

# GENERAL INFORMATION

**Principal of the Rules:** If an action is not described in this book, then assume you cannot do it. This applies to actions that potentially affect the rules and/or safety i.e. there are no rules to cover climbing a tree, therefore, climbing a tree is not allowed. This is due to a number of factors, including: being up in a tree would protect you from combat in an unintended way, and safety concerns. While we try to think of as many scenarios as possible, we can't think of them all. If you have a question regarding the written rules, please feel free to ask. If you have an idea of an addition, please post on the forum, or the facebook group.

**Staff:** Staff volunteers are players who assist with running the game and have the final say in any rulings. Their duties include but are not limited to: safety checking toy weapons and props, answering rules questions, approving characters, issuing warnings, removing combat and character switch privileges, and escorting a person to an OOG area for safety or warning reasons. Please go to staff anytime you have questions.

**Logistics:** Logistics is an out of game area of the campsite that you must visit **first** to sign in, pay the cover fee, have your toy weapons safety inspected, collect character cards, collect tags and receive currency for your character. If you are going to arrive after 11pm, please contact the logistics staff either through the contact form on the website, or via the forums. **Logistics Hours:** Friday of event, 6pm – 11pm. If you arrive after 11pm, and logistics is closed, please come to SC camp to check in.

**Character Guides:** Character guides are our “lore masters” of the game. They can help answer many of the core canon questions you may be seeking and can lend their assistance with creating characters that fit in the game. Their knowledge spans both what can be found in books and what has been adapted for the Oz LARP. If you voluntarily submit your character background to the character guides, you will be awarded 2 player points. Your first character must go through the CG process. If this character is created on-site, or at the last minute, and CG does not have the time to complete this, the character must be CG'd before its second game.

**Story Coordinators:** Story coordinators (SCs) are staff volunteers responsible for creating some of the adventure that you can participate in during the course of an event. The SC's can create characters, called non-player characters or NPCs, using the rules listed here and the bestiary. Player points are not spent on NPCs. SC's are free to use their best judgment to assign skills, spells, etc. to an NPC as needed for the story, but such assignments must adhere to the rules. SC's are not permitted to play any of their characters stored in the online database due to conflict of interest nor are they permitted to bend or break the rules for their stories. SC's must adhere to the same rules as the players, in that they can't add calls to the ruleset. They do have access to special conditions through the ST-only Bestiary.

SC's use a building at the campsite known as SC Camp. SC camp (Herman's Hut) is an in game location. This building is a Scarecrow's Army Communications Outpost. The SC's can receive messages or forms to be sent elsewhere in the Land of Oz. This means that rather than coming inside to speak the SC's out of game, you will be relaying your message in game as your character for the purposes of the message reaching the intended recipient. If your character would like to leave town and speak to the recipient of their message directly you can do so by filling at least one NPC role. Only those who are filling NPC roles, waiting to talk to an ST about what their character did while they were out NPCing, or those dealing with an out of game injury or emergency will be permitted inside ST camp.

**Medical and Food Safety Officers:** These are player volunteers who hold first aid or food handlers certifications (or both) who volunteer to be on our paperwork as our official certification holders for the organization.

**Fire and Flashlights:** Fire in designated fireplaces and pits are permitted with someone watching at all times (unless a burn ban is in place). Wax candles and oil lamps are not allowed, instead use battery or electric lighting sources producing any light color. You may replace bulbs in the buildings with your own during an event. Dim lighting is highly encouraged. Please refrain from using white/bright flashlights except in emergencies; they hurt night vision.

**Game Boundary and Hours:** Game hours are from Friday at 9pm to Sunday at noon. After 9pm Friday, you can begin acting as your character anytime and use hand signals if you are not ready to “get into game”. During game hours, game-play is not permitted outside the boundary marked on a campsite map on the Oz website under “Events”. Bathrooms and SC camp are the only Out of Game areas within the Game Boundaries. Kitchens are in-game space, but players are asked to refrain from interfering with food and prep, and combat is not allowed in Kitchens for safety reasons.

**Modern Anachronisms:** The Oz television show, movies and books have a certain aesthetic we would like to recreate. Therefore, we ask for you not to walk around with modern technology, soda cans, food packaging, or water bottles. Instead use decorative containers such as wooden cups, fancy glass bottles, or dented tin bowls. Bring drapes to cover unsightly areas of the building you sleep in. Cover any modern logos on your clothing or footwear. Do what you can to help maintain a believable Oz, and dark fantasy themed gaming atmosphere. If you have any questions, please feel free to post on the Oz Forums, or the Facebook group.

**Physical Role-Play:** This is a style of role-play where players will actually physically interact beyond a simple touch. Participating is entirely up to the individual players. If you want to do this with another player, ask first. All players who agree to physical role-play must do so carefully as not to injure the other players. You may not use physical role-play to prevent players from using the rules. Realism is nice but not when people get hurt. Please be safe!!!! Physical Roleplay can be pre-negotiated, or in the heat of the moment, just ask “Do you accept physical roleplay?”. This does not grant carte-blanche for any conceivable action however, stay respectful and considerate please!

**Stand Down: Pause the Game:** A **Stand Down** pauses the game, usually in cases of possible injury, where all persons stand still and quiet in place while the matter is attended to. Anyone can call a “Stand Down” when there is an emergency situation or an immediate safety concern. The person who called “Stand Down” or a staff member can end it by calling out “3, 2, 1, Game on!” when resolved.

**What You See:** ...is What You Get. That's our motto. Do not describe to other players what they are seeing or what you are doing. Show it with props, costuming, masks, and makeup. The reactions are longer lasting if you actually see what you are supposed to be seeing.

**Honor System:** This game operates mainly on the honor system. It is up to you to tear your tags and track your character's HP and MP. Please don't cheat; it defeats the purpose of the game.

**Game Safety:** If players are endangering themselves, other players, or the site by their actions, they will be warned by Staff. If they continue to do so, they may be asked to leave, and banned from events for a time. If you are asked to leave for this reason, you will not be refunded any game fees.

#### **Policies:**

##### **Harassment:**

As stated in the core values of The World of Oz, safety, inclusiveness, and respect are paramount for all the participating players. Last Games is dedicated to providing a harassment-free experience for everyone, regardless of gender, gender identity and expression, sexual orientation, disability, physical appearance, body size, age, race, or religion. We do not tolerate harassment of participants in any form. We welcome players from all walks of life and backgrounds. OOG harassment of any kind will not be tolerated. Racism (based on OOG race), Homophobia, Sexism, and Sexual Assault will not be taken lightly, and will not be a theme in this game. Discrimination based purely on IG factors (make believe races/guilds/factions, etc.) is permitted. If you feel you are being harassed OOG, bring it to the attention of staff. We take every report of harassment seriously and will take necessary steps in order to ensure the safety of our participants, including banning players from future events or involving local authorities.

Harassment includes:

- Offensive comments related to gender, gender identity and expression, sexual orientation, disability, mental illness, neuro(a)typicality, physical appearance, body size, age, race, or religion.

- Unwelcome comments regarding a person's lifestyle choices and practices, including those related to food, health, parenting, drugs, and employment.
- Deliberate misgendering or use of 'dead' or rejected names.
- Gratuitous or off-topic sexual images or behaviour in spaces where they're not appropriate.
- Physical contact without consent or after a request to stop.
- Threats of violence.
- Incitement of violence towards any individual, including encouraging a person to commit suicide or to engage in self-harm.
- Deliberate intimidation.
- Stalking or following.
- Harassing photography or recording, including logging online activity for harassment purposes.
- Sustained disruption of discussion.
- Unwelcome sexual attention.
- Pattern of inappropriate social contact, such as requesting/assuming inappropriate levels of intimacy with others
- Continued one-on-one communication after requests to cease.
- Deliberate "outing" of any aspect of a person's identity without their consent except as necessary to protect vulnerable people from intentional abuse.
- Publication of non-harassing private communication.

If you are being harassed by a member of LAST Games, notice that someone else is being harassed, or have any other concerns, please contact the Owner or GM. If the person accused of harassment is on the team, they will recuse themselves from handling your incident. We will respond as promptly as we can.

#### **Dark Theme Disclaimer:**

The World of Oz while being a whimsical world does include some darker themes. Those themes include, but are not limited to: slavery, discrimination based on IG factors such as the second class citizen treatment of changelings and constructs, drug use, and torture. You may also hear additional stories of similar themes existing on earth (like United States slavery) from before Storm Riders came to Oz, but they will not be played on in this game. These themes do not extend to any OOG traits like gender identity, ethnicity, age, or disability, and if you feel you are being IG discriminated against due to an OOG trait please reference the above harassment policy.

#### **Fade To Black:**

If at any point a scene's subject matter becomes too intense for someone involved they may call for a fade to black, by simply saying "Fade to Black". Please do your best to keep these moments private/behind closed doors to respect WYSIWYG for other players outside of the scene. When a fade to black is called the scene should stop and the players involved should discuss what happens. The detail in which the scene is discussed must be within the comfort level of all involved. A fade to black cannot be called during combat or to save a character from dying. This mechanism is very rarely used and is only in place for scenes like torture, advance interrogation, IG intimacy, and other things the players aren't comfortable acting out. Players must all agree to the actions taken by/against/with their characters while in a fade-to-black. Please do not abuse this rule.

Optional Fade to Black mechanics(Black rope and red rope):

Players may choose to signal the type of fade to black moment with color-coded rope. In regards to IG intimacy(a fade to black that is sexual in nature), the players may choose to hold the ends of a red rope, while faded out. This will signal to anyone walking into the moment that the players are in an intimate scene, and may lead to the players scurrying to hide the red rope to "hide" their intentions.

In regards to IG torture/interrogation, the player may choose to hold the ends of a black rope while faded out.

These mechanics add to the immersive quality of our game for those walking in on a fade-to-black scene, where they can immediately tell what they walked into, without anyone having to explain the situation.

#### **Disabilities:**

LARPing is a physical activity, and as such, it may not be possible for all people with disabilities to take part. That being said, we make every effort possible to work with those with disabilities to find a way to enable them to take part to the best of their abilities. If you have any concerns about your ability to take part in the World of Oz, please contact our staff, and we will work with you to establish what is possible. In the end, however, it is up to every player to decide if this game is within their ability to play.

# TERMINOLOGY

**Boffer:** A foam weapon used in combat reenactment. Boffers are made of soft padding and foam that must meet the safety standards defined in the weapon specifications to ensure that everyone can participate in a combat scene safely. All weapons used in The World of Oz must be commercially produced latex/foam weapons, or something as close to this as possible, for immersion purposes. Claw and brawl weapons are the only exception to this rule, where home-made foam weapons are allowed.

**Character Card:** A character card lists your character's current information such as skills and HP. Cards are provided by logistics if mobile service and internet access is not available at the campsite. If cards are issued, you must carry the card on your person at all times while you play that character. Only staff may review your character information. Please use the honor system when playing your character.

**Character Manager:** This is an online system used by both players and staff to submit, record and track character stats.

**Currency:** There are two types of currency of Oz; coins, called bits, and gems, called emeralds. Logistics provides currency for new characters, and currency can be earned through various means while playing the game. Five bits equal one emerald. Staff is not responsible for lost or damaged currency.

**Health Points (HP) / Magic Points (MP):** Health points (HP) represent how much damage a character can take before dying. Magic points (MP) represent how many spells a character can cast before becoming exhausted.

**In-Game:** A term used to indicate an action between characters or an item in the game world during an event. During game hours, please stay IG as much as possible by continuously acting as the character you are portraying to help create a believable atmosphere.

**NPC:** NPC stands for non-player character. While story coordinators and NPCs are still playing the game, they participate in a different capacity than the average PC. They are players who volunteer for the story coordinators to play a number of roles throughout the event and help to populate the world with interesting characters and creatures within the land of Oz. NPCs are still required to play by the game rules. PCs may volunteer to NPC at anytime at the story committee's discretion.

**Out of Game:** A term used to indicate actions and items in real life during game hours at an event i.e. when not acting as your character, you are out-of-game (OOG). Players currently IG won't interact with you while you are OOG, which is indicated by wearing an orange headband, holding up crossed fingers, or holding a weapon or fist on top of your head. Being OOG during game hours is frowned on, but you are permitted to be OOG if you arrive late, ask a question about the game, ask a player to explain an effect, your character was killed, walking from a game boundary to character switch, remind a player of proper rules use, are injured, sick or tending a personal issue (please let staff know).

OOG areas are restrooms, the main parking lot, under bunks, SC camp, outside game boundaries, and logistics during logistics hours.

**Packet:** Also called a "birdseed packet", these are small, soft bean bags handmade with cloth and birdseed. Packets are used to represent magical and alchemical attacks. Since packets are thrown at other players, it is important that each and every packet meets the safety standards detailed in the weapon specs section.

**PC:** PC stands for "player character"; a fictional persona created by you to play the game represented by the costume you wear, and how you act and talk during game hours of an event. PCs can switch between three characters during the course of the event. PCs are expected to play by the game rules and policies honestly at all times to ensure the game is fun and safe for all.

**Prop:** Props are items that exist in the game world. While some props are simply decoration or belongings of a character, such as a fancy goblet, other props are used to represent items that have effects governed by the rules herein. A nerf blaster or a belt with an attached tag is such a prop. All props must fit within the steampunk/fantasy theme of the game. All player-provided props must be returned to their rightful owners at event end, even if the tag was stolen. Staff is not responsible for lost or damaged props.

**Signature (Sig) Call:** This is an OOG statement when you are using an IG effect to convey to the opponent player what you are using so they know how to react. Pause long enough between calls to give your opponent time to react.

**Tags:** These are small pieces of paper issued by logistics containing information to represent various items and effects governed by the rules herein. The rules will be either outlined on the tag or within this book. **For your character to read a chemical, spell, art, or item tag, your character must have the skill to create the tag or be told what the item in question does.** A tag must be attached to a prop to exist in-game with the exception of chemicals, which must be placed in or attached to bottles or packets. Staff is not responsible for lost or damaged tags.

Consumable Tags (Scrolls, Alchemy, etc) MUST be torn on use. No other spell, chemical, skill, or attack can be used until the tag is torn.

### **Visual Indicators**

- **Crossed Fingers Held Up:** Temporarily Out-of-Game while asking rules question.
- **Fist/Weapon above the head, Orange Headband:** Out-of-Game. Ignore them as if they are not there.

# PLAYING THE GAME

**Telling Your Story:** Now that you have a character, you can use that character's concept and goals to create intrigue and action for other players to interact with. Your story idea does not need staff approval. However, staff holds the right to stop any story if it is destructive or does not fit in the game. For example:

- Target a player you do not like personally.
- Over target a character, based on player complaint.
- Portray characters and ideas from beyond 1899
- Time or space travel.
- Portray characters based on real or fictional people i.e. do not play Billy the Kid or The Tin Man.

**Pcing:** These characters are intended to be played for long durations over many events. Sometimes referred to as a "primary character, a PC is created using the character creation rules and is stored in the character manager online. Player points can be spent on these characters and require approval by staff.

You may have 3 PCs in the system at any given time. Your PCs may in no way deliberately benefit each other and any attempts to circumvent this by using intermediary characters is also considered cheating. This doesn't mean that your character won't end up with an item your other character made but it should be avoided if possible and should never be deliberate.

**NPCing:** You may volunteer to NPC for the entire event or for brief periods while PCing. These characters are meant to be a part of a short story including, but not limited to, message deliverers or monster attacks. While these kinds of characters are considered disposable and usually not played more than once, SC's may request that you play an NPC more than once time during an event or over multiple events.

**NPC Death:** Sometimes NPCs are needed for additional roles or to play another monster to torment and entertain you. Because of this, NPCs may die earlier than their 10 minute death count, if they feel it won't impact the scene. If you have intentions to use a NPC body for any reason, such as dead speak, construct rebirth, etc. let the NPC know and place them in a comfortable place to wait, if possible. An NPC who has been immobilized but not killed can also choose to go OOG if they feel that it will not disrupt the scene. If a player wants access to an NPC they immobilized who went OOG, they should come to SC Camp and ask for them, ideally after the combat they were involved with.

**Character Switching:** You must play a character for one hour minimum before switching to another with these exceptions; death or detainment. You may switch between your 3 PCs or play a NPC.

**Chance of Recourse:** If your character commits a crime, other characters may want retribution. Give them the chance by leaving stolen items in IG areas until the end of the event, or stay IG longer then you need to. Play the villain later the same event, or at the next event, carrying any stolen items on your person. If your character is alive and not being chased, go to a game boundary (not SC Camp or other OOG area) then go OOG. If chased, stay IG until no one is chasing you.

**Status Delivery Methods and Durations:** Statuses can be applied via chemicals, spells, and some skills.

- **"Weapon" Strike:** Any effects delivered through a brawler boffer, melee weapon, or firearm, including signature calls, magic, alchemy, etc. This delivery cannot be used to target the caster.
  - **Duration:** 15 seconds
- **Packet:** Throw a packet that meets the weapon specs at a player and say the spell Sig Call. These cannot target the caster.
  - **Duration:** 15 seconds
- **Touch:** Touch a player and say the spell Sig Call. Unless otherwise specified, these can target the caster.
  - **Duration:** 15 seconds in combat, 10 minutes otherwise. To deliver touch effects out of combat (and benefit from the longer duration), a minimum of 1 minute of RP is required to act out the effect delivery.

- **Peace Sign:** Hold up two fingers like a peace sign in front of the player so she can see it. These cannot target the caster.
  - **Duration:** Immediate or Sustained as long as the Peace Sign is held up.
- **Ingested:** If a chemical is ingested, willingly or unwillingly (added to food or drink, or poured into mouth while unconscious)
  - Duration: 10 minutes
- **Applied:** If a chemical is applied to an item, it either has a consistent effect, or a one-off use that expires if not used within the duration.
  - Duration: 1 hour

Delayed effects, such as resistances, happen even if a character is unconscious, restrained, or no longer has access to the skill used to create it. For example, a witch casts “Magic Withstand” on herself, and is then hit by “Nullify”. The “Resist” call may still be used at will, but may not be refreshed by casting a new “Magic Withstand” until the Nullify is removed or expires.

# ITEMS

This is a list items that you will find throughout the game that your character may or may not be able to use, depending on skills.

**Ammunition:** Nerf ammunition is difficult to keep track of and easily destroyed. Please do not expect to take any home with you. It is legal to reuse ammo, but it is difficult to identify. If there is any special ammunition you are attached to, please do not bring it. At the end of the game, do try to take only the equivalent of what you came with and leave anything else you pick up at SC camp. To assist us in keeping the site clean, you are encouraged to pick up unclaimed spent ammo when you see it, especially in remote areas.

**Apparatus:** Appearing machine-like and steampunk in design, an apparatus combines a spell scroll with a certain chemical (“fuel”) to give any character the use of that spell without destroying the spell scroll or chemical. Which fuel to use is listed in the spell descriptions.

To use an apparatus, you must attune to it, which takes 5 minutes. You may not attune to more than one apparatus per fuel type. Otherwise, there is no limit to the number of apparatuses you may carry beyond the physical limitations of the props. While an apparatus can be attached to other objects, the effect of the apparatus does not apply to the affixed object.

**Using an apparatus:** Follow the instructions of the spell scroll attached to the apparatus, use up one of the charges on the apparatus which should be tracked on an apparatus charge tag, supplied by logistics, or printed out by the player (this template will be made available). This counts as one use. You can reload by using the invigorating mechanism. You may also spend a chemical to fuel a single use.

**Firearm Apparatus:** Firearm and archer weapons can be used as an apparatus base. Apparatus weapons are used the same way a regular apparatus is used above except the arrow/foam dart takes the place of the packet delivery method while still issuing projectile damage. Thus the Sig Call might be “magic atrophy 4”. Only spells that use the packet delivery method may be used on a weapon apparatus. You can choose to fire the ammo without the spell effect by simply not saying the Sig Call. Note that an apparatus which deals damage itself overrides the projectile damage, it does not stack. So if you have a firearm with a Destruction apparatus, the call would be “Magic Destruction 4”.

**Armor:** Wearing armor that covers the torso provides some protection against damage. Any other armor pieces are considered costume. Armor does not protect against magic or chemical damage unless modified. Any character can wear armor. While wearing heavy armor, spells cost 2 MP to cast. Armor can be made of any material as long as the finished product looks like the real armor it is supposed to represent.

- **Light Armor (Padded, Quilted, or Leather):** Reduce brawler attack (black boffer) damage to 1.
- **Medium Armor (Chain, Studded Leather, Transitional, or Scale):** Reduce melee fighter attack damage to 1.
- **Heavy Armor (Plate):** Reduce gunslinger attack damage to 2. Spells cost 2MP to cast while wearing heavy armor.

**Artifact:** An artifact is a magical item that grants the wearer a magical effect named on the tag. Any character can use an artifact, but may be restricted by the nature of the artifact. For example, the augment magic artifact affects only those characters with the Witch or Practitioner Skill. There is no limit to the number of artifacts you may carry on your person except the physical limitations of the prop, or unless otherwise noted in the Artifact description.

**Bottle:** Any container designed to hold liquid can be used as a prop for a chemical tag. There are two types of potion bottles. “Single Use Bottles” can be of any size (so long as the potion tag can be attached), and hold exactly one chemical tag. The tag must be either attached to the outside of, or stored inside, the bottle and easily removable. “Storage Bottles” must be able to hold at least 8 oz of liquid. Tags must be placed inside of Storage Bottles, and Storage Bottles may hold as many tags as fit into the bottle. You can transfer a tag from one bottle to another bottle by miming the action of pouring liquid.

To use a chemical in a bottle, mime drinking from the bottle. If the bottle is a Single Use Bottle, just remove and tear the tag, then resolve the effect. If the bottle is a Storage Bottle, then **remove and tear all of the tags** in the bottle. You only gain beneficial effects from one dose, however. You cannot drink "just one dose" out of a Storage Bottle. To use individual doses you must portion the tags out into Single Use Bottles.

Packet delivered Alchemy tags may also be attached to packets directly, if they are being prepared for use. They can be stored in a storage bottle until this time like any other potions. The tag must be ripped from the packet before it is thrown.

**Chemical:** A chemical is a potion created by an alchemist that any character can use to cause a variety of effects. A chemical is either represented by a bottle with a chemical tag attached as described above or by a birdseed packet used to throw the effect at another character. The chemical tag must be destroyed when used and **a character can be afflicted with multiple chemicals at once with their own durations.**

**Bow:** A LARP safe bow. All characters can use a bow, and arrows do 4 points of damage.

**Firearm:** Represented by store bought dart shooters such as Nerf and Buzz Bee, any **non-electric** model of dart shooter can be used. The darts cause 4 damage regardless of the type of shooter it is fired from. Only characters with the gunslinger skill can use a firearm and you can use one or two at a time of the type allowed per your skill level. Blasters can fire a maximum of two darts at a time, and have clip sizes limited as by the Firearm skill.

**Lock:** Locks come in two common varieties, padlock and door lock, both of which can be made by locksmiths. Opening a lock requires unlocking or pantomiming unlocking the lock with the corresponding key. Locks can be "picked" or bypassed by characters with specific skills, paths, and/or artifacts.

- **Padlock:** Use real or prop padlock in medieval, fantasy, or antiqued style. To use a lock on a door, hang it on the door handle with string and place a note or door hanger on the other side that states, "Locked from the Inside". You cannot lock or unlock a padlock if you don't have physical access to it. A door locked from the inside can only be bypassed by the level 3 Outlaw path. To lock a container, fasten the lock or locks to the container. You cannot physically lock an IG box, door, container, etc; since the skill used to open them doesn't require actual lock picking. A padlock removed from the container/door it is locked to can be stolen. A locked container can be stolen while locked, if it is small enough to be carried away.
- **Door Lock:** Door locks are applied to a door, permanently, and the door handle acts as the lock, for the purposes of "picking the lock". A small sign that reads, "Two Way Door Lock" should be prominently displayed on both sides of the door. The lock tag should be attached to one of the two signs. **You can have no more than one door lock on a door at a time.** To lock a door lock, hang a sign on the handle that states, "Locked" on both sides of the lock. If a door lock is unlocked from either side, both locked signs should be removed. Door locks can not be stolen from the door they lock, unlike padlocks.

**Melee Weapon:** This is a catch all for swords, daggers, clubs, and any other weapon used to strike another character to cause damage. Represented by foam toys either handmade or store bought, all melee weapons cause 2 damage regardless of the weapon. Only characters with the Melee Skill can use a Melee Weapon and you can use any type one or two at a time of the type allowed per your Skill level.

**Shield:** A character must possess the shield skill in order to use a shield. A shield must have a surface area of less than 784 sq in. Shields must be boffer safe per the weapon specs section. Shields can defend against melee, brawl, thrown, and firearm weapons based on the skill level of the user. Shields cannot normally defend against magic or chemical effects without the Enchanted Aegis path. A player should never use a shield to defend all legal strike zones at once ("turtling") as this encourages strikes to illegal zones, such as head shots and trips.

**Art Scroll:** An art scroll, not to be confused with a spell scroll, is a paper prop gained at logistics. Only characters with the practitioner skill can perform arts. Once an art is performed, the tag on the scroll must be destroyed unless stated otherwise in the art description found on the scroll.

**Spell Scroll:** A spell scroll is a magical item which stores the power of a single casting of a single spell. They are represented solely by the scroll tag, though players are encouraged to create more complicated scroll props and attach the scroll tag to it. Spell scroll tags do not have to be attached to a prop in order for a Scroll Scribe to cast from them. Scroll scribes use scrolls to cast a spell once and destroy the scroll tag. Inventors use scrolls in the creation of an apparatus and a practitioner can install a scroll on a construct.

**Thrown Weapon:** This is a catch all for small foam coreless daggers, sticks, rocks, and any other weapon used to strike another character to cause damage. Represented by coreless foam toys either handmade or store bought, all throwing weapons cause 2 damage regardless of the weapon. Any character can use throwing weapons, but you can throw only one at a time.

# COMBAT

## Quick Reference Table

<b>Melee Damage</b>	2 (swords, clubs, Brawler, thrown)
<b>Projectile Damage</b>	4 (dart, arrow, packet)

**Health:** All player characters have between 10 and 14 HP (HP), based on race and pure blood, that determine how much damage your character can take before falling unconscious.

- **Losing HP:** There are various means of losing HP. Deduct the specified amount from your current HP tracking HP on your card or mentally. Act out being injured by walking with a limp, holding your arm, etc. Not only does this alert allies that you need help, but it adds to the believability of the game.
- **Gaining HP:** HP is restored by a variety of methods, but your character's HP can never exceed the maximum. This prevents the use of a healing method if your HP is full. **NOTE:** healing effects also include a number in the Sig Call stated as "heal #".

**Skill/Spell effects:** If a skill or spell delivers an effect, and is delivered through a weapon attack, the effect AND the normal weapon damage are dealt. It is not necessary to call the damage number if it is not modified - any strike from a weapon should deal standard damage for that weapon.

**Damage Stacking:** If any skill/spell etc causes damage, and is delivered through a weapon, the new damage replaces the old, it does not stack. The most any single damage-source can do is 4, which can be taken as 8 if the character is under a "Curse" effect (but the damage call - if necessary - is still 4: the target is responsible for applying the curse!).

**Illegal Striking Areas:** Damage will not be counted against a character if the player is struck in the following areas: head, hands while holding a weapon, feet, and groin. However, intentionally using an illegal striking area to block/deflect a strike to avoid taking damage is not permitted.

## Attack Types:

**Boffer aka Melee:** Each strike must be a full 45-degree swing with a different striking area each attack. If you are attacked by a boffer weapon, you can take the damage, physically dodge, ignore the damage using a protective effect, or block the blow with a shield or another boffer (NOT a blaster).

If a boffer strike accompanied by a Sig Call starting with "magic" or "chemical" and ending with a word, the attack has both an effect and the normal damage. Resisting the Sig Call will resist both the damage and the effect.

Blocking a melee attack, that is accompanied by a Sig call, with your boffer weapon or shield will stop the damage of that attack as long as your character has the appropriate skill to do so. The effect of the Sig call on that attack will carry through unless resisted by other means.

A boffer attack whose call begins with "skill" cannot be resisted.

You can choose to pull your blow and strike a character without causing damage by calling "Zero" each strike.

**Ingested:** Represented by a single tag on a bottle, bottom of a cup, or edge of a plate. You may voluntarily "drink" from a bottle, involuntarily "drink" from the cup or plate, or a player may mime pouring the contents of a bottle into your mouth. You act out the effect for a 10 minute duration or resist it with an appropriate ability. If there is more than one tag in the bottle, all tags are destroyed, but you only take one effect.

**Gesture:** Some effects call for you to hold two fingers like a peace sign, or a tagged prop, up in front of the player. Gestures are accompanied by a Sig Call and the player must see the gesture. **Gesture effects cannot be resisted by any means.**

**Projectile:** Includes thrown weapons, darts/disks fired from a firearm, birdseed packets, and boffer arrows shot from a bow. Projectiles cannot be blocked or deflected by weapons. If the projectile hits anywhere on your person including clothing, except illegal striking areas, that counts as a hit.

If you are attacked by a projectile, you can take the damage, physically dodge, ignore the damage using a protective effect, or block the blow with a shield (if you have the proper skill level).

If a projectile is accompanied by a Sig Call starting with “magic” or “chemical” and ending with a word, the attack has both an effect and deals the normal weapon damage. Resisting the Sig Call with the proper defense will negate both the damage and the effect. **Blocking a projectile attack, that is accompanied by a Sig call, with your shield will stop the damage of that attack as long as your character has the appropriate skill to do so. The effect of that Sig call on that attack will carry through unless resisted by other means.**

If a blaster launches multiple darts at once, this attack still does a single strike, with 4 points of damage. The attack is more likely to hit, and may hit multiple targets, but does not double damage to one target with one attack.

A ranged attack whose call begins with “skill” cannot be resisted.

**Touch:** If you are touched by a player’s hand or prop followed by a Sig Call starting with “magic” or “chemical”, you can immediately act the stated effect for 15 seconds (10 minutes **if successfully long cast**) or until you receive a curing effect. You may ignore the effect using a protective ability.

You must take extra care when delivering touch attacks to avoid incident. Be aware of where you are touching your opponent, as not to cause offense. Do not charge your opponent with hand outstretched, as it can result in injury. Use discretion and play smart. Touch attacks that begin with “skill” cannot be resisted.

To deliver **long cast** touch effects (and therefore benefit from the longer duration), a minimum of 1 minute of RP is required to act out the effect delivery. **To do this first touch the target, say the Sig call, and spend the MP cost at that moment like you normally would. The target is then under the effect for the regular 15 seconds. If the caster decides to continue the cast (not necessarily touching but at least touch range) they may do so. The target may then try to 'break' the long duration cast by moving out of touch range or attacking the caster.**

**Weapon Strike:** Some abilities allow a character to deliver a special effect, spell, chemical, etc. with a weapon, as opposed to the normal gesture, touch, and packet delivery methods. If the effect being delivered via weapon has a duration, it is reduced to 15 seconds. This rule applies to apparatus weapons as well as special effects given by paths, skills, etc. Weapon attacks that begin with “skill” cannot be resisted.

As a general point to remember, if your attacks are so quick between each strike that your opponent cannot say “resist”, then your strikes are too quick and you may be asked to slow down.

**Delivery Types:** There are a few main types of delivery for effects and damage in this game. Chemical effects start with the word “Chemical” and then have a word or phrase describing the effect. Chemical damage starts with the word “Chemical” and then a number. Chemical effects and damage can be resisted with a “Chemical Resist” granted by some chemicals. “Magic” effects and damage are similar, but start with the word “Magic”, and are resisted with “Magic Resist” granted by some spells. “Skill” effects (not damage) start with the word “Skill”. These can not be resisted in any way. Physical damage (not effects) calls start with a number, and is usually just called as a number, and can be resisted with certain abilities. The one exception to this is the call “2 Magic”. This is damage (starts with a number), but reduces your MP (Magic), not your HP (Health), and can not be resisted.

**Damage Reduction:** There are various ways to have damage reduced. The most common forms are wearing armor or the bless skill. Always round up when halving damage.

- **Example:** Baron Von Fluffernutter is wearing metal plate armor and has an active bless spell. He is struck with a dart from a gunslinger weapon. He would halve the damage from his armor, taking the total from 4 to 2, then halve it again because of bless, resulting in a total of 1 damage. He would also take 1 from a boffer weapon, as no strike can be reduced to zero by damage reduction (only through resisting/avoiding it).

**Effects:** In the World of Oz, you can be under the effect of multiple spells, chemicals, signature effects, etc. If a new effect would cause you to act contrary to the instructions of another effect, the previous effect is overridden by the new

one. The only exceptions to this are arts and artifacts. Arts and artifact effects cannot be overridden by signature call abilities, spells, and chemicals, unless specified in the art or artifact.

**Unconsciousness:** If your character's HP reaches zero, immediately act unconscious for 10 minutes answering "Unconscious" to examiner inquires. If not healed appropriately by the end of 10 minutes, your character is now **dead**. While unconscious you cannot do or use any ability, except "Recovery".

**Dead:** If your character was not healed by the end of the unconscious duration, play the body for a minimum of 10 minutes. After 10 minutes, you can continue to play the body for as long as you like. When you decide to go OOG, the body rots away. You may choose to leave IG items you were carrying on your person where you died, or have them dissolve with your body. While your character is Dead, answer "Dead" to Examiner inquires and respond to effects that can be used on Dead characters. NPCs are not required to play their bodies for 10 full minutes but should when practical.

**Carrying / Moving an Incapacitated Character:** Any character can move an immobile character. Tell the player "I'm picking you up" and hold their hand on your shoulder while you lead them around, or ask the player if you can physically move them then do so. You may only carry one character at a time and must move at a walking pace while doing so. You cannot engage in combat while doing this. If an attack strikes the character you are carrying, that character is affected.

**Detaining a Character:** These rules are here to make it possible to detain a character while still maintaining the safety of the player. Never should any room or binding impede or restrict a player's movement.

- **Locked Room:** Any character can lock another character in a room, including a jail/cage area, by simply putting the player in a room and locking the door per Lock (p10). If the detained character is left unguarded with no one around for 30 minutes, he may 'escape' by walking out the door assuming he climbed out the window, a bar was loose, etc. The presence of a guard negates this form of 'free' escape. Actually climbing out windows, breaking props, ignoring locks (when guard is present and without IG means of doing so) and character switching/NPCing is not permitted.
- **Binding:** Any character can tie up another character to prevent him from doing anything that requires his hands and/or feet. Give the rope/cuffs/shackles to the player to hold and pretend to be tied up. Do not bind ankles in any way. The bound character can work free allowing the player to drop the rope after 10 minutes, or sooner depending on artifacts and skills. The duration is reset, and unfettered interrupted, if a character mimes retightening the rope. **Note:** break-away cuffs and other such bindings, that a child can pull apart, are also permitted.
- **Long Term Detention:** If a character is to be detained for longer than four hours, such as a prison sentence, then escort the character to the game boundary or to ST camp where the player can character switch. If a character is to be detained for longer than one hour without interaction (interrogations, trials, etc) then they should be allowed to switch as well.

**Carrying / Storing Items:** IG items carried on your person must be carried in these areas: hands, forearms, head, neck, boots, belt pouches/bags, satchels/packs, and vest and coat pockets. Pant pockets are not permitted nor are secret pockets in clothing. You can have secret compartments in bags and boxes.

You must store IG items for the character you are actively playing in an IG area, even if its hidden somewhere in the woods within the game boundary. IG items for your other characters should be kept in an OOG area.

**Searching and Thieving:** This section refers to pretend theft. Real life theft of anything that does not belong to you, including food, will not be tolerated. Now let's talk about how your character can take items from other characters.

- **In-Game Items:** Props with official Oz game tags included tagged weapons and armor, bits and emeralds, completed apparatus (scroll and bottle attached to a base), apparatus weapons, IG flags/banners, and books/papers containing IG information such as maps, notes and journals. You cannot take anything else, including non-tagged weapons and armor, ammo, shields, unless you have express permission from the prop owner. Some ammo is hard to distinguish so we ask you do not leave with more ammo than you brought.

- **Handling Props:** Using a prop that is not your own is your responsibility while you have it. Intentionally damaging props is expressly forbidden. You can move weapons and ammo out of reach from a fallen foe or carry the items with you if you are moving the prop owner's character elsewhere. All player provided props (except ritual and currency props which are game provided) taken during an event must be returned to the prop owner as soon as practical, who can choose to allow your continued use of the prop until you leave the campsite.
- **Thieving from an Area:** Physically search an IG area for IG Items. You may only take items that have tags. Do not take personal property such as clothing, weapons, decorations, etc.
- **Thieving from a Character:** Search for IG items in these areas only: hands, forearms, head, neck, boots, belt pouches/bags, satchels/packs, and vest and coat pockets. Ask the player if he or she accepts physical role-play. If yes, then physically search the above stated areas. If not, then touch the player's shoulder and say, "Searching you 1, searching you 2, searching you 3", then the player must truthfully reveal all IG items stored in the above stated areas, not including secret compartments in bags and boxes. If you do not finish the counted action Sig Call, you do not "search" the character. After completing the initial search, if the searcher has more time, they can detail "I search your bags for hidden compartments 1, I search your bags for hidden compartments 2, I search your bags for hidden compartments 3". You still cannot find items held in a "pocket" created by the outlaw path.

**Courtesy Calls:** When fighting in low visibility situation, it is good to announce to your target what you are attacking them with, if it isn't obvious. For example, if striking an opponent with a black "fist" boffer state, "brawler" with your first attack, so your opponent knows what kind of damage they are taking.

**Sleep:** While asleep your character cannot use any effects or abilities unless otherwise stated. If you want to interact or use an effect on a character that appears to be OOG asleep there are certain steps you should take to do so gracefully. First verify if they are actually in game or not. There are some ways for players to sleep out of game so they are immune to all in game effects. Check their surroundings for anything indicating this and check to see if they are wearing an orange headband. If that character is sleeping out of game leave them as is since you cannot affect them.

After you have verified that they are sleeping in game use your effect. If they do not react or resist after several seconds gently wake them up and let them know of the effect you used. They cannot resist that effect at this time since it was used when they were asleep and an asleep character cannot use any effects or abilities unless otherwise stated.

# Character Creation

Creating a character is done in several easy steps beginning with creating an account on the Oz website. Once you have an account, visit the character manager, click "Create Character" and follow the steps below. You may have up to three characters in the database at anytime. If you work with a Character Guide to make your character, you will be awarded 2 PP. This can be done through the character manager, or through email with the CG directly.

## STEP I: SPECIES

While the world of Oz is home to many species, only a few are available for players to base their character upon. Selecting a species for your character determines his/her ability, restriction, and appearance. Once you select a species, the ability and restriction will automatically be recorded. For species details, please read the online wiki on our website. Races can come from any region of Oz, listed under the human species.

**Changeling:** Changelings are shapeshifters with the ability to change their form between that of a human and that of an humanoid animal. Changelings are known as being the best teachers of magic, and also the best of spies.

- **Ability:** Shapeshift
- **Restriction:** Breed
- **Costume Requirement:** Human form does not have any requirements. Shapeshift form requires an animal mask or make-up.

**Construct:** These creatures are not born, they are made when a practitioner of arts performs the construct rebirth experiment. Since the appearance of a construct is the whim of the practitioner (creator), there is a wide range of construct types. Constructs may be in the service of another or free to do as they choose.

- **Ability:** Resilient
- **Restriction:** Fragile Life; Constructs cannot be healed by the examiner skill or the doctor path. Constructs are only healed by the gearsmith path and by alchemy.
- **Costume Requirement:** Makeup/mask inspired by Tin Man, Scarecrow, Patchwork People, or otherwise obviously humanoid non-animal like creatures.

**Human:** Humans come in many varieties. Humans are either a native of Oz or a traveler from Earth. Native humans often identify themselves by the region they are from as opposed to just "human". They are also known for adorning themselves in the colors of their region.

- **Ability:** Adept
- **Restriction:** None
- **Costume Requirement:** None

## REGIONS

- **Emerald City Citizens:** The Emerald City is central in the land of Oz. The people of the Emerald City are used to a life of luxury and ease. They are known for treating themselves to the finer things in life. Their favored color is green.
- **Gillikins:** Gillikins are the people who live in the Gillikin Country, the northern quadrant of the Land of Oz. They are known to be a prosperous and industrious. Their favored color is purple.
- **Munchkins:** Munchkins are family-oriented people with small, tight-knit communities of mostly herders and farmers. They are known for having a shorter stature than most humans but this is not a hard rule. Their favored color is blue.
- **Quadlings:** Quadlings are citizens of Quadling Country, the southern quadrant of the Land of Oz. They are ruled by Glinda the Good. They often have ruddy complexions and are used to a rugged lifestyle. Their favored color is red.
- **Storm Riders:** Storm Riders are humans native to Earth. No one knows how it truly works but it seems large storms are responsible for transporting people to Oz. Storm Riders can be from anywhere on Earth from a time period of 1899 or earlier. The sudden appearance of a human from Earth, sometimes causes confusion for both parties. Please be respectful of the cultures you borrow from for your character.

- **Winkies:** The Winkies are residents of the Winkie Country, the western quadrant of the Land of Oz. The Winkies were once ruled by Nick Chopper the Tin Woodsman, who was disposed by the witch, Azkedelia. Their favored color is yellow.

**Immortal:** Immortal is a loose term to describe elves, fairies, and other creatures of magic. Where changelings are known for teaching magic, Immortals are known for being made of it.

- **Ability:** Magical
- **Restriction:** Fragile Life
- **Costume Requirement:** Pointed ears to be worn at all times. Additional costuming may be added such as wings for Fairies, blue hair for Nymphs, etc.

**Mangaboos:** Mangaboos are an edible plant based species that live in the subterranean land of the Mangaboos, also called the Vegetable Kingdom. They tend to display plant features and attractive clothing which grows on their bodies. All mangaboos are grown on bushes or in the ground and are picked when ripe. There are men and women, but no children. They are expressionless, rarely showing any emotion on their faces. They are often perceived as cold and heartless by other races. They are notably short lived compared to the other races of Oz, usually only living 5-10 years after being picked.

- **Ability:** Nourished
- **Restriction:** Wilting
- **Costume Requirement:** Vegetable or fruit and plantlike features through make-up, clothing, and or prosthesis.

**Nome:** Tinkerers and inventors, Nomes tend to care more about a machine than a person. They come from a deep underground kingdom, which is considered an independent nation.

- **Ability:** Consume
- **Restriction:** None
- **Costume Requirement:** Grey (stone) make-up on all exposed skin. A red pointed cap at least 10" tall that is worn or carried is suggested, but not required.

**Viewer:** The telepathic Viewers are known for their gentle, patient, and kind ways despite their sometimes ferocious feline appearance. While lion Viewers are the most common, Viewers are made up of all cat species. Viewers are seen in Tin Man.

- **Ability:** Telepathy
- **Restriction:** Vulnerable Mind
- **Costume Requirement:** Cat makeup or mask.

## SPECIES ABILITIES

Each species has its own unique abilities. These abilities may greatly alter your character choices. All races have access to a secondary species ability by purchasing "Pure Blood".

- **Adept:** Humans are the most adaptable species of Oz and receive 2 additional player points at character creation. Additionally, you may have up to 4 skills instead of the normal 3 Skill limit.
- **Consume:** Hold any tagged item other than a Gold Lock, an apparatus or artifact; mime eating it for 30 seconds. Destroy all tags from the prop and replenish 2 MP or 2 HP per tag
- **Magical:** All Immortals have a MP of 4 points. These points are added to other MP sources eg: if you buy the witch skill at level 1, you will have 14 MP.
- **Nourished:** Mangaboos are so well nourished by the food they eat it can also heal them, up to 3x/day gain back 2HP by eating a meal.
- **Resilient:** Constructs are far hardier than their fellow denizens of Oz. As a Construct, you have 14 total HP.
- **Shapeshift:** You can 'shift' between forms anytime by putting on or taking off a creature mask or make-up. At character creation, choose one that you can only use while wearing the mask/make-up.
  - **Pelt:** Reduce brawl damage by half, without wearing armor. Does not stack with armor.
  - **Natural Weapons:** Use up to two black boffers following the same rules as rank 1 of the brawler skill.

- **Telepathy:** Touch a conscious or unconscious character to open a line of communication between you and the other character. You can also grant the use of telepathy to two other people, as long as you are touching them.

### SPECIES RESTRICTIONS

Many species have restrictions and weaknesses associated with them. Please play these to the best of your ability.

- **Breed:** Changelings have two forms, human and humanoid creature form. Choose one creature, that can include fantasy creatures and Oz monsters from the bestiary, that is the only creature your character can shift into. You do not gain any special abilities normally associated with your chosen creature.
- **Fragile Life:** Creatures of magic aren't as anchored to this plane of existence as their counterparts. You cannot be turned into a construct or resurrected.
- **Wilting:** Mangaboos, like most picked fruit or vegetables, don't do well in the heat. Mangaboos suffer a -2 penalty to HP from April 20<sup>th</sup> to September 20<sup>th</sup>, giving them a total of 8HP during that time.
- **Vulnerable Mind:** Viewers are emotional creatures and thus cannot resist the inspire and provoke spells.

### STEP II: SKILLS

A skill represents what a character has learned to do. A character must have at least one skill, and not more than 3 different skills, or 4 for humans. Once the skills are selected, a character can improve a skill. Using player points, buy the next level in the skill, in order (1 to 2 to 3) and up to level 3, at a cost of 1 PP per level. The limitation placed on skills is to prevent a single character from being completely self-reliant and to encourage partnerships and alliances.

**Enter your chosen skills into character manager.**

**Alchemist:** With this skill, your character knows how to mix certain ingredients together to create and use chemicals for a variety of effects, see alchemy. To receive a chemical tag, visit logistics while open, and pay a number of bits based on skill level per chemical of your choice. Alchemists cannot also have the witch skill. At character creation, you will receive 1 tag per skill level of the chemicals of your choice for free.

- **Level 1:** You have access to level 1 chemicals. Additional tags costs 4 bits at logistics.
- **Level 2:** You have access to level 2 chemicals. Additional tags costs 3 bits at logistics.
- **Level 3:** You have access to all chemicals. Additional tags costs 2 bits at logistics.

**Brawler:** With this skill, your character knows how to “fist fight” represented by black boffers (see weapon specs). Use one in each hand to cause 2 damage (see Combat) per hit, but not to deliver magic/chemical attacks. The fumble spell has no effect on Brawl weapons. It is preferred, but not required, that they are carried in a full sheath hanging off your belt when not in use.

- **Level 1:** You can use Brawler boffers
- **Level 2:** Once per game, while wielding your Brawler boffers, you may call “Resist” when hit by a melee attack whose call does not start with “Skill”
- **Level 3:** Once per game, while wielding your Brawler boffers, you may call “Resist” when hit by a ranged attack whose call does not start with “Skill”

**Examiner:** Your character has the medical knowledge to assess another character's HP and perform first aid. You cannot use this skill on yourself. Touch another character and say “Skill, what are your current HP?” or “Skill, are you Unconscious or Dead?” or “Skill, how long have you been Dead?” The player must answer truthfully OOG.

- **Level 1:** If a character is within their 10-minute unconscious count, suspend the timer and mime performing healing acts for 1 minute to restart the character at the beginning of the 10-minute unconscious count.
- **Level 2:** Mime the application of a bandage for 15 seconds for each HP to be healed. At the end of each 15 second count, say “Skill: Heal 1 HP”. You may not heal a character above 8 HP with bandages. Constructs cannot be healed in this way.
- **Level 3:** You may touch another character and examine them for 15 uninterrupted seconds. When the time is up say “Skill what kind of wounds do you have?” The person being examined must answer with the skill or skills used to reduce their HP (gunslinger, brawler, melee fighter, or witch).

**Gunslinger:** You are skilled in the art of gun play. You can use firearm weapons one or two at a time. You may not use battery operated dart shooters, or any blaster that fires more than two darts at once.

- **Level 1:** You may use dart shooters that carry and fire a single dart per reload, such as the Nerf Nite Finder.
- **Level 2:** You may use a non-clip fed dart shooter. Your shooter can hold a maximum of 6 darts per reload, such as the Nerf Maverick.
- **Level 3:** You may use a clip fed dart shooter. Your shooter can hold a maximum of 8 darts per reload, such as the Nerf Recon with a standard clip.

**Inventor:** Your character can build, alter, or destroy an apparatus by adding, removing or replacing scrolls and/or fuel bottles depending on your skill level. See apparatus for details on using, altering, and destroying an apparatus.

- **Level 1:** You can create an apparatus using a level 1 spell scroll. You may create 1 apparatus per event.
- **Level 2:** You can create an apparatus using a level 1 or 2 spell scroll. You may also destroy an apparatus. You may create 2 apparatuses per event.
- **Level 3:** You can create an apparatus using any level spell scroll and alter an apparatus. You may create or alter 3 apparatuses per event. You may also attune to a second apparatus of any one fuel type, but only one fuel at a time. For example you may be attuned to 2 apparatuses using petrolatum but attuning to a second that uses ink will replace one of the petrolatum attunements.

Inventors may also recharge apparatuses by destroying fuel tags of the appropriate fuel type, and spending 15 seconds miming pouring the fuel into the apparatus. For each fuel tag destroyed, the inventor may attach a new charge tag to the apparatus, giving it another use at the current game.

**Jack of All Trades:** This skill allows you to have basic skills across a range of skills. If you choose jack of all trades, you may buy examiner, brawler, gunslinger, melee fighter, inventor or locksmith, individually, but gain no benefits beyond the normal skill and don't get double benefits.

- **Level 1:** You can use level 1 examiner and level 1 brawler.
- **Level 2:** You can use level 1 gunslinger and level 1 melee fighter.
- **Level 3:** You can use level 1 inventor and level 1 locksmith.

**Locksmith:** Your character can build and pick locks. To receive a lock tag or a key tag, visit logistics and pay 4 bits for a lock and 1 bit for a key. The lock will be assigned a number and any key with a matching number can open that lock. At character creation, you will receive a number of lock and key tags based on your starting skill level for free.

- **Level 1:** You can create 1 lock and key per game. May pick a lock by using appropriate props (like lock picks, hair pins, etc.) for 1 minute. You cannot pick locks that you don't have access to, i.e. doors that are locked from the inside.
- **Level 2:** You can create 2 locks and keys per game. May pick a lock by using appropriate props for 30 secs.
- **Level 3:** You can pick a lock by touching it for 15 seconds. The cost to make a Lock is now 2 bits. You may make keys for your existing locks for 1 bit each.

**Melee Fighter:** This skill allows your character to fight with melee weapons (see weapon specs), one or two at a time.

- **Level 1:** You can use melee weapons with an overall length of 20 inches.
- **Level 2:** You can use melee weapons with an overall length of 30 inches.
- **Level 3:** You can use melee weapons with an overall length of 40 inches.

**Practitioner of Arts:** Your character can perform and create arts (rituals and experiments).

- **Level 1:** You can perform level 1 arts. You can create art scrolls at 6 emeralds each. Your MP is raised to 10, if it is less than that.
- **Level 2:** You can perform level 2 arts. You can create art scrolls at 4 emeralds each.
- **Level 3:** You can perform level 3 arts. You can create art scrolls at 2 emeralds each.

**Scoundrel**

This skill represents a character's aptitude for trickery and the art of larceny.

- **Level 1:** You are able to escape a binding after one minute, instead of the usual 10, per the binding rules.
- **Level 2:** You can touch an unconscious, dead, or otherwise immobilized character and ask, "skill: where is your currency?" The character must answer truthfully OOG.
- **Level 3:** You may hold up two fingers like a peace sign towards a character within roughly 10ft and ask "skill: are you carrying any currency?" the target must truthfully answer yes or no OOG.

**Scroll Scribe:** With this skill, your character can create spell scrolls and cast from them. You can select any spell from any path within the level allowed by your skill level. To receive a scroll tag, visit logistics and pay the cost based on your skill level below. At character creation, you will receive a number of tags of the spells of your choice based on your starting skill level for free.

- **Level 1:** You can create spell scrolls of any level at 2 emeralds each. You can cast spells from level 1 spell scrolls.
- **Level 2:** You can create spell scrolls of any level at 1 emerald each. You can cast spells from level 2 spell scrolls.
- **Level 3:** You can create spell scrolls of any level at 2 bits each. You can cast spells from level 3 spell scrolls.

**Shield:** Your character can use a shield to block damage, and understands how best to make use of one. Shields cannot be used to block blows with the magic call, whether packet or weapon delivered.

- **Level 1:** You can block Melee and Brawl weapons.
- **Level 2:** You can block Thrown Weapons and Arrows, say "resist"
- **Level 3:** You can block Nerf Darts, say "resist"

**Witch:** Your character can cast magic for a variety of effects, see the spell lists for details. Witches cannot also have the alchemist skill. At character creation, select either the light or dark path (the common path is for the light and the dark to use). Then choose one level 1 spell for free.

- **Level 1:** You gain access to level 1 spells. Gain a base MP to 10.
- **Level 2:** You gain access to level 2 spells. Increase your base MP to 11.
- **Level 3:** You gain access to level 3 spells. Increase your base MP to 12.

### STEP III: CUSTOMIZE

**Beginning Currency:** Each new character is given a total of 10 emerald to begin the game with, and may use those coins in various places and situations during the game or to purchase the following items from Logistics when they first create a character.

- Lock: 4 bits
- Key: 1 bit
- Spell scroll: 2 emeralds
- Art scroll: 4 emeralds
- Chemical: 1 emerald

**Exchange Rate:** 5 bits equals 1 emerald

**Player Points:** Player points (PP) are used to customize your character. The the character manager allots 7 PP for human characters and 5 PP for all others. The system will also include any additional PP you may have earned to spend on the character. Not all items listed below will be available for your character.

	With skill	W/O Skill		With skill	W/O Skill
Artifact, Common	5	5	Lock and Key Set	1	3
Current/New Skill	1	1	Art Scroll	2	4

Current/New Path*	2	2	Spell***	1	N/A
Pure Blood**	3	3	Spell Scroll	1	3
Chemical	1	3			
Emerald	1 PP for 1 emerald, limit 1				

\*You must meet its prerequisite skills before purchasing a path.

\*\*See the pure blood description.

\*\*\*You must have a level 1 spell for each level 2 spell and a level 2 spell for each level 3 spell within the same Path (light/dark/common)

You may also earn EP (Emerald Points) for donations and services to the game. Every \$5 donated, on average, will earn you 1 EP. 3EP can be traded for 1PP, or for other benefits offered from time to time.

### STEP IV: LOGISTICS

The final step is to check in with logistics at the campsite. Logistics will provide you with currency and tags, if any, for your character. If you submitted a character online before the event, you may be given a player packet containing those items. Logistics will collect the event fee and answer any questions you may have before sending you out into the World of Oz.

### STEP V: ADVANCEMENT

You can add or upgrade skills and spells (if you have the Witch Skill) by spending player points. After character creation you can purchase up to one of each item per event at logistics with PP: spell scroll, art scroll, chemical, lock and key. Artifacts cannot be purchased. Costs are based on the chart in Step 3.

Characters are able to spend player points on a path, as long as they meet the prerequisite skills for it.

You may spend 1 player point to remove a skill from your character, opening up the ability to purchase a different skill. If you choose to do this, you must email Logistics so they can properly update the online character manager.

You may spend your player points anytime during an event if mobile and/or internet access is available by logging in to the character manager and managing your characters. Tags cannot be collected until logistics opens at the next event.

Player points can be transferred to other players by logging in to the online character manager and making the transfer there.

**Earning Player Points:** Logistics records earned player points in character manager where you can then use them to update your character. A participant can earn player points through the following methods:

Attend Event	1 per event attended for any duration
Staff	1 per event attended for any duration
Donation	Variable, check the Forum
\$5 Cash Donation	Buys 1 Emerald Point *

\* 3EP can be traded for 1PP, or for other benefits offered from time to time.

## PURE BLOOD

Pure blood shows a character's deep ties to their species. Pure blood can be purchased for 3 player points by a character of any race. If a character with pure blood permanently changes races they immediately lose the pure blood species ability and must purchase it again for their new race. The player points are lost. Characters with pure blood gain one of the following benefits, based on species:

- **Changeling:** If you chose natural weapons, your brawler boffers may now be up to 30 inches overall length. If you chose hide, you gain the additional benefit reduce melee damage by half.
- **Construct:** You take half damage from chemical based attacks.
- **Human:** Gain two additional HP or MP.
- **Immortal:** You may sense the current MP of another by touching them and saying "Skill What is your current MP?" that character must immediately answer truthfully with the number.
- **Mangaboos:** At logistics you will receive two blank alchemy tags. Twice per event you can grow a fruit or vegetable that acts as a piece of alchemy. Fill out one of the tags with one of the following: elixir, petrolatum, refresh, or laudanum. Attach this tag to a real fruit or vegetable, or a fruit or vegetable prop. To activate the alchemy any character must eat or pantomime eating some of the produce, and then tear the tag. This alchemy must be use at the event it's created at or it spoils between events and becomes unusable.
- **Nome:** Hold an apparatus or artifact; mime eating it for 30 seconds. Destroy all tags from the prop and replenish 4 MP or 4 HP per tag. This power does not work on Cursed items affecting another character. You may use this ability if your Nome is the one that has the Cursed item.
- **Viewer:** You may sense the emotions of another by touching them and saying "Skill Sense Emotion; what are you feeling?" that character must immediately answer truthfully with how she currently feels.

## PATHS

Paths represent a field of expertise or special abilities a character has gained. Paths will always have 2 prerequisite skills. No character may possess more than one path. A character may purchase a path, when they have the PP available.

**Alchemical Warrior:** Alchemical warriors are master alchemists able to deliver their chemicals through weapons. This path may not be used with brawler weapons. To use this ability tear a chemical tag and state the sig call of the chemical with a future attack. If the attack is successful the target takes the effects of the chemical plus the weapon's damage. If the Chemical does damage itself, this damage replaces the weapon's damage, they do not stack.. If the attack is blocked or misses, the chemical is spent but has no effect.

You may apply chemicals to the weapons of others. If you do not intend to use the chemical immediately, attach the torn chemical tag to the weapon until used. Only 1 chemical can be applied to a weapon at a time. Alchemical warriors (only) may also choose not to call a chemical, saving them until desired.

- **Level 1:** You can apply level 1 chemicals to archery, gunslinger, or melee fighter attacks.
- **Level 2:** You can apply level 2 chemicals to archery, gunslinger, or melee fighter attacks.
- **Level 3:** You can apply level 3 chemicals to archery, gunslinger, or melee fighter attacks.

**Prerequisites:** Alchemist 3; Gunslinger 3, or Melee Fighter 3.

**Artificer:** Artificers are master ritualists and inventors able to create wonders through the use of arts.

- **Level 1:** Your character can recognize any art being performed. Stand within 10ft of the art performer and hold your fingers out in a peace sign, state: "skill, what art are you performing." The target must answer truthfully.
- **Level 2:** Once per event, you may choose not to expend an art scroll after casting it. Cast as normal but do not tear the tag afterwards. You cannot use artificer 2 and 3 on the same casting.
- **Level 3:** Once per event your character may reduce the cost for performing an art by half, round up. This benefit only applies to costs of chemicals, scrolls, HP, and MP. You cannot use Artificer 2 and 3 on the same casting.

**Prerequisites:** Practitioner of Arts 3; Scroll Scribe 3

**Calligrapher of the Arcane:** Calligraphers of the arcane are masters of scroll magic and its various applications in and out of combat.

- **Level 1:** You may cast from a scroll twice in a row before discarding the scroll. If a scroll has been cast from once, it cannot be used for anything else, other than the second casting and can't be handed off to another player. Tear the tag when the spell is cast a second time or 30 seconds after the first cast, whichever comes first.
- **Level 2:** Reduce the cost for spell scrolls by 1 bit and ritual scrolls by 1 emerald.
- **Level 3:** Once per game you may copy a ritual being performed in front of you. This ability can only be used if the caster must discard the ritual at the end of the ritual. Instead of discarding the ritual scroll, the scroll is given to your character. To activate this ability touch the caster on the shoulder, before the ritual scroll is ripped and state: "skill: Copy ritual, give me your ritual scroll" and they must oblige. The caster doesn't know this occurred and the ritual is completed successfully.

**Prerequisites:** Practitioner of Arts 3; Scroll Scribe 3

**Doctor:** Oz is full of many perils making healers vital to the survival of the people. A doctor is able to mend wounds faster and create more potent alchemy than the average character.

- **Level 1:** Administer a petrolatum and instantly heal another character 5 HP, instead of the normal 2 points from the Petrolatum. When administering the chemical, call "Skill: Heal 5 HP".
- **Level 2:** You now heal 2 HP every 15 seconds when bandaging another. Call "Skill: Heal 2 HP" for every 15 seconds of bandaging.
- **Level 3:** Alchemy tags related to restoring HP or MP now cost 1 bit. You may also heal a person to full health using bandages, instead of up to 8.

**Prerequisites:** Alchemist 3; Examiner 3

**Fortifier:** The fortifier applies the art of invention to the practicality of locksmithing.

- **Level 1:** You may create a master key that can open up to 3 locks that you own. The key will be tagged with all 3 lock's numbers.
- **Level 2:** You may lock an apparatus by attaching a tagged lock to the base. The apparatus cannot be altered or destroyed until the lock is removed.
- **Level 3:** You may produce a signature lock that may only be opened by the appropriate key. You may only ever have one signature lock and key. Signature locks and keys must be gold colored. If locking a door, you must place a note on the opposite side stating "Golden Locked".

**Prerequisites:** Inventor 3; Locksmith 3

**Gearsmith:** Gearsmiths are master construct engineers. They are capable of repairing and manipulating constructs far beyond their peers.

- **Level 1:** You may pantomime "repairing" a construct, healing 1 HP every 10 seconds of uninterrupted RP. You may heal a construct to full HP, using this method.
- **Level 2:** You may force a construct character to shut down by RPing tinkering with them for 10 seconds. After 10 seconds of RPed tinkering, touch the construct and say "skill feign death". The construct acts as if under the effects of a touch delivered feign death spell. **This ability may not be resisted, via ability or spell.** A construct doesn't need to be the willing recipient but the ability is interrupted if the construct moves more than 3 feet away or if the gearsmith loses concentration. Being attacked does not automatically break concentration, nor does calling resists, but any other skill use by the gearsmith counts. A gearsmith may only do this 3/day.
- **Level 3:** The Gear-Smith may use a construct's entire body as a base for an apparatus. Each Construct may be the base for 4 apparatuses, one of each fuel type. The first apparatus created gives the Construct 3 free uses and each additional apparatus attached adds 2 extra free uses. These free uses can be used to activate any of the attached spell scrolls. A Construct may use any fuel type currently attached to them to power any of their attached apparatuses. For example, if a Construct has Fabricate Armor (Petrolatum) and Wrack

(Whiskey) apparatuses attached, they can use extra Whiskey to power the Fabricate Armor and extra Petrolatum to power the Wrack beyond the 4 free uses available to them. Only Gear-Smiths may use Constructs as a bases, and they are the only ones who can manipulate the apparatuses on a Construct. All other apparatus rules apply.

A Construct is permanently attuned to the apparatus(es) built on them, and can therefore never attune another apparatus of the same fuel(s).

**Prerequisites:** Alchemist 3 or Examiner 3; Inventor 3

**Investor:** Investors are masters of financial gain. They are able to pull resources from their various assets to hoard great wealth.

- **Level 1:** Gain 1 emerald at the start of each game.
- **Level 2:** Gain 2 emeralds at the start of each game.
- **Level 3:** Gain 3 emeralds at the start of each game.

**Prerequisites:** Any 2 production skills at level 3 (production skills include: alchemist, inventor, locksmith, and scroll scribe).

**Machinist:** You are an adept with machines of all kinds. Machinists can make amazing apparatuses, beyond their peers. Machinists may recharge apparatuses with extra fuels for their own use only, without the 15 second delay. The fuel tag must be torn, and the charge used immediately.

- **Level 1:** You may create spell scrolls for 1 bit, instead of the usual costs.
- **Level 2:** You may create or alter one additional apparatus per game, bringing your total to 4/game. Your familiarity to apparatuses also allows you to attune after 1 minute instead of the full 5 minutes that is normally required.
- **Level 3:** You may alter an existing apparatus to add a second scroll, allowing 2 different spell effects to be used. This does use up one of your 4 inventor uses per game. The second scroll must use the same type of fuel as the first scroll. Adding a second scroll increases the number of free uses of the apparatus by 1, to 4 uses per game. Extra fuel can be spent as usual to cast either effect. This cannot be applied to Construct Apparatuses.
- **Prerequisites:** Inventor 3; Scroll Scribe 3

**Martial Artist:** A martial artist is adept at striking opponents in their most vulnerable points, disabling them in devastating ways.

- **Level 1:** Hit an opponent with a successful brawler or claw attack and say the signature call "skill: cease gunslinger" and the target may not use the gunslinger skill for the next 15 seconds. You may use this ability 3x/event.
- **Level 2:** Hit an opponent with a successful brawler or claw attack and say the signature call "skill: cease melee fighter" and the target may not use the melee fighter skill for the next 15 seconds. You may use this ability 3x/event.
- **Level 3:** Hit an opponent with a successful brawler or claw attack and say the signature call "skill: cease witch". The target may not cast spells for the next 15 seconds. You may use this ability 3x/event.

**Prerequisites:** Brawler 3 or Claws; Examiner 3

**Mystic healer:** The mystic healer is the epitome of magical healing, channeling healing energies through themselves into another.

- **Level 1:** You have learned the basics of channeling healing energies. You no longer need a bandage prop when using the examiner level 2 ability. Instead, hold hands with the target or place your hand on their shoulder and concentrate for the duration. This ability can be used to heal constructs.
- **Level 2:** You are adept at sensing the unnatural energies surrounding another. You may touch a target and ask, "skill: what spells are you under the effect of?" or "skill: what chemicals are you under the effect of?" and the target must answer truthfully.

- **Level 3:** Your healing energies improve in strength and complexity. You can now heal a target to their full HP with the examiner skill. Also, after casting the cure health spell, you may immediately cast the cleanse spell on the same target for free. You must know both spells to be able to do this.

**Prerequisites:** Examiner 3; Light Witch 3

**Outlaw:** An outlaw is a master of larceny and banditry. They make their livings by preying upon the unsuspecting people around them and use their versatility to avoid detection.

- **Level 1:** You are able to “fence” stolen goods. At check-in you may exchange up to two tagged items for items of similar type and value or their currency value (based on the cheapest method of production).
- **Level 2:** You may store one tagged item in an OOG area on your person (like a pants pocket). This item becomes unstealable, by any means. The item must remain completely hidden while being stored. Once it is removed, the item becomes stealable, per the thieving from a character rules.
- **Level 3:** You may spend 1 minute RPing jimmying open a door locked from the inside. When the time is up you may pass through the locked door, except for doors locked by the unique golden lock created by fortifier level 3. These doors will be clearly marked and you will be unable to tell IG if a door is locked with a golden lock until tried.

**Prerequisites:** Jack of All Trades 3; Scoundrel 3

**Pit Fighter:** Pit fighters are vicious and tough opponents who focus on harming their opponents in the worst ways. There is no honor, when it comes to winning a fight.

- **Level 1:** Sucker punch: 3x/event you may hit an opponent with a successful brawler attack and say the signature call: “skill: cease brawler, melee, or claw”. If not resisted, the target cannot use the stated ability for 15 seconds. If the attack is blocked or misses, the ability is spent but has no effect.
- **Level 2:** Tough skin: your skin acts as studded leather armor (half damage from brawler and melee fighter). If you possess this ability, you are unable to benefit from wearing armor.
- **Level 3:** Dirty strike: 3x/event you may hit an opponent with a successful brawler attack and say the signature call: “skill: wrack 2”. If not resisted, your opponent must act as if under the effects of a wrack spell for 15 seconds. If the attack is blocked or misses, the ability is spent but has no effect.

**Prerequisites:** Brawler 3, Jack of All Trades 3, or Claws; Scoundrel 3

**Spell Warrior:** The spell warrior combines martial might and skill with the powers of a dark witch, leading to a truly destructive force. You may deliver packet or touch delivered spells that you know with a successful weapon attack. If the attack is blocked or misses, the spell is spent but has no effect. This path can be applied to archery, gunslinger, or melee weapons. Only one spell or sig call can be applied to your weapon at a time.

Spend the MP to cast the spell you are applying to your weapon. If your weapon strike is successful, the target will be inflicted with the spell effect plus the weapon's damage. Make the sig call. A spell warrior attack with a sword would sound something like, “magic wrack 2.” When using a spell that inflicts damage, like Destruction, the damage replaces the damage of the weapon, rather than adding to it.

If a spell warrior's attack is resisted (using a magical resist) the damage and effect are resisted.

- **Level 1:** You can channel level 1 spells to archery, gunslinger, or melee fighter attacks.
- **Level 2:** You can channel level 2 spells to archery, gunslinger, or melee fighter attacks.
- **Level 3:** You can channel level 3 spells to archery, gunslinger, or melee fighter attacks.

**Prerequisites:** Gunslinger 3, or Melee Fighter 3.; Dark Witch 3

**Unmovable Aegis:** Combining the defensive nature of witchcraft or the determination of the warrior and the art of shield play, an unmovable aegis become walls of perfect defense.

- **Level 1:** Taunt: 3/day, an enchanted aegis can hold a peace sign at a target and say "Skill: Taunt" and the target must target the unmovable aegis until one of the parties is unconscious. The aegis may “play dead or unconscious” if they wish; this breaks the taunt but doesn't guarantee their opponent won't continue to attack. The target may flee if attacked by another character.
- **Level 2:** Shields can be used to block signature calls with “chemical” in them. Call “resist” when blocking.
- **Level 3:** Shields can be used to block signature calls with “magic” in them. Call “resist” when blocking.

**Prerequisites:** Shield 3; Melee Fighter 3 or Witch 3

**Weapon Master:** The weapon master is supreme in martial skill, dedicating their lives to battle. Few leave a fight against a weapon master unscathed.

- **Level 1:** 3x/event you may use the signature call, "skill: fumble" with a successful gunslinger attack. The target must act as though they were hit with a fumble spell. If the attack is blocked or misses, the ability is spent but has no effect.
- **Level 2:** 3x/event you may use the signature call, "skill: knock-back" with a successful melee fighter attack. The target must take 3 steps backward, if possible. If the target cannot safely move back, they should instead not attack for a slow, silent 3 count. If the attack is blocked or misses, the ability is spent but has no effect.
- **Level 3:** 3x/event you may use the signature call "skill: nullify" with a successful gunslinger or melee fighter attack. The target cannot use spells as per the nullify chemical for 15 seconds. If the attack is blocked or misses, the ability is spent but has no effect.

**Prerequisites:** Gunslinger 3; Melee Fighter 3

# MAGIC

**Magic for Witches:** Once you choose the light or dark path, you cannot use spells in the other. Example: A dark witch cannot use light spells. The common path is available to both light and dark.

**Buying Spells:** The purchase of magic spells is done in a pyramid structure. You must have a level 1 to purchase a level 2 and a level 2 to purchase a level 3 all within the same path. This pyramid can have as wide a base as you desire within the same path, but each higher level must be supported by one beneath it. For example: 1-1-2-3 would be permitted, 1-2-2 is not.

**MP:** MP (MP) are used to cast spells and perform arts. Each time you use a MP, subtract 1 MP from your current MP rating. These points are tracked on your character card or mentally.

**Refilling MP:** You begin each event with full MP. Anytime during the event, you can consume refresh and restore chemicals, and perform the witch's cauldron or corrupted cauldron artifact to refill your MP. You cannot regain more MP than your maximum pool rating i.e. if your MP is 10 and you've spent 1 MP for a total of 9 MP left and you drink a refresh, you will refill only 1 point to 10, not 11.

**Casting Spells:** Follow the instructions in the spell description and spend 1 MP. If you are wearing Heavy Armor, casting a spell costs 2 MP.

**Magic for scroll Scribes:** As a scroll scribe, cast a spell directly from a spell scroll by following the instructions in the spell description and destroying the spell scroll tag.

**Magic for Apparatuses:** See using an apparatus.

**Delivery Methods and Spell Durations:** as per status durations.

**Spell Descriptions:** Each time you cast a spell, it is one use. That single use costs either 1 MP or 1 spell scroll tag depending on the casting method described on this page. The player, whose character is afflicted with a spell, must role-play the intended effect to the best of their ability.

Common Path Spells	Dark Path Spells	Light Path Spells
Level I	Level I	Level I
Detection	Nightmare	Reveal
Meditate	Atrophy	Detect Undead
Daze	Dead Speak	Fabricate Armor
	Forgetting	Inspire
	Provoke	Pin
Level II	Level II	Level II
Fumble	Destruction	Cure Health
Paralyze	Illusion	Harm Undead
Ward	Raise Zombie	Pleasant Dreams
	Wicked	Riddles
	Silence	Virtuous
Level III	Level III	Level III
Recovery	Aetherial Weapon	Bless
Hero's Stand	Curse	Cleanse
	Feign Death	Lay to Rest
	Raise Lich	Protection
	Wrack	Withstand

**Aetherial Weapon:** You can either cast this spell on an existing melee weapon by saying the Sig Call. Or, you can Sig Call and pull an aetherial weapon boffer (as per weapon specs) out of its sheath. Either way, aetherial weapon remains active as long as you hold it by the hilt in your hand. Say "magic 2" with each attack that causes 2 magic damage. The melee fighter skill is not required to use this spell.

- **Method:** Self
- **Sig Call:** "Magic aetherial weapon"
- **Apparatus Fuel:** Ink

**Atrophy:** Use a method and say the Sig Call where X is a single limb (finger, hand, arm, leg, etc) of the body atrophied.

- **Method:** Packet; Touch
- **Sig Call:** "Magic atrophy, your X is unusable."
- **Apparatus Fuel:** Whiskey

**Bless:** Use a method and say the Sig Call to force the character to take half damage from all sources. Bless will not lower damage below 1. This stacks with worn armor, the Changeling ability, and the Martial Artist ability, but does not stack with the spell Fabricate Armor.

- **Method:** Touch; Packet
- **Sig Call:** "Magic bless, take half damage."
- **Apparatus Fuel:** Petrolatum

**Cleanse:** Use the method and say the Sig Call. This spell will instantly remove all active magic effects (including Withstand) on the target character.

- **Method:** Peace Sign
- **Sig Call:** "Magic cure effects."
- **Apparatus Fuel:** Laudanum

**Cure Health:** Use the method and say the Sig Call to restore the non-construct target's HP to full. **This cannot be used to heal yourself.**

- **Method:** Touch
- **Sig Call:** "Magic heal to full."
- **Apparatus Fuel:** Petrolatum

**Curse:** Use a method and say the Sig Call to force the character to take double damage from all sources.

- **Method:** Touch, Packet
- **Sig Call:** "Magic curse, take double damage."
- **Apparatus Fuel:** Ink

**Daze:** Use the method and say the Sig Call and cause the character to enter a trance-like state. The character retains her current HP and is unaware of anything around her. The character must sit, lay down, or stand motionless and unresponsive under the effects of this spell. Being struck with an offensive attack (such as weapon blow, wrack spell, beast chemical, etc.) awakens the character immediately.

- **Method:** Touch; Packet
- **Sig Call:** "Magic daze."
- **Apparatus Fuel:** Laudanum

**Dead Speak:** Use the method and say the Sig Call to allow the dead or unconscious character to hear and speak, but not see or move. The dead or unconscious character can talk to you or anyone talking to him as long you maintain the touch. He will remember the conversation if he is revived, resurrected, or changed into a construct.

- **Method:** Touch
- **Sig Call:** "Magic dead speak."
- **Apparatus Fuel:** Ink

**Destruction:** Use a method and say the Sig Call where X is a descriptor (Fire, Ice, etc.) causing 4 magical damage.

- **Method:** Touch, Packet
- **Sig Call:** "Magic X 4."
- **Apparatus Fuel:** Ink

**Detect Undead:** Use the method and say the Sig Call. The player must answer immediately and truthfully OOG Yes or No.

- **Method:** Peace Sign
- **Sig Call:** "Magic detect undead, are you an undead?"
- **Apparatus fuel:** Ink

**Detection:** Use the method and say the Sig Call where X is one of the following questions:

“... are you carrying any spell or art scrolls?”

“... are you carrying any Apparatus’?”

“... are you carrying any artifacts?”

The player answers immediately OOG truthfully yes or no. Spell must be recast for each question asked.

- **Method:** Peace Sign
- **Sig Call:** “Magic detection, X.”
- **Apparatus Fuel:** Laudanum

**Fabricate Armor:** Touch the sleeve of a shirt and say the Sig Call to turn a normal, non-tagged shirt into the equivalent of studded armor for 10 minutes. Wearing fabricated armor does not require the expenditure of additional MP when casting witch spells. This does not stack with Bless.

- **Method:** Touch
- **Sig Call:** “Magic fabricate armor.”
- **Apparatus Fuel:** Whiskey

**Feign Death:** Use the method on a conscious character, that may be yourself, and say the Sig Call to induce a magical sleep for 10 minutes. Answer “dead” to examiner inquiries. Healing methods will not revive the character, but will heal as normal if the character is injured. The Character still receives damage as per normal. Effects targeting dead bodies will not work. The Character may end the magical sleep at will within any point of the 10 minutes.

- **Method:** Touch
- **Sig Call:** “Magic feign death.”
- **Apparatus Fuel:** Petrolatum

**Forgetting:** Use the method and say the Sig Call where X is either “last” or “next” and describes which 10 minutes the target permanently forgets. The effects of this spell replaces the memory lost with a non-descript memory of the time, and does not rouse suspicion in the target.

- **Method:** Touch
- **Sig Call:** “Magic forget the X 10 minutes.”
- **Apparatus Fuel:** Laudanum

**Fumble:** Use a method and say the Sig Call to force the target to immediately drop, or set down, any item she has in her hands, except brawler weapons and packets. The items may be picked up as soon as they come to rest on the ground. The caster may specify which item should be fumbled, but if they don't, any item may be dropped.

- **Method:** Touch; Packet
- **Sig Call:** “Magic fumble.”
- **Apparatus Fuel:** Whiskey

**Harm Undead:** Use a method on an undead character (Zombie, Vampire, Spirit, etc.) and say the Sig Call to cause 6 points of damage that cannot be resisted by any means. If the target of this spell is not undead, there is no effect but MP is still spent (the target should call “No Effect”).

- **Method:** Touch; Packet
- **Sig Call:** “Magic harm undead 6.”
- **Apparatus Fuel:** Ink

**Hero's Stand:** Plant one foot on the ground and say the Sig Call. For the next 10 minutes, your character is immune to normal damage from any weapon. Say “resist” if struck. Magical and chemical damage cannot be resisted with Hero's Stand, but can be resisted with other abilities, if available. When you move your foot, or the duration ends, you will immediately fall unconscious at zero HP.

- **Method:** Self
- **Sig Call:** “Magic hero's stand.”
- **Apparatus Fuel:** Petrolatum

**Illusion:** Use the method and say the Sig Call where X is a simple, single sentence description of the illusion that the character believes to be real. Sample illusions are: “you’re distracted by sparkling lights”, “everyone in the room are monsters trying to kill you”, and “you’re on fire”.

- **Method:** Touch
- **Sig Call:** “Magic illusion X.”
- **Apparatus Fuel:** Laudanum

**Inspire:** Use the method and say the Sig Call where X is the positive emotion (love, happy, etc) you want the character to feel.

- **Method:** Touch
- **Sig Call:** “Magic inspire X.”
- **Apparatus Fuel:** Laudanum

**Lay to Rest:** Use the method on a raised Lich or Zombie and say the Sig Call to resume the character’s death count effectively ending the spell that raised her. If the target of this spell is not a raised Lich or Zombie, there is no effect and MP is still spent. Lay to Rest is not resistable by undead.

- **Method:** Touch
- **Sig Call:** “Magic lay to rest.”
- **Apparatus Fuel:** Ink

**Meditate:** Use the method and say the Sig Call where X is an idea, described in ten words or less, that you want the character to consider. The character must immediately sit down and consider the topic presented. The character may not take any other actions unless attacked, than this spell is broken. The character is preoccupied with the meditation, but is still aware of events occurring around her.

- **Method:** Touch
- **Sig Call:** “Magic meditate on X.”
- **Apparatus Fuel:** Laudanum

**Nightmare:** Use the method and say the Sig Call to make the target immune to all healing methods for 5 minutes (the target should call “No Effect” if healing is used on her).

- **Method:** Touch (5 minute effect)
- **Sig Call:** “Magic nightmare.”
- **Apparatus Fuel:** Whiskey

**Paralyze:** Use a method and say the Sig Call to force the target to immediately be frozen below the neck. The character can speak and use effects that do not require movement to be performed.

- **Method:** Touch
- **Sig Call:** “Magic paralyze.”
- **Apparatus Fuel:** Whiskey

**Pin:** Use a method and say the Sig Call to force the target to immediately hold the foot of her choice firmly to the ground.

- **Method:** Touch; Packet
- **Sig Call:** “Magic pin.”
- **Apparatus Fuel:** Whiskey

**Pleasant Dreams:** Use the method and say the Sig Call to extend the 10-minute unconscious timer by 5 minutes. This spell cannot extend the unconscious timer beyond 15 minutes.

- **Method:** Touch (5 minute effect)
- **Sig Call:** “Magic pleasant dreams.”
- **Apparatus Fuel:** Laudanum

**Protection:** Cross your arms across your chest and say the Sig Call to be immune to all forms of damage attacks from any source for 1 minute. Say “resist” if struck. You cannot take any actions other than immediately walking away from attackers and combat. If you are trapped in a room, stay as far from combat as possible and leave at the first opportunity.

- **Method:** self (1 minute effect)
- **Sig Call:** “Magic protection.”
- **Apparatus Fuel:** Petrolatum

**Provoke:** Use the method and say the Sig Call where X is a negative emotion (hate, sadness, etc) the character feels.

- **Method:** Touch
- **Sig Call:** “Magic provoke X”
- **Apparatus Fuel:** Whiskey

**Raise Lich:** Use the method on a dead or unconscious character and say the Sig Call to temporarily turn them into a lich for at least 10 minutes (The player may choose to continue playing the Lich longer). The ten-minute death count is suspended during this time. The Lich must follow the commands of the caster that raised them.

- **Method:** Touch
- **Sig Call:** “Magic raise lich.”
- **Apparatus Fuel:** Ink
  - **Lich Stats:** 10 HP, 12 MP. The Lich is raised with full HP and MP. When they are killed, or if the 10 minute time runs out, the character returns to their previous HP and MP amounts.
  - **Lich Abilities:** Infection (characters killed by a Lich become a Lich), Smarts (human intelligence), and Skill: Witch (Dark) level 2. Immune to bullet damage. Liches may also use any skills they previously possessed before becoming a Lich, except for any Witch skill, which is replaced by Witch (Dark) 2.
  - **Lich Spells:** Liches know the following spells automatically: Raise Zombie, Destruction, Dead Speak, Provoke. They also know any level 1 and 2 Common or Dark spells the character knows.

**Raise Zombie:** Use the method on a dead or unconscious character and say the Sig Call to temporarily turn her into a zombie for at least 10 minutes (The player may choose to continue playing the Zombie longer). The ten-minute death count is suspended during this time. The Zombie must follow the commands of the caster that raised them.

You must provide the necessary boffers if the player does not have any.

- **Method:** Touch
- **Sig Call:** “Magic raise zombie.”
- **Apparatus Fuel:** Ink
  - **Zombie Stats:** 10HP, 0MP. The Zombie is raised with full HP and 0 MP. When they are killed, or if the 10 minute time runs out, the character returns to their previous HP and MP amounts.
  - **Zombie Abilities:** Infection (characters killed by a Zombie become a Zombie), Mindless (cannot talk, obeys basic commands), and Skill: Brawler. The Zombie also has any combat skills necessary to use the current melee weapon-set of the character (Shield, Melee, etc)

**Recovery:** Say the Sig Call at any time, where X is a whole number between 1 and 10. This spell activates when your character has been unconscious for X minutes, as stated in the initial casting. When activated, your character awakens at 1 HP. This ability expires at the end of the event.

- **Method:** Self
- **Sig Call:** “Magic recovery X.”
- **Apparatus Fuel:** Petrolatum

**Reveal:** Use the method and say the Sig Call to force the target to immediately and truthfully reveal the names of all effects from any source currently active on her.

- **Method:** Touch
- **Sig Call:** “Magic reveal truth.”

- **Apparatus Fuel:** Whiskey

**Riddles:** Use the method and say the Sig Call where X is a riddle that the character must try to solve. She cannot attack you for 10 minutes or until she provides the correct answer that you must acknowledge. The riddle must have an answer. The target can defend herself from your attacks and may attack other targets.

- **Method:** Touch (10 minute effect, even when used in combat)
- **Sig Call:** "Magic riddles X."
- **Apparatus Fuel:** Laudanum

**Silence:** Use a method and say the Sig Call to render the target unable to speak, scream or cast spells.

- **Method:** Touch; Packet
- **Sig Call:** "Magic silence."
- **Apparatus Fuel:** Whiskey

**Virtuous:** Use the method and say the Sig Call where X is a virtue from the following list that you wish the target to act in accordance with: peace, patience, faith, hope, humility, charity.

- **Method:** Touch
- **Sig Call:** "Magic virtuous X."
- **Apparatus Fuel:** Laudanum

**Ward:** Use the method and say the Sig Call to force the target to stay 10 feet away from you. The effect lasts until you lower your hand or are unable to aim your hand toward the target. You may only redirect by recasting this spell.

- **Method:** Peace Sign
- **Sig Call:** "Magic ward, stay 10 feet away from me."
- **Apparatus Fuel:** Petrolatum

**Wicked:** Use a method and say the Sig Call where X is a sin from the following list that you wish the target to act in accordance with: pride, wrath, gluttony, greed, envy, or sloth.

- **Method:** Touch
- **Sig Call:** "Magic wicked X."
- **Apparatus Fuel:** Whiskey

**Withstand:** Say the Sig Call to imbue the caster or the target with magical protection. One time, when the target is hit by an effect call starting with the word magic they may choose to not take the damage or effect and call "Magic Resist". This spell does not stack; each character may only have one instance of it active on themselves at any given time. The character may choose when to use their Resist.

- **Method:** Self; Touch (Instantaneous)
- **Sig Call:** "Magic Withstand".
- **Apparatus Fuel:** Petrolatum

**Wrack:** Use a method and say the Sig Call to force the character to fall to the ground in agony. He can speak, scream and defend against attacks, but is unable to do anything else.

- **Method:** Touch; Packet
- **Sig Call:** "Magic wrack."
- **Apparatus Fuel:** Whiskey

# Alchemy

Alchemy works with raw and tangible materials, but is also contains properties only found in Oz. While only characters with the alchemist skill can create these chemicals, any character can use them.

## USING ALCHEMY

Chemicals are contained within a bottle, until used. The chemical tag must be attached to or placed inside the bottle and should remain readable. See bottles for more information. Chemical tags must be destroyed after they are used up. Chemicals may be used in the following ways:

- **Ingested:** Ingested chemicals are contained in a bottle. Ingested chemicals remain active for 10 minutes or are resolved instantly (like healing):
  - **Drink:** Mime pouring the bottle's contents into your own mouth **or someone else's mouth.** You do not need to state the Sig Call if using on yourself, just read the tag and resolve the effect. **If using on someone else they can avoid this by closing their mouth, turning their head, or other means. Some character states may make them unable to avoid this like being unconscious, paralyzed, or bound.**
  - **Poured:** Mime pouring the bottle's contents into another's mouth and then state the Sig Call.
  - **Lacing:** Mime pouring the contents of the bottle onto food or drink. Place the chemical tag visibly on the plate/cup where the player can read it. The effect is activated with the first bite or drink of the laced food or drink. You do not need to state the Sig Call, just read the tag and resolve the effect.
- **Applied:** Represented by a bottle. Say the Sig Call and mime the application of the chemical to the item called for in the description for at least 3 seconds and place the chemical tag on the item. Applied chemicals remain active for 1 hour.
- **Packet:** Use a bird seed packet to throw at the character and say the Sig Call. The effect of a packet chemical remains active for 15 seconds, except damage is instant. Packet-delivered chemical tags may be attached directly to packets, but must be torn from the packet before it is thrown..

The descriptions of the chemical will list how the chemical's can be delivered to the target character. If a chemical has multiple delivery methods, the duration of the effect is determined by the delivery method. Example: If you use wimp and throw a packet at a character, wimp will affect that character for 15 seconds.

Level I	Level II	Level III
Chemical Shield (glowing blue oil)	Destruction (green liquid)	Chemical Weapon (red oil)
Clouded Vision (milky liquid)	Beast (brown gas)	Dissolve (bubbling green liquid)
Disable (copper paste)	Gremlins (green paste)	Elixir (silver liquid)
Glue (thick white paste)	Headache (smoky gas)	Fortification (grey liquid)
Ink (black liquid)	Laudanum (clear oil)	Lunacy (red gas)
Petrolatum (oily liquid)	Rage (Red liquid)	Nightshade (purple liquid)
Stench (green gas)	Refresh (blue liquid)	Nullify (black paste)
Whisky (amber liquid)	Smelling Salts (clear gas)	Polymorph (yellow gas)

	Tick-tock Cleaner (clear liquid)	Trance (sparkly gas)
	Weakness (grey gas)	Ulcers (brown liquid)

## CHEMICAL DESCRIPTIONS

The player whose character is afflicted with a chemical must role-play the intended effect to the best of their ability.

**Destruction:** Use the method and say the Sig Call where X is the type of damage being applied (eg: Acid, Explosion, etc), to cause 4 chemical damage with each packet thrown. The damage type is flavor only.

- **Method:** Packet
- **Sig Call:** “Chemical X4.”

**Beast:** Use a method and say the Sig Call where X is either “predator” or “prey”.. Target must take on the mannerisms and mindset of prey or predator animals. It is up to the target how to RP the changes.

- **Method:** Ingested; Packet
- **Sig Call:** “Chemical beast X.”

**Chemical Shield:** Apply this chemical to a shield and say the apply Sig Call to ignore chemical damage and effects. Say “Chemical Resist” each strike for the duration of the chemical. Attach the Chemical Shield tag with a start time to the item. The shield skill is still required to use the shield.

- **Method:** Applied
- **Sig Call:** “Chemical shield”;

**Chemical Weapon:** Apply this chemical to a melee weapon and say the apply Sig Call to add a fiery effect. Say the use Sig Call each strike. Attach the Chemical Weapon tag with a start time to the item. The melee fighter skill is still required to use the weapon. This does not increase the damage of the weapon, it simply makes the weapon’s damage Chemical in nature. Call “Chemical 2” with each strike.

- **Method:** Applied
- **Sig Call:** “Chemical Weapon”

**Clouded Vision:** This chemical blurs the recipient’s vision making distinguishing details difficult and reading impossible, including scroll use, and both making and using chemicals until the end of the event or cured.

- **Method:** Ingested (end of event)
- **Sig Call:** “Chemical clouded vision.”

**Disable:** Apply this chemical to an apparatus or artifact to prevent its use. Attach the disable tag with a start time to the item. Apparatus and artifact weapons can still be used to attack normally.

- **Method:** Applied
- **Sig Call:** N/A

**Dissolve:** Destroys any tagged Item. Apply the contents over the Item, say the Sig Call, and destroy both tags.

- **Method:** Applied
- **Sig Call:** “Chemical dissolve item.”

**Elixir:** Immediately remove all ongoing effects delivered via the Ingested method, except fortification. Say the Sig Call when administering this to a recipient or consuming it yourself.

- **Method:** Ingested (immediate)
- **Sig Call:** “Chemical elixir cure all chemical effects.”

**Fortification:** Consuming this potion imbues the character's body with toughness. One time, when the drinker would take any chemical damage or effect, they do not, and must call "Chemical Resist". The drinker may choose when to use their resist. Say the Sig Call when administering this to a recipient or consuming it yourself. This chemical does not allow the target to resist physical damage or magical spells. This chemical does not stack; each character may only have one instance of it active on themselves at any given time.

- **Method:** Ingested (immediate)
- **Sig Call:** "Chemical Fortification"

**Glue:** This chemical is used to "glue" an item to a hand to resist fumble. Apply the glue and say the apply Sig Call. Say "Resist" on each fumble attack. The glue tag must be held in same hand as the item and the item cannot be released during the duration of the Glue effect.

- **Method:** Applied
- **Sig Call:** "Chemical glue"

**Gremlins:** This renders an apparatus or weapon inoperable for 1 hour. Write the start time on the tag and attach it to the apparatus or weapon.

- **Method:** Applied
- **Sig Call:** "Chemical gremlins."

**Headache:** This chemical gives the recipient a terrible headache, until the end of the event or cured, that requires the expenditure of 1 additional MP each time the recipient casts a spell.

- **Method:** Ingested (end of event)
- **Sig Call:** "Chemical headache."

**Ink:** Ink is used to fuel certain apparatus'.

- **Method:** Special
- **Sig Call:** N/A

**Laudanum:** Inflict a euphoric, pleasurable light headed feeling for 10 minutes. Say the Sig Call if administering. Laudanum is addictive causing the recipient to think about and crave another dose for the rest of the event. This is also used as fuel for certain apparatus.

- **Method:** Ingested (10 minutes & end of event)
- **Sig Call:** "Chemical laudanum."

**Lunacy:** Force the target into an uncontrollable fit of lunacy. The character will scream, laugh and howl while running wild through the area. She will not be able to use her skills, attack, or defend.

- **Method:** Ingested; Packet
- **Sig Call:** "Chemical lunacy."

**Nightshade:** This chemical reduces the recipients HP to zero causing unconsciousness that will lead to death if the recipient is not healed. **Nightshade does not affect immortals and constructs.**

- **Method:** Ingested (Immediate)
- **Sig Call:** "Chemical unconsciousness."
- Note: Nightshade may not be used with any other delivery method than ingested, including alchemical warrior.

**Nullify:** Use a method and say the Sig Call to prevent a witch from spending MP in any way.

- **Method:** Ingested; Packet
- **Sig Call:** "Chemical nullify witch."

**Petrolatum:** Instantly restore 2 HP. Say the Sig Call when administering this to a recipient or consuming it yourself. Petrolatum is amplified when used with the examiner skill and also serves as fuel for certain apparatus.

- **Method:** Ingested (Immediate)

- **Sig Call:** “Chemical petrolatum heal 2.”

**Polymorph:** Change species until the end of the event or cured. Say the Sig Call, where X is the desired species, when administering this to a willing recipient or consuming it yourself. Replace all current species make-up and with the new species makeup. Abilities and restrictions do not change, only the appearance.

- **Method:** Ingested (end of event)
- **Sig Call:** “Chemical polymorph X.”

**Rage:** Rage renders the target of this chemical an uncontrollable killing machine. Those under the effects of rage must attack the nearest living character (PC or NPC) to the best of their ability, utilizing any and all game skills to complete their task. Once their target is rendered unconscious, they will move on to attack the next nearest character until the duration of this chemical is up.

- **Method:** Packet
- **Sig Call:** “Chemical rage, attack nearest character.”

**Refresh:** Instantly restore 2 MP. Say the Sig Call when administering this to a recipient or consuming it yourself.

- **Method:** Ingested (Immediate)
- **Sig Call:** “Chemical refresh magic 2.”

**Smelling Salts:** Instantly awaken an unconscious character to 1 HP, or a character affected by daze. Say the Sig Call when administering.

- **Method:** Ingested (Immediate)
- **Sig Call:** “Chemical smelling salts, awaken.”

**Stench:** Use a method and say the Sig Call to render the character uncontrollably ill. **The character is able to defend, walk and talk, but unable to attack.**

- **Method:** Ingested; Packet
- **Sig Call:** “Chemical stench, you cannot attack.”

**Tick-Tock Cleaner:** This removes any applied chemicals from an item. . After applying the tick-tock cleaner to an item, it will work as per normal.

- **Method:** Applied
- **Sig Call:** “Chemical remove chemical effects.”

**Trance:** Induce a trance that restores 1 HP and 1 MP per minute while the recipient sits without moving, making a sound or taking any action. Say the Sig Call when administering to the recipient or consuming it yourself. Trance ends after the duration expired or the recipient is attacked, speaks or takes any action.

- **Method:** Ingested
- **Sig Call:** “Chemical trance.”

**Ulcers:** Inflict 1 point of damage immediately and every 60 seconds thereafter until cured or the character’s HP reaches zero. Say the Sig Call if administering. Healing will repair some of the damage, but damage continues to be inflicted at one per minute. Only a cure chemicals effect, or falling unconscious will end this effect.

- **Method:** Ingested (end of event)
- **Sig Call:** “Chemical ulcers.”

**Weakness:** Inflict the recipient with a debilitating weakness that prevents her from effectively participating in combat. Every action is tiresome and difficult. Mechanically, you may not attack with a weapon (including firearms) or use active defences. Say the Sig Call if administering.

- **Method:** Ingested
- **Sig Call:** “Chemical weakness.”

**Whiskey:** Whiskey instills a drunken state for the recipient. The degree and duration of drunkenness is determined by the inflicted player. Say the Sig Call if administering. This is also used as fuel for certain apparatus.

- **Method:** Ingested
- **Sig Call:** "Chemical whiskey."

# APPARATUSES

An apparatus is a machine that is created with a mix of alchemy and a spell scroll. An apparatus allows the use of a spell without requiring a skill and without requiring the destruction of the spell scroll. Any character can use an apparatus so long as the machine contains all its required components.

## USING AN APPARATUS

Apparatuses begin each game with 3 charges that can be used throughout the event. Apparatuses built during the course of the event begin with 3 charges. Follow the instructions of the spell scroll attached to the apparatus and burn one charge of the apparatus or spend the appropriate chemical fuel for a single shot. Every time a charge is used you need to tear off a charge tag before another charge can be used. You can reload the apparatus by using the invigorating mechanism experiment art, but this may only be done once per event for each of your apparatuses.

**Apparatus Weapons:** Firearm and archer weapons can be used as a base. Apparatus weapons are used the same way as a regular apparatus except the arrow/foam dart replaces the packet delivery method while still issuing projectile damage and any duration effect is reduced to 15 seconds. Thus the Sig Call might be “magic atrophy 4”. Only spells that use the packet delivery method may be used on a weapon apparatus. Each shot, accompanied by the Sig Call, uses up one of the charges in the weapon. You can choose to simply fire the ammo with no effect by not saying the Sig Call.

Apparatus effects do not transfer to objects you attach them to. For example, if you had an apparatus gun scope and attached it to a gun, the apparatus effect is still in the scope and does not transfer to the darts of the gun.

**Attuning an Apparatus:** In order to use an apparatus, you must attune with it. To attune with an apparatus, you must hold it in your hands and focus on it for 15 seconds. This begins a 5 minute attunement process, after which the apparatus is attuned to you. If you ever lose control of an attuned apparatus, i.e. if it enters into another person's possession or leaves your immediate presence, your attunement is lost and you must re-attune if you want to use the apparatus again. Attunement does not refill free uses on an apparatus; when you re-attune, any charges that you have spent are still spent. You may only attune to one apparatus of each fuel type. Attempting to attune to an apparatus of a fuel type you are already attuned to causes you to immediately lose attunement to the old apparatus. For instance, you could attune to both a Wrack apparatus and a Cure Health apparatus but you couldn't attune to both a Wrack apparatus and a Silence apparatus.

**Building an Apparatus:** To build, destroy or alter an apparatus, your character must have the inventor skill. Each apparatus is built with pre-existing items obtained through other skills.

**Part 1: Spell Scrolls** - A spell scroll determines what the apparatus can do. Only one spell scroll can be installed and the scroll prop must be attached to the base where the tag can be easily shown.

**Part 2: Fuel** - Fuels are the chemicals ink, petrolatum, laudanum, or whiskey. The chemical you need is determined by the spell scroll on the apparatus and is listed in the spell description. Attach at least one single use bottle with the appropriate chemical inside, to the base, at the time of item creation. This chemical may not be removed without destroying the apparatus. The tag must be easily shown if not visible. Additional fuel can be spent for an additional use of the apparatus by attaching extra fuel tags in bottles to the base and then tearing one chemical tag for each additional use. An apparatus base may hold up to 5 bottles at a time.

**Part 3: Base** - Much like a computer requires a case to hold all its parts together, so does an apparatus need a base. The base must be an object 2 inches or larger, and cannot be clothing, ammo, melee, thrown, brawl weapons, tagged items, or bottles. Wearable accessories are restricted to chest armor, hats, hair pieces, goggles, pendants, belts, packs, pouches, satchels, bracers, gloves, and greaves.

A construct's body may be used as an apparatus base by gearsmiths but they are still limited as their whole body (not the items they are carrying) is considered one base.

**Part 4: Charge Tag** - The charge tag is to track the usage of the Apparatus. The charge tag can be found in the last section of the book within printables.

**Putting It All Together:** Only characters with the inventor skill can put together apparatuses. You should now have 4 parts in front of you: 1 charge tag, 1 bottle, 1 spell scroll, and 1 base. Attach the bottle and scroll to the base. Attach the charge tag so the tear away tabs are clearly visible and removable. The top half of the charge tag may be overlapped by the scroll tag or other means to save space. Bottles can be permanently attached the base, but the scroll must be removable.

**Destroying an Apparatus:** Your character must have the inventor skill at level two to destroy an apparatus. Destroying an apparatus involves removing and tearing the spell scroll and chemical tag, rendering the apparatus inoperable. The base can be used again for a new apparatus.

**Alter an Apparatus:** Your character must have the inventor skill at level three to alter an apparatus. Altering an apparatus involves removing the apparatus tag, spell scroll, and chemical tag from a base and then replacing them with new ones. When altering an apparatus the chemical tag is torn but the spell scroll is preserved for later use. An altered apparatus starts with 3 fresh charges. You may not "refresh" an apparatus by attaching the same spell scroll type you removed.

<b>Petrolatum (Healing/Protection)</b>	<b>Whiskey (Control)</b>	<b>Ink (Damage/Necromancy)</b>	<b>Laudanum (Mental)</b>
Bless	Atrophy	Aetherial Weapon	Cleanse
Cure Health	Nightmare	Curse	Daze
Fabricate Armor	Fumble	Dead Speak	Detection
Feign Death	Paralyze	Destruction	Forgetting
Hero's Stand	Pin	Detect Undead	Inspire
Protection	Provoke	Harm Undead	Illusion
Recovery	Reveal	Lay to Rest	Meditate
Ward	Silence	Raise Lich	Pleasant Dreams
Withstand	Wicked	Raise Zombie	Riddles
	Wrack		Virtuous

# ARTIFACTS

These artifacts are created via an art. Any character can use an artifact. An artifact is considered “active” only when the tagged prop is appropriately worn or used as described below.

You can carry as many artifacts on your person as you physically can. Artifact props must be at least 2 inches by 2 inches and cannot be used for multiple effects. For example, you cannot use a black leather vest for ensorcelled armor and use the same vest for augment magic.

**\*These artifacts may not be purchased from logistics in any way and must be obtained through game-play.**

## COMMON

**Alchemical Laboratory:** This artifact creates chemicals during an event. While logistics is open at event, present the tagged artifact and they will give you 5 blank chemical tags in return.

To fill in a blank chemical tag any time during an event, work in your laboratory for a minimum of 5 dedicated minutes of role-play per chemical you are making and write the name of the chemical on the blank tag. You can create any chemical within your alchemy skill level access. You may only ever create 5 chemicals an event using alchemical laboratories.

- **Drawback:** Must act fiercely proud and protective of one's own laboratory. The owner cannot bear to hide the lab's magnificence but also cannot stand to have the lab damaged or stolen.
- **Prop:** “Lab equipment” (at least 2'2") with 5 removable, empty bottles.

**Augment Magic:** While this artifact is worn on your person, your maximum MP limit increases by 1. For example, if your current MP is 10, this artifact increases it to 11 and so on for each augment magic you carry on your person. If you do not have the witch skill, you still gain and spend MP from this artifact.

- **Drawback:** The only skills you can use are the practitioner and witch skills.
- **Prop:** Any article of white for light, or black for dark, clothing worn as outerwear that can be easily removed. Items such as gloves, bracers, aprons, cloaks, jackets, scarves, etc. are acceptable as long as the clothing meets the specifications described in thieving.

**Corrupted Cauldron:** The corrupted cauldron is a dark and twisted version of the witch's cauldron artifact. To activate a corrupted cauldron each participant must sacrifice 1 HP that cannot be healed for the rest of the event. A character may stand at the cauldron and begin chanting, saying incantations, singing, dancing, etc. For every 5 minutes of role-play the witch gains back 2 MP. For each additional participant, reduce the time of the RP required to gain 2 MP by 30 seconds. There may never be more than 5 total participants or less than 1 minute of RP per 2 MP gained. A witch may gain back up to 14 MP/event in total with the use of cauldrons.

- **Drawback:** May only be used by dark witches and all users must make a large green mark on their forehead, cheeks, or nose that remains for the rest of the event. This can not be covered by a mask or race makeup. Also has the drawback of the Witch's Cauldron.
- **Prop:** A black cauldron with dark symbols.

**Monsters:** The wearer of monsters sees every person, friend or foe, around him as a terrifying monster. This hallucination can drive a character insane, but the player is free to act this effect as he chooses and it must be acted.

- **Drawback:** This artifact can be carried in hand, but cannot be removed once the prop is properly worn. The remove artifact art is required to remove it.
- **Prop:** Non-animal mask.

**\*Obedience Weapon:** These weapons were made for the gladiator rings, but that has changed with the fall of the Great Spell. These weapons act just like enchanted weapons but also do 1 point of damage to the person holding the sword for every time the character hits another person (including Nome, Mangaboo, Immortal, Construct, etc). You may not wield another melee fighter weapon while in possession of this cursed weapon.

- **Drawback:** This artifact can be carried anywhere on the body but cannot be removed once the prop's hilt is held in the hand. The remove artifact art is required to remove it.

- **Prop:** A legal melee weapon of any size.

**\*Thief's Scry:** This artifact allows you to locate secret compartments in bags and boxes carried on a person. Touch the character with the prop and say "magic thief's scry, reveal your secret compartments." The player must answer immediately and truthfully OOG. This does not include the Outlaw's OOG compartment.

- **Drawback:** You cannot carry items that do not belong to you on your person.
- **Prop:** "Glass" eyeball.

**Tolerance:** Wearing a tolerance belt allows you to ignore damage from brawler weapons up to 5x/event. You may choose when to use these charges by saying "resist" when attacked by a brawler boffer attack. This does not resist any effects associated with those attacks.

- **Drawback:** You cannot also wear armor.
- **Prop:** Belt.

**Weakened Magic:** The wearer of a weakened magic artifact must spend one additional MP each time they use magic.

- **Drawback:** This artifact can be carried in hand, but cannot be removed once the prop is properly worn. The remove artifact art is required to remove it.
- **Prop:** Necklace or collar.

## UNUSUAL

**Bestow Skill:** When this artifact is created, the practitioner chooses a skill from his/her character sheet. The artifact will bestow this skill to the wearer at level 2. This will have no effect if the wearer already has the skill either on his/her character card or another bestow skill artifact of the same skill. Bestowed skills do not appear on the wearer's character sheet, thus the following restrictions apply:

Skills that can be bestowed are: Brawler, Examiner, Gunslinger, Melee fighter, Scoundrel, and Shield.

- **Drawback:** You cannot use rare artifacts. You can only benefit from one Bestow Skill at a time.
- **Prop:** Wrist bracer, necklace, or belt.

**Blood Leech:** The wearer of blood leech must take one additional point of damage each time they take damage.

- **Drawback:** This artifact can be carried in hand, but cannot be removed once the prop is properly worn. The remove artifact art is required to remove it.
- **Prop:** Necklace or collar.

**Ensorcelled Armor:** While this artifact is worn on your person, it enhances leather armor so that it protects the same as chain or studded armor, or enhances chain or studded armor so that it protects the same as plate armor.

- **Drawback:** You cannot also use a shield.
- **Prop:** Chest armor.

**Soul Crystal:** Place the soul crystal in front of a character at eye level and rest a hand on the crystal and target's shoulder. Say "magic paralyze" to force the character to immediately suffer the effects of the Paralyze spell until the target's line of sight is broken to the crystal. This is considered a "touch" method attack. The character can speak and use spells that do not require a touch, packet or movement to be performed.

- **Drawback:** If the victim resists the effect, you will be paralyzed for 1 minute that cannot be resisted.
- **Prop:** Black quartz, or similar material, minimum 2 inches in length.

**Talisman of Spell Storing:** This artifact stores one spell indefinitely until used. To store a spell, hold the talisman in one hand and cast a spell from a spell scroll or via the witch skill. Attach the spell scroll tag to the artifact prop. That specific spell can then be used by whoever wears the Talisman, no special skills required, but the description of the spell must be followed and the spell scroll tag attached to the Talisman prop destroyed. Once a spell is cast from the Talisman, the artifact is considered empty until another spell is stored into it.

- **Drawback:** The talisman must be worn visibly and openly around the neck.

- **Prop:** A glowing green talisman or pendant.

**Unfettered:** While you wear this artifact, you can remove any bindings from yourself at any time, and open and close locked or unlocked doors. This artifact will not allow you to open doors locked from the inside or golden locks.

- **Drawback:** You cannot use the locksmith skill.
- **Prop:** Wrist bracers or gloves.

**Wand of the Aeons:** This wand is the pinnacle of a witches arsenal. This wand will give the holder of it 2 MP (as per Augment Magic).

- **Drawback:** This artifact will not work if you use, carry, or wield any other artifact(s), except augment magic.
- **Prop:** A white wooden (or wood like) wand for a Light Witch, or a black wooden (or wood like) wand for a Dark Witch, that is at least 12" long.

**Witches Cauldron:** The witch's cauldron can be used to regain MP during an event by drawing upon the mystic energies within. A cauldron requires a Refresh chemical to activate. A character may stand at the cauldron and begin chanting, saying incantations, singing, dancing, etc. For every 5 minutes of role-play the witch gains back 1 MP. For each additional participant, reduce the time of the RP required to gain 1 MP by one minute. There may never be more than 5 total participants or less than one minute of RP per MP gained. A witch may gain back up to 14 MP/event with the use of cauldrons.

- **Drawback:** If a witch who you shared a cauldron with dies in the same event you may not use the witch skill for the rest of the event (If you die after using one of these, please inform other users that you have died.)
- **Prop:** A cauldron.

## RARE

**Enchanted Weapon:** This magical weapon causes 2 damage, say "magic strike 2" with each attack. The melee fighter skill is required to use enchanted weapon and there are no expenditures of any kind. This artifact is susceptible to fumble, theft, use by other characters, etc as with any tagged item.

- **Drawback:** You cannot use any other weapon or shield at the same time.
- **Prop:** Melee boffer sized per melee fighter 2 and per melee in weapon Specs.

**\*Fool's Shield:** This shield is use to make someone a big target that may only defend against enemy attacks.

- **Drawback:** The character may not use guns, any melee weapons or any projectile spells. This item cannot be removed from the character until the remove curse ritual is performed on that character.
- **Prop:** A shield.

**Grifter's Gloves:** These gloves are often used as punishment to prevent thieves from becoming repeat offenders. Grifter's gloves render the user unable to use the scoundrel skill.

- **Drawback:** This artifact can be carried in hand, but cannot be removed once the prop is properly worn. The remove artifact art is required to remove it.
- **Prop:** A pair of gloves.

**Mimic:** When this artifact is created, the practitioner chooses a species ability (playable character races only) that will be written on the artifact tag. The wearer will then be able to use that ability. Wearing multiple mimic's of the same ability does nothing. The adept and magical abilities may not be selected for this artifact.

- **Drawback:** You cannot use your character's species ability, but your character's restriction still applies. This does not affect pure blood. If you are human, you lose the 4<sup>th</sup> skill you chose as your bonus skill for as long as you carry this artifact.
- **Prop:** Wrist bracers or gloves.

**Soft Shell:** The wearer of soft shell cannot resist any damage by any means.

- **Drawback:** This artifact can be carried in hand, but cannot be removed once the prop is properly worn. The remove artifact art is required to remove it.

- **Prop:** Vest.

**Tears of Sacrifice:** This artifact is the ultimate display of self-sacrifice, allowing you to trade places with a dead character that has not yet rotted away. The sacrificing character must be a PC. Touch the dead character, while holding the tears, and say "magic sacrifice". The dead character, regardless of race, awakens at full HP, while **your character is instantly dead and cannot be brought back in any way**. Destroy the artifact tag after use.

- **Drawback:** This artifact kills you...
- **Prop:** A pair of clear glass or crystal marbles or tears.

**\*Witch Reaver:** This sword is the bane of witches all over Oz. When swinging this sword, the wielder may call damage as "Drain 2 Magic". This decreases the current MP of the target by 2. The sword can also be swung for standard damage, by not calling damage at all. This MP damage can not be resisted, but the blow can be dodged, blocked with a weapon, or a shield as long as the wielder can block normal melee damage with it. Be sure to call slowly enough to be clear that you are calling "Drain 2 Magic" and not "Magic 2" when swinging this weapon. Although this call includes the word "Drain" - the wielder does not gain Magic Points.

- **Drawback:** You may not wield any other weapon or shield with this artifact.
- **Prop:** A latex sword or other melee weapon as per weapon specs.

## LEGENDARY

**\*Emerald of the Eclipse:** This rare and unique artifact multiplies your maximum MP limit by 5 while it is worn on your person. It does not increase your current MP. The emerald will multiply MPs increased by augment magic. No one knows the current location of the emerald or the art that created it. The emerald is currently sought after by Azkadelia.

- **Drawback:** You can use the witch skill only and the only other artifact you can use is augment magic.
- **Prop:** A large glass emerald the size of a small fist.

**\*Ruby Slippers:** This rare and unique artifact allows you to instantly teleport from Oz to Earth by putting the slippers on and clicking the heels together three times while saying the phrase, "There's no place like home". Legend has it that the slippers will also teleport from Earth to Oz ("There's no place like Oz"), but no one knows nor does anyone know the current location of the ruby slippers or the art that created them. They are shrouded in such mystery that even the color of the slippers is a matter of great debate. Some claim they are actually silver and the ruby slippers are just a decoy. The truth is known by only a select few.

- **Drawback:** You cannot use any other artifact or apparatus.
- **Prop:** Red glitter or sequin shoes.

# ARTS

Arts are divided into two groups, magical rituals and alchemical experiments. Arts are higher forms of magic and alchemy for a longer lasting, more powerful effect. Any character with the practitioner skill can perform any ritual or experiment. While the following descriptions are also found on the art scrolls used during game-play, the descriptions here override any wording found on the art scrolls. Performing an art requires the practitioner skill, components, time, and alchemy and/or MP.

Unless your character has already performed the art IG, your character doesn't know what art is being used, without seeing the scroll or schematic. No one but the primary art performer knows if the art worked, unless there is an obvious effect.

## Performing a Ritual or Experiment

1. You must have the appropriate level of the art skill and the art scroll for the art you wish to perform.
2. Collect the components listed on the art scroll.
3. Set up the area as described.
4. When you are ready to perform the art, follow the instructions on the art scroll and destroy the ritual tag, unless otherwise stated in the instructions.

**Assistant:** Some rituals may call for an assistant. This is another character of your choosing who is present for your performance of the art and some assists you with that performance as described on the art scroll.

**Nature:** Each art has a specific nature that's passive or aggressive. Passive arts require a willing participant, if the target of the art is a character. With an aggressive art, you can target an unwilling character if all conditions of the art are otherwise met; ie the target must be in the circle, hooked to the machine, etc. The nature of the art doesn't effect any residual effects.

## AREA

**The art scroll will indicate which set up to use:**

**Ritual Circle:** The circle must be three feet in diameter or greater and drawn using a substance that is easily cleaned such as rocks, salt, chalk, etc, or etch the circle in the dirt. Nothing happens if the circle is broken during a ritual performance. The circle to be drawn is shown on the ritual scroll.

**Experiment Machine:** The machine is of your own design that incorporates the components of the experiment and/or the intended result. For example, set up a bed with wires and electrodes (imagine Frankenstein) to perform construct rebirth. Any attachments to campsite property cannot be damaging and must be removed at event's end. The same machine may be used for multiple experiments, as described. A machine must be at least three feet in length unless otherwise described. Nothing happens if the machine prop is "broken" or dismantled. Please decorate these props in steampunk/game appropriate themes as best as possible just like any other decoration.

The practitioner skill and the art scroll of the ritual you wish to perform are required to cast a ritual. Additional skills and requirements will be defined on the description.

## LEVEL ONE

**Create Common Artifact:** While logistics is open at event, present this tagged ritual scroll and the appropriate prop for the common artifact of your choice. Logistics will keep the tagged ritual scroll and give you the artifact tag in return. Your character will have 2 less MP that cannot be replenished during the event. MP from the augment magic artifact cannot be used to create artifacts. You can repeat as many times as you are able to meet the requirements.

- **Components:** MP and the appropriate artifact prop.
- **Nature:** Passive

**Remove Artifact:** Some artifacts are considered cursed as they cannot be removed once they are worn and impede the wearer without offering a benefit. This ritual will remove such artifacts from the wearer. Draw the circle and have the wearer stand inside. The wearer can be willing or not, conscious or not. Touch the (boffer) dagger to the cursed artifact, recite the incantation and spend 2 MP. The artifact can then be removed.

- **Components:** The wearer with attached artifact, MP, and a dagger.
- **Incantation:** Hac sica me maledicti in hoc removendum hoc item affligens animam pauperis
- **Nature:** Aggressive
- **Area:** Circle

**Oath Maker:** The subject pledges an oath to complete a task (limit to 10 words). The task must be some sort of physical quest and cannot be used as a “truth serum”. Draw a circle and have the person pledging the oath stand inside. The caster holds the hands of the oath maker while the oath is pledged. If the caster is the subject, then only they must be in the circle and they must clasp their hands together while stating the oath. Once the oath is pledged the caster says the incantation and spends 4MP. The subject must do everything within his or her power to fulfill the oath until it is complete or until the end of the following event (whichever comes first).

- **Components:** The person making the oath and 4MP.
- **Incantation:** Iuravit ut non solvatur per dicta vel facta
- **Nature:** Passive
- **Area:** Circle

**Soul Cleansing:** With this ritual, a light witch can change a dark witch to the light. Draw the circle and place the willing and conscious light character within. Place the virtuous spell scroll on the recipient character, spend 2 MP and recite the incantation. The switch is permanent but delayed until the changes are processed in the character manager online. All dark witch spells will be removed from the character and the PP is returned.

- **Components:** MP and virtuous spell scroll.
- **Incantation:** Quae facta est caligo tenebrosa, et in ignem aeternum.
- **Nature:** Passive
- **Area:** Circle

**Soul Corruption:** With this ritual, a dark witch can change a light witch to the dark. Draw the circle and place the willing and conscious light character within. Place the wicked spell scroll on the recipient character, spend 2 MP and recite the incantation. The switch is permanent but delayed until the changes are processed in the character manager online. All dark witch spells will be taken from the character and the PP is returned.

- **Components:** MP and wicked spell scroll.
- **Incantation:** Averte mala in tenebris lucem istam magam
- **Nature:** Passive
- **Area:** Circle

## LEVEL TWO

**Create Unusual Artifact:** While logistics is open at event, present this tagged ritual scroll and the appropriate prop for an unusual artifact of your choice. Logistics will keep the tagged ritual scroll and give you the artifact tag in return. Your character will have 4 less MP that cannot be replenished during the event. MP from the augment magic artifact cannot be used to create artifacts. You can repeat as many times as you are able to meet the requirements.

- **Components:** MP and the appropriate artifact prop.
- **Nature:** Passive

**Enchantment:** Enchantment is a ritual, used to alter the mind and emotions of another. Draw a circle, touch the target of the ritual on the circle, state which enchantment is being used and who the target will be enchanted to, say the incantation, and spend 4MP. Enchantment can be used to apply one of three following effects:

1. **Loyalty:** Creates a strong loyalty to person of caster’s choice. The target will do everything short of suicidal action to protect their charge from anything perceived as negative or a threat.

2. Loves: Creates strong feelings of love toward the person of the caster's choice. It is up to the player to determine how these feelings are expressed – they do not need to be expressed openly. This can be used to counteract the "loath" enchantment.
3. Loath: Creates strong feelings of avarice toward the person of the caster's choice. It is up to the player to determine how these feelings are expressed – they do not need to be expressed openly. This can be used to counteract the "love" enchantment.

Regardless of effect chosen, this ritual lasts until the end of the following event.

- **Components:** Target of enchantment, circle, and 4MP.
- **Incantation:** Cor et mentem mutavit oculos aspexerint.
- **Nature:** Aggressive
- **Area:** Circle

**Ward Versus:** The recipient of this ritual gains the ability to resist a specific chemical or spell 5x. Any unused resists expire at the end of the event. Draw the circle and have the recipient sit in the middle. Recite the incantation then use the warded chemical / spell on the recipient spending 2 MP. Tear the chemical / spell scroll tag in two. Remove the Ward Versus tag from the prop, record the event date on the tag and attach it to the chemical / spell tag. The recipient player must carry the tags on her person at all times to provide proof of the ritual's active effect. Only one chemical and one spell may be warded on a character at a time.

- **Components:** Chemical / spell scroll to be warded, recipient, and MP.
- **Incantation:** Offero magiae condendi huius versus pupillo
- **Nature:** Passive
- **Area:** Circle

### LEVEL THREE

**Create Rare Artifact:** While logistics is open at event, present this tagged ritual scroll and the appropriate prop for the rare artifact of your choice. Logistics will keep the tagged ritual scroll and give you the artifact tag in return. Your character will have 6 less MP that cannot be replenished during the event. MP from the augment magic artifact cannot be used to create artifacts. You can repeat as many times as you are able to meet the requirements.

- **Components:** MP and the appropriate artifact prop.
- **Nature:** Passive

**Remove:** Remove the heart or brain from a willing or unwilling, conscious character, not yourself, leaving the character alive and unharmed. With the heart removed, the character is not able to feel emotions except fear, and is immune to emotion-controlling effects (say "resist"). With the brain removed, the character does not remember who he was at all (not including skills/spells) or anything that happened before the brain removal. He will also be forgetful and have trouble learning and problem solving. Draw the circle and place the recipient inside. Hold a heart/brain prop in one hand while holding your other hand over the recipient's chest/head. Recite the incantation, and spend 6 MP and mime grabbing the heart/brain and pulling it. Remove the ritual tag from the scroll, record the event date, and the recipient character's and player name on the back, and attach the tag to the heart/brain prop. The heart/brain can be placed back in the recipient by repeating the instructions above, except mime pushing the heart/brain in, and destroying the tag on the prop.

The heart/brain prop must be stored in an IG location each event. The heart/brain is susceptible to damage attacks and actions such as squeezing it to cause pain. Such actions, that cannot be resisted by any means, made on the prop must be done in front of the recipient so the player can act the effect. If the prop is removed from game by a player or is returned to the recipient's body, the effect of Remove ends. If the recipient stops playing the character, the heart may remain IG or the tag removed.

- **Components:** Heart or brain prop, and MP.
- **Incantation:** Et auferam cor tuum mihi est
- **Nature:** Aggressive
- **Area:** Circle

**Resurrect:** This ritual will bring a dead character back to life and can be performed on the dead character anytime during the death count or while the player has continued to play the body. Once the player character switches per death, the character cannot be resurrected. Draw the circle and place the dead character inside. After 10 minutes of dedicated role-play, spend 2 HP, 6 MP, and recite the incantation. The dead character will awaken with a maximum HP of 2 less than his current maximum i.e. if his current maximum is 10, he awakens with a new maximum of 8. The caster will also have a new HP maximum of 2 less than their previous. This lost HP is permanent and cannot be restored. Both you and the other player must update your characters in character manager online. Immortals, constructs, and those under the effects of the Soul Purge ritual cannot be resurrected. This ritual removes all active arts from the target, after resurrection.

- **Components:** Dead body, HP, and 6 MP.
- **Incantation:** Surge vitam vivere summa precor rursus
- **Nature:** Aggressive
- **Area:** Circle

**Ritual Breaker:** This ritual has no immediate effect; what it does is protect the target from the next ritual cast on them. When the next ritual is cast on the target of a ritual breaker, it has no effect, though the person casting the ritual will assume it worked (if there is no obvious effect). To activate this ritual stand in the circle (with the target if the caster is not the target of the ritual), say the incantation, and spend 5MP. Ritual breaker doesn't differentiate from "beneficial" and "non-beneficial" rituals. Ritual breaker lasts until used or the target's death, meaning it won't stop a resurrection ritual used on a dead body. Ritual breaker only works on rituals cast directly on the target, and so does not protect from Soul Purge or similar rituals.

- **Components:** Target and 5MP.
- **Incantation:** In manus tuas, ut non iuxta ritum
- **Nature:** Aggressive
- **Area:** Circle

**Soul Purge:** The power of Elphaba, the original Wicked Witch of the West, is legendary. After her death, generations of dark witches searched for ways to gain the power she effortlessly controlled. This ritual is the result. You must be a dark witch to perform this rite. Draw the circle and place a bottle in the center. Hold your hands over the bottle, recite the incantation and spend 4 MP and 4 HP. Remove the soul purge ritual tag from the scroll prop, add the current event date and affix the tag to the bottle. If not an Immortal, whoever drinks the potion has their skin turn completely green. They permanently lose their conscience and become immune to Inspire, Virtuous, Provoke, Wicked, and similar effects (say "resist"). The character is now ruled by their negative emotions, as if constantly under the effect of Provoke. The player may decide what negative emotion(s) the character feels at any given time. The recipient immediately increases their current and maximum MP by 4, and gains access to every Common and Dark spell. They still must have the Witch skill at the appropriate level to cast any of the spells. The numeric effects of any spell they cast (including from scrolls) increase by 50% (i.e. Destruction now does 6 damage base and Aetherial Weapon does 3, which must be called on every swing). If the recipient is a Light Witch, their aspect immediately changes to Dark and they lose any Light spells they know. The PP spent on any Light spells lost is refunded and can be spent between games for any purpose, but only for this character. Say the Sig Call if administering to a recipient or consuming the potion yourself. Green skin is required, but may be concealed by clothing. A character can only benefit from this ritual once. Soul Purge cannot be reversed by any means. A character under the effect of Soul Purge cannot be the target of a Construct Rebirth or Resurrection ritual. Soul Purge changes the fundamental nature of the drinker, and so an Immortal who drinks the potion immediately drops to 0 HP and 0 MP, but gains no other benefits or drawbacks. They can be healed as normal.

- **Components:** Dark witch, MP, HP, and a bottle.
- **Incantation:** Et succendatur, et sanguis meus, anima mea accipies amet
- **Nature:** Aggressive
- **Area:** Circle
- **Potion Method:** Ingested
- **Potion Sig Call:** "Magic Soul Purge"

## EXPERIMENT DESCRIPTIONS

The practitioner skill and the art scroll of the experiment you wish to perform are required to perform an experiment. Additional skills and requirements will be defined below.

### LEVEL ONE

**Construct Rebirth:** Bring a dead character back to life by converting that character's species to construct. Create a machine large enough for the recipient to lay upon (perhaps like the bed from Frankenstein's lab) with at least four attached cables. Lay the dead character on the machine and 'connect' the body with the cables. 'Inject' the petrolatum into the dead character and 'turn the machine on' (represented by lights) for 1 minute. Turn the machine off and administer the smelling salts destroying the chemical and art tags. The recipient will awaken at 1 HP as a weak construct unable to use the ability or restriction until the change is processed through character manager online. Performing this experiment on an immortal or a construct results in failure.

- **Components:** Dead character, 1 petrolatum, and 1 smelling salt.
- **Nature:** Aggressive
- **Area:** Machine

**Fire Portal:** Create a fiery obstacle that causes 5 chemical damage each time a character walks through the machine prop from either direction. Create a machine that players can safely walk through, such as an archway. Attach a storage bottle. Tear the tags of the chemical weapon chemicals and place them in the bottle. Remove the art tag from its scroll, record the event date and start time on the back, and visibly attach it to the machine. Fire portal will remain active for 1 hour for every 2 chemical weapons used to activate it.

- **Components:** 2 minimum chemical weapon chemicals.
- **Nature:** Passive
- **Area:** Machine

**Stasis:** Create a machine resembling a pod using your bed/bunk. Attach a storage bottle. Activate the machine with 2 MP, 2 spell scrolls or 2 chemicals of any kind, or any combination of the three. Record the day's date on the back of the partially torn tags, or tag-sized paper if only using magic, and place them in the bottle. The art tag is NOT destroyed. While you sleep inside the machine, stasis is active and your character is immune to all effects from all sources. This is meant to let you, the player, get a night's sleep.

- **Components:** 2 MP or 2 sleep spell scrolls or 2 chemicals of any kind
- **Nature:** Passive
- **Area:** Machine

**Tin Man's Arms:** This experiment creates a machine that allows the wearer to carry one more person (for a total of two), or they may run while they "carry" another person. You must wear a metallic looking glove or bracer to represent the machine. Remove the art tag and attach it to the machine as well. This machine lasts until the prop is physically removed from the wearer and can carry on between events.

- **Components:** Metallic gloves or bracers, 4MP or 1 glue and 1 beast chemicals
- **Nature:** Passive
- **Area:** Machine

### LEVEL TWO

**Amplify:** Amplify is used to extend the duration of a chemical or spell scroll to 30 minutes. This does not affect chemicals with durations longer than 30 minutes. Create a machine with a tube and compartment large enough for a bottle or spell scroll prop. Place the chemical or spell scroll, complete with prop, inside the machine and either hold the tube and spend 4 MP or mime pouring 4 inks into the tube. Wait 10 minutes and destroy the ink tags, if any, and attach the art tag to the extended chemical or spell prop. Add "30 minute duration" to the Sig Call and destroy both the chemical/spell and art tags when the chemical/spell is used.

- **Components:** Chemical or spell to extend, 4 MP, or 4 ink chemicals
- **Nature:** Aggressive

- **Area:** Machine

**Blissful Slumber:** When used in conjunction with stasis, blissful slumber replenishes HP and MP to full. Create a machine that can be added to the stasis machine prop. Tear the art and 4 petrolatum/refresh tags. Pin the art scroll and 4 bottles to the foot of the bed on the outside next to the stasis art scroll and bottles. After you, the player, sleep at least 4 hours, your character's HP and MP will be restored.

- **Components:** 4 petrolatum or refresh chemicals or a combination of both.
- **Nature:** Passive
- **Area:** Machine

**Shock Collar:** This experiment creates a machine to keep flight risk slaves from running away. The machine is created in two components, a control box and a shock collar. Once created, remove the art tag and attach it to the control box. This machine lasts until the collar prop is physically removed from the wearer and can carry on between events. To activate, place the finished collar on an individual which causes the wearer to act as if hit with a packet delivered wrack spell after every 10 minutes they are not in line of site of the person with the control box. The wrack spell cannot be resisted in any way. Caster wears, openly, a glowing machine like object, (control box) and targets wear a collar with the same color glowing components (shock collar). The collar can only be removed by the wearer of the control box.

- **Components:** 4 MP and 4 chemical headache.
- **Nature:** Aggressive
- **Area:** Machine

**Time Release:** Set a time or specific event that will trigger the activation of a spell scroll or chemical. When the time or condition is met, the spell/chemical activates whether you want it to or not. Create a machine with a tube and compartment large enough for a bottle or spell scroll prop. Place the chemical or spell scroll, complete with prop, inside the machine and either hold the tube and spend 4 MP or mime pouring 4 inks into the tube. Wait 10 minutes and destroy the ink tags, if any. Record the activation time or event on the back of the art tag and attach it to the chemical or spell scroll prop.

- **Components:** Chemical or spell to time release, 4 MP or 4 ink chemicals
- **Nature:** Aggressive
- **Area:** Machine

### LEVEL THREE

**Bottled Memory:** This experiment removes the previous day's worth of memories from the target. Place a helmet-like machine containing two headache chemical bottles on the target's head, with a hose running from the helmet to an empty bottle. On a 3x5 card, write the date and time of the start and end of the excised memory, which will always be the previous 24 hours, and brief description of any key events forgotten. Place the card inside a corked bottle (the card is considered OOG). The memory is now stored in the bottle. The memory is lost until the target "drinks" the memory from the bottle (the player must destroy the paper inside the bottle). Alternatively, someone else can drink the memory and gain it, instead of the target of the original experiment. The art scroll is used up after using this machine.

- **Components:** Helmet, hose, and 3 headache chemicals.
- **Nature:** Aggressive
- **Area:** Machine

**Distilled Essence:** Create a potion that restores MP and HP to full, and removes all effects from any source currently active on the recipient. Create a machine with six attached bottles, a soul crystal artifact at the end of an attached wire or hose, a seventh bottle connected by hose and detachable, and can be sat in i.e. a chair. Load each of the six bottles with the chemicals of refresh, petrolatum or elixir, or any combination of the three, and have a willing or unwilling, conscious character sit in the machine. Hold the attached soul crystal in front of the player's eyes and say "magic paralyze" that can be resisted. If not resisted, continue to hold the soul crystal up for at least 15 seconds. When you lower the soul crystal, the victim bypasses Unconsciousness and is now dead. Destroy the six chemical tags, remove

the distilled essence tag from the experiment prop, have the victim player sign the back, and attach the tag to the seventh bottle. The distilled essence potion can be used by anyone at any time.

- **Components:** 6 refresh, petrolatum, or elixir; or any combination of the three, 1 soul crystal, and 1 victim.
- **Nature:** Aggressive
- **Area:** Machine
- **Potion Method:** Ingested
- **Potion Sig Call:** "Chemical distilled essence."

**Force Field:** Create a box-like machine sized a minimum of 4 inches by 4 inches. Wear the machine visibly on your belt and attach the torn tags of 2 chemical shield chemicals or withstand spell scrolls or a combination of the two either inside or outside the machine. Remove the art tag, record the event date, and attach it to the machine as well. While you wear the machine visibly on your belt, you gain immunity to projectile damage (firearms, archery, thrown, and packets) 5 times. Say "resist" each strike. However, you cannot use projectile attacks. The machine can be worn by any character as its effect remains active until the charges are used, end of the event, or destroyed.

- **Components:** 2 chemical shield chemicals or withstand spell scrolls
- **Nature:** Passive
- **Area:** Machine

**Invigorating Mechanism:** This is a large, unmovable machine that recharges 1 apparatus at a time. The art tag is NOT destroyed, since the machine is reusable. Activate the machine with 2 MP, 2 spell scrolls or 2 chemicals of any kind, or any combination of the three. It takes 1 hour to recharge an apparatus and the machine can recharge 3 apparatuses per event. After the apparatus is recharged it is capable of using its effect 3 more times (until it is recharged, or the next event). This is a large object at least 3'3", that must have a machine/steam-punk aesthetic: wires, glowing lights, moving gears and vials. Requires an hour timer. Tear the fuel tags or spend the MP and attach the art tag to the machine.

- **Components:** 1 unmovable machine, 1 hour timer, and 2 MP, 2 spell scrolls or 2 chemicals of any kind, or any combination of the three.
- **Nature:** Passive
- **Area:** Machine

# WEAPON SPECIFICATIONS

**Weapon Specifications:** Weapons that do not meet these specifications cannot be used, and one may be loaned to you if you do not have one, if available. Weapons cannot be attached to each other or combined i.e. no bayonets or “gun-blades”.

Store bought latex weapons and For a Price Arms (<http://www.forapricearms.com/popguns.html>), Nerf, Buzz Bee, and Air Zone foam shooters are pre-approved, however if a staff member deems a weapon unsafe it must be removed from play. Homemade foam shooters are not allowed, while homemade boffer must be examined and approved by staff before use.

**Bow Weapon:** A real bow that:

- Must be a real straight bow, no compound bows
- 30lb pull or less, at 28” draw.
- Use boffer arrows (arrow shaft tipped with at least two inches of foam). These can be purchased online.

**Brawler Weapon:** A foam cored boffer that the:

- Color must be BLACK
- Blade length minimum 12”, overall 16 - 20” (30” with the changeling pure blood ability).
- Blade tip must have at least 2 inches of un-cored foam.

**Firearm:** A foam dart shooter that operates by single pump or spring action that:

- Painted realistic / steampunk colors. Parts may be added for looks or to meet the requirements for apparatus
- Shoot up to two foam darts per trigger reset
- No part of the original function can be modified in any way. Stock out-of-the-box operation ONLY
- Firing cannot be battery or air-can operated
- Clips / loaded shooter cannot hold more than 8 darts

**Melee Weapon:** A foam cored boffer that:

- Must be realistic / steampunk colors, NOT black
- Boffer must have a core
- Blade length minimum 10” Overall 16 - 40”
- Blade tip must be padded with at least 2 inches of foam
- Aetherial weapon striking area is RED or add a RED ribbon at the cross guard.

**Throwing Weapon:** A foam coreless boffer that:

- Must be realistic / steampunk colors, NOT black
- Boffer CANNOT have a core
- Overall length 4 - 20”

**Shield:** Shields can be made of any material, as long as the edges are padded at least as much a boffer weapon would be. As with melee Weapons, commercially produced LARP shields are also pre-approved.

**Packet:** A cloth filled with birdseed: Use a piece of cloth (roughly) 6-8” by 6-8” in size, a rubber band, and bird seed that does not contain corn or sunflower seeds. Insert 1 or 2 tablespoons of birdseed into the center of the fabric, lift the edges, and seal closed with a rubber band. The packet should be soft and pliable.