chanting, singing, droning, reciting, and other rhythmic sounds. Instruments can include drums, bells, string instruments and others.

We do ask that all instruments and musical pieces maintain the general sense of the genre of the game. If in doubt about a particular instrument or song, please reach out to staff.

A short performance must last at least 10 seconds, and a long performance must last at least one minute. The caster must maintain Focus throughout the entire performance, and the skill must be used no more than thirty seconds after the performance it is intended for.

**You may only hold one empowered performance at a time; if you begin a performance for a new ability, or use any active cast magical abilities, any unused effects held in reserve from a previous performance are lost unless specified.** This does not apply to abilities Granted from a performance.

## Instrumental Protection

0cp

While actively playing an instrument and with no weapons in your hands, you may call "Spirit" against all melee attacks, and many enemies will not approach you directly if you are well behind the line and visibly holding an instrument. This does not protect you against packet, gesture, or voice attacks.

In low lighting or at night, you **MUST** mark your instrument with a glowstick to make it visible. It is up to the player to provide the glow stick.

This ability is intended to encourage players to use their instruments safely during battle. We are very aware that bringing actual instruments onto a battlefield can be unsafe for the people and for the instrument; this ability is intended to mitigate some of that, and to allow for the musical atmosphere we want to cultivate in this game. While this ability may be used strategically, we ask that you do not use it to intentionally put yourself into more dangerous situations in order to gain a strategic upper hand (ie, standing on the front line or placing yourself between an enemy and another player; these actions are dangerous and confusing on an out-of-game level and should be avoided).

## Inspirational Protection

8cp

Reset: Twilight

Attribute Cost: Long Performance and 1 Breath

Once per Twilight, you may do a long performance, then call “By My Voice, Grant 1 Protection by Harmony.”

### **Reharmonize The Strand**

8cp

Reset: Event

Attribute Cost: Long Performance

Once per Event, you may lead a long performance, then call out “By My Voice, Imbue by Harmony” to attempt to re-tune a Strand that is discordant. This is more likely to work with more performers working together, but usually only one must take the role of the leader and spend their use of this ability. Additional performers do not need to have this skill in order to participate.

There may be write-ups in the space indicating restrictions on how many people must be involved in the performance, or other limitations; follow the write-up in the space if it contradicts anything in this skill.

### **Away From Me**

6cp

Reset: Encounter

Attribute Cost: Short Performance and 1 Breath

Once per Encounter, you may make a short performance, then make a Gesture attack for “By My Gesture, Repel by Harmony.”

### **Down**

6cp

Attribute Cost: Short Performance and 1 Breath

You may make a short performance, then throw a packet for “Slam by Discordance.”

### **Sleep Now, Child**

8cp

Reset: Encounter

Attribute Cost: Short Performance and 1 Mana

Once per Encounter, you may make a short performance, then throw a packet for “Short Stun by Discordance.” If the target takes the effect, you may immediately take a “Heal 1 to Self by Harmony.”

### **Lose Control**

10cp

Reset: Twilight

Attribute Cost: Short Performance and 1 Mana

Once per Twilight, you may make a short performance, then make a packet attack for “Frenzy by Discordance.” If the packet misses, you may make a single second attempt without spending the attribute cost or doing a second performance.

### **Gift of a Voice**

12cp

Reset: Twilight

Attribute Cost: Short Performance and 1 Mana

Once per Twilight, you may make a short performance, then call at a normal speaking voice, “By My Voice, Speak to Spirit” to give a Dead or Spirit target that has not yet crossed onto the Threshold the ability to speak to those nearby.

If the Spirit is making their way to the Threshold, this will not slow them down, but they may speak as they walk.

The use of this ability does not guarantee that the Spirit will have anything useful or interesting to say to you.

### **Restore the Troops**

10cp

Reset: Encounter

Attribute Cost: Long Performance and 1 Breath

Once per Encounter, you may make a long performance, then call out “By My Voice, Heal 1 by Harmony.”

### **Bolster the Troops**

12cp

Reset: Twilight

Attribute Cost: Long Performance and 2 Mana

Once per Twilight, you may make a long performance, then call out “By My Voice, Refresh 2 Strength by Harmony.”

### **Inspirational Healing**

8cp

Attribute Cost: Short Performance and 1 Breath

You may make a short performance and spend a point of Breath to gain 2 touchcasts of “Heal 3 by Harmony.”

### **Fighting Spirit**

8cp

Attribute Cost: Long Performance and 1 Mana

You may make a long performance, then immediately touchcast 2 targets for “Grant Next Melee Attack: 6 Damage by Harmony.”

### **Your Own Path**

6cp

Attribute Cost: Short Performance and 1 Breath

You may make a short performance to gain 1 melee or packet attack for “3 Damage by Harmony.” If the packet misses, you may make a single second attempt without spending the attribute cost or doing a second performance.

### **Stay**

8cp

Reset: Encounter

Attribute Cost: Short Performance and 1 Breath

Once per Encounter, you may make a short performance, then make a packet attack for “Root by Discordance.”



## **Cover Your Ears**

10cp

Reset: Twilight

Attribute Cost: Short Performance and 1 Mana

Once per Twilight, you may make a short performance, then call out “By My Voice, Agony by Discordance.” You are also affected by this call unless you can Resist it.

## **Box Your Ears**

10cp

Reset: Twilight

Attribute Cost: Short Performance and 1 Mana

Once per Twilight, you may make a short performance, then call out “By My Voice, 1 Damage by Discordance.” You are also affected by this call unless you can Resist it.

## **Do As I Say**

12cp

Reset: Event

Attribute Cost: Short Performance and 1 Mana

Once per Event, you may make a short performance while maintaining eye contact with a target, then call at a normal speaking volume “By My Gaze, Compel by Inspiration,” followed by a command or suggestion. If the target is affected, the effects will last for up to an hour depending on the command.

If the skill is immediately Resisted, you have not exhausted the use of the skill.

Note that the choice of whether to follow the command or Resist it is entirely up to the target, and may never be used to draw another player into a legitimately unsafe situation out of game.

This skill may only be used on NPCs and not on player characters.

## **You Cannot Quiet Me**

8cp

Reset: Twilight

Attribute Cost: 1 Mana

Once per Twilight, when you have taken a Silence effect, you may Focus for ten seconds, then call "Purge Silence."

## **Return Your Voice**

8cp

Attribute Cost: Short Performance and 1 Mana

You may do a short performance, then say at a normal speaking volume, "By My Voice, Cure Silence."

## **Closed Performance**

10cp

Reset: Event

Attribute Cost: 2 Mana

Once per event, you may call "Imbue to self by Harmony." For the rest of the encounter, you may make your By My Voice calls "To Unwritten" or "To Undead" instead of using the existing attack trait.

## **Component Magic**

10cp / 15cp

This branch of magic is practiced by processing collected raw components into usable ingredients, then using those processed ingredients to brew potions and concoctions. Many components around the world can be used for this: many plants and minerals, as well as parts from Unwritten.

Through harvesting raw components, players will receive tags (and, whenever possible, physical props) that indicate what the breakdown is for the component. Some raw components also have ways they can be used without being processed.

Regarding expiration dates, with some exceptions: Raw components expire at the end of the same event they are harvested; processed ingredients will last for one year after being processed; potions expire at the end of the same event they are created.

## **Process Ingredients**

0cp

Role playing for five minutes using appropriate alchemical or witch-related props, you may process raw components into processed ingredients. You may process up to 5 of the exact same raw component at once.

You may then bring the tags and props to the tavern NPC to exchange them for the relevant processed ingredient tags.

Processed ingredients expire one year after being processed. This is dependent on when events end up falling; for example, if you process a batch of ingredients at the first Spring event of a year, the processed ingredients would expire at the end of the first Spring event of the following year.

## **Brew a Potion**

0cp

Role playing for five minutes using appropriate alchemical or witch-related props, you may brew any potion recipe you have learned either through study or by purchasing the recipe in your build. Some recipes also have performance requirements. You may brew up to 2 of the same potion at once as long as you have the components or ingredients to do so.

Once the potion has been brewed, the player must carry an item that represents the “potion bottle” in addition to the tag; it’s fine if this is just a packet, but it may also be some kind of potion bottle prop.

You may then return the component or ingredient tags to the tavern NPC.

**Drinking a potion takes 5 seconds of role play before taking the effect. Potions may be fed to Unconscious or Dead targets; this also takes 5 seconds of role play.**

If the potion recipe requires a Sound Magic performance, the one brewing the potion does not need to be the one performing; a performer with Sound Magic may perform while the brewer with Component Magic mixes the potion. The timing of the performance may overlap with brewing the potion, though a separate performance is required for each dose of potion if more than one is being prepared.

Potions expire at the end of the event they are brewed at.

## **Learn a Recipe**

0cp

Recipes may be acquired in game, or shown to you by another player or NPC. If you practice a recipe 3 times, you may take it permanently without paying the CP cost. The practice sessions do not yield anything useful, and the components and ingredients used are wasted. However, you may also work together with other players to practice and learn the recipe; if practicing together with at least 2 other Component Mages, only half the components or ingredients are wasted per practice session per player, rounded up. (For example, a group practice session for a Potion of Fire Resistance would waste only 3 Enamel Dust and 1 Essence of Fire per player)

## **Recipes**

While many recipes will be discovered and learned in game, what follows is a list of commonly used recipes available for study at the start of game.

Because it is possible to learn recipes in game, it is advised that you keep a personal record, separate from your character sheet, indicating what recipes you have learned and how and when you learned them.

### **Recipe: Enchanting Ink**

5cp

Ingredients/Components: 1 Copper Dust, 1 Charcoal Dust and 1 Unwritten Blood

This ink may be used in passive casting of runes.

Players must carry a specially treated inkwell in order to use this material; inkwells are available via specific skills or, rarely, available for purchase in game. This recipe creates enough Ink to completely fill a single Inkwell. The recipe may not be broken down to partially fill more than one Inkwell.

### **Recipe: Potion of Fire Resistance**

5cp

Ingredients/Components: 5 Enamel dust and 1 Essence of Fire OR 1 Dragon Scale

Role play drinking this potion for 5 seconds to take the effect "Grant Defense by Potion: Resist Fire."

### **Recipe: Potion of Wood Resistance**

5cp

Ingredients/Components: 1 Leather, and 1 Essence of Wood

Performance requirements: Long performance

Role play drinking this potion for 5 seconds to take the effect "Grant Defense by Potion: Resist Wood."

### **Recipe: Potion of Poison Resistance**

5cp

Ingredients/Components: 2 Fruit Skins and 1 Hardy Roots

Role play drinking this potion for 5 seconds to take the effect "Grant Defense by Potion: Resist Poison."

### **Recipe: Small Relief**

6cp

Ingredients/Components: 1 Bone Dust, 1 Iron

Role play drinking this potion for 5 seconds to take the effect "Short Heal 2 by Potion."

### **Recipe: Antidote**

6cp

Ingredients/Components: 1 Fiber and 1 Silver

Role play drinking this potion for 5 seconds to take the effect "Cure Poison by Potion."

### **Recipe: Breath of Fire**

10cp

Ingredients/Components: 1 Hardy Roots and 2 Essence of Fire

Role play drinking this potion for 5 seconds to take the effect: "Grant Voice Attack to Self: By My Voice Agony by Fire." This must be delivered at a conversational volume and **will not affect the caster**. Until the Agony is delivered, you are under a Silence effect. If not delivered within 5 minutes, you must instead take an "Agony to self by Fire."

### **Recipe: Slow-Acting Healing Potion**

10cp

Ingredients/Components: 1 Agate and 1 Enamel Dust

Role play drinking this potion for 5 seconds to take the following effect: For the rest of the Encounter, after every Short Rest you may immediately heal one point of vitality.

### **Recipe: Life Potion**

10cp

Ingredients/Components: 1 Diamond and 1 Galena

Role play drinking this potion for 5 seconds to take the effect "Cure Death by Potion." You may also instead role play for 5 seconds feeding it to a player who is Dead but has not yet turned to Spirit to go to the Threshold for the same effect.

### **Recipe: Burning Acid**

8cp

Ingredients/Components: 3 Toxic Seeds, 1 Acid Sap

Role play drinking this potion for 5 seconds to take the effect "Agony to Self and 3 Damage to Self by Acid."

OR Throw this as a packet attack for "Agony by Acid."

OR Role play for 5 seconds applying this to the blade of a weapon and call "Imbue by Acid." The next strike delivered **with this weapon** must be delivered with the effect "3 Damage by Acid."

### **Recipe: Smokebomb**

8cp

Ingredients/Components: 1 Charcoal and 1 Bone Dust

Throw this at the ground in front of you and call at a conversational volume "By My Voice, Agony by Smoke," then immediately go to Spirit; **the Agony will not affect the caster.** After 10 seconds, you must call "Purge Spirit."

### **Recipe: Healing Potion**

5cp

Ingredients/Components: 1 Fruit Skin, 1 Aloe

Performance requirements: Long performance

Role play drinking this potion for 5 seconds to take the effect "Heal 2 by Potion."

### **Recipe: Adrenaline Rush**

6cp

Ingredients/Components: 2 Parsley, 1 Willow Pulp

Performance requirements: Long performance

Role play drinking this potion for 5 seconds to take the following effect: Until the end of the current Encounter, the first time you fall Unstable and finish your one minute count, instead of Dying, you instead take a “Heal 1 to Self.”

## Special thanks

In writing and creating this game, Runvald staff is very much standing on the shoulders of giants. We have taken a lot of inspiration and mechanics from various games we have played, NPCed, and staffed for. A brief list of games we have been heavily inspired by and have borrowed mechanics from include Madrigal, Cottington Woods (hugely), Hellcat Jive and other Darksteel Games properties, and many other games. We wouldn't be here without the help and creativity of the larger larping community.

We'd also like to give a general thank you to Rob Ciccolini for the use of the Accelerant system overall. It means a lot to us to be using this ruleset and to be a part of the Accelerant community.

Next, a huge thank you to our early readers for looking over the first drafts of our rulebook for us, and giving us some absolutely vital feedback. This rulebook would not exist in its current form without you.

And also a massive thank you to our NPCs and players for believing in this game world enough to play in it with us.

Finally, a thank you just from Vespa to my staff. I am thrilled that I get to tell this story with you all, and I can't thank you enough for wanting to tell it with me.