

## *General Information*

**Principal of the Rules:** If an effect or action is not described in this book, then assume you cannot do it. This applies to actions that potentially affect the rules. There is no effect within the rules that causes blindness to a character, therefore you cannot do it. The rules do not pertain to simple physical actions that affect only yourself, thus walking and running and such are not governed by the rules, one way or another. The rules are meant to support roleplay, not define it.

**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, movies, other extended media, 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 SC-only Bestiary.

SC's use a building at the campsite known as SC Camp. SC camp 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 SC 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 SC 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.

#### **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 species/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.

#### **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.

#### **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.

**Telling Your Story:** Once 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.
- Portraying characters based on real or fictional people i.e. do not play Billy the Kid or The Tin Man.

# Playing the Game

## TERMINOLOGY

**Armor Points (AP):** Armor points represent how much damage a character can take before they start taking HP damage. Each time you lose AP, subtract that amount from your current AP rating. Your AP is determined by the armor rating of your costuming and other effects.

**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 made to appear as realistic as possible while conforming to weapon specifications, for immersion purposes. Claw and brawl weapons are the only exception to this rule, where simple black foam weapons are allowed. Weapon specifications are listed at the end of the rule book.

**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.

**Disease:** An ongoing effect on your character caused by being hit with a disease attack. A disease attack is a brawler, claw, or packet attack made along with the Sig Call "Disease: (name of disease)". After being hit with such an attack, the player must visit ST and receive their disease card before the end of that event. The disease card will have the rules specifics for each disease.

**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):** Health points represent how much damage a character can take before dying. Each time you lose HP, subtract that amount from your current HP rating. You begin each event with full HP. You cannot regain more HP than your maximum pool rating. Maximum HP is determined by species and pure blood.

**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 coordinator'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.

**Magic Points (MP):** Magic points represent how many spells or rituals a character can cast before becoming exhausted. Each time you use MP, subtract that amount from your current MP rating. You begin each event with full MP. You cannot regain more MP than your maximum pool rating.

**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 other players what you are using so they know how to react. Pause long enough between calls to give your opponent time to react. When making a call that includes both damage and an effect, such as with the powers of the Alchemical Warrior Path, the order of the sig call is [type][damage][effect]. An example would be “Magic 2 Wrack”.

**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.** 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. To receive a tag your character must have the necessary skill and pay the cost to Logistics.

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.

**Vigor Points (VP):** Vigor points represent how many techniques a character can use before becoming exhausted. Each time you use VP, subtract that amount from your current VP rating. You begin each event with full VP. You cannot regain VP.

### 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.

## 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, steampunk, or stylized fantasy 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 Apparatus chapter, along with the rules for using, attuning, and creating an apparatus.

**Armor:** Wearing armor that covers the torso provides some protection against damage. Armor does not protect against magic or chemical damage. Armor can be made of any material as long as the finished product looks like the real armor it is supposed to represent. Once Armor has lost all its AP from damage, it needs to be repaired. Anyone with the Inventor skill can repair armor. You only gain the benefit of one tier of armor at a time.

- **Light Armor (Padded, Quilted, or Leather):** Adds 2 AP
- **Medium Armor (Chain, Studded Leather, Transitional, or Scale):** Adds 4 AP
- **Heavy Armor (Plate):** Adds 6 AP

**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.

**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.

**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.

**Brawler:** Black boffers the represent natural weapons, such as fists and claws. All characters can use short Brawler boffers. Brawlers have no effect when not being actively wielded, ie. when worn on the belt.

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

**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.**

**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:** 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.

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. You cannot unlock a lock if you don't have physical access to it. To lock a container, fasten the lock or locks to the container in a manner that doesn't actually lock the container. Once unlocked, a padlock can be removed from the container/door to which it was locked, and can be stolen. A locked container can be stolen while locked, if it is small enough to be carried away.

**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 padded boffers, 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. Melee weapons have no effect when not being actively wielded, ie. when worn on the belt.

**Shield:** A character must possess the shield skill in order to use a shield. A shield must have a surface area of less than 5 sq feet (30.28 inch diameter). 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 Immovable 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. Shields have no effect when not being actively wielded, ie. when worn on the back.

**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.

**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.

## MISCELLANEOUS

**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. 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.

**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.

**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 than 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.

**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 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 and in game currency. 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.

**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.

# Combat

## DAMAGE, UNCONSCIOUSNESS, AND DEATH

Weapon Type	Standard Damage per strike
Boffer Damage	2 (swords, brawler, thrown)
Projectile Damage	4 (dart, disc, arrow)

**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 many 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!).

**Damage Reduction:** There are ways to have damage reduced. The most common is the bless spell. Always round up when halving damage. No attack can be reduced to zero by damage reduction.

**Losing HP:** Damage taken is subtracted from your character’s HP. 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.

**Unconscious:** 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.

**NPC Death:** NPCs may die earlier than their 10 minute death count and are not required to play their bodies for the full 10 minutes, 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.

## ATTACK TYPES

**Boffer:** Each strike must be a full 45-degree swing with a different striking area each attack, and with no more than the minimal force to the swing. Thrusting and stabbing is not allowed. 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. If a boffer hits anywhere on your person that counts as a hit, no matter how light the blow. 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). You can choose to pull your blow and strike a character without causing damage by calling “Zero” each strike.

**Projectile:** Includes darts/disks fired from a firearm and boffer arrows shot from a bow. Projectiles cannot be blocked or deflected by weapons. If the projectile hits anywhere on your person 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 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 to double damage to one target with one attack.

**Combat In Doorways:** The issue of combat taking place in doorways has posed a safety risk when players attempt to slam the door on combatants attempting to cross the threshold and/or people firing and swinging blindly into groups bottlenecked at doorways. To mitigate the likely event of resultant injuries, the policies around fighting in doorways are as follows:

- Once a door is opened in combat, it cannot be closed again until combat has fully resolved. If the door is accidentally or intentionally re-closed during combat, a pause will be called, the door will be re-opened, and combat will resume. Mechanically, the door takes no damage during combat – it just can't be closed once it's been opened until combat is over.
- During combat, those individuals who are attempting to fire a Nerf gun or swing a boffer weapon can only target anyone fully exposed in the doorway. Anyone standing behind or is otherwise bodily obscured by that fully exposed individual is not considered a valid target and should not be targeted. Any player who is standing behind the exposed person in the doorway also should not shoot past the exposed individual(s) or attempt to swing boffer weapons past that individual at combatants approaching the door. Instead, individuals in that circumstance who wish to enter the fight, can exit the doorway fully and then engage in combat.

## DELIVERY METHODS

Effects can be applied via chemicals, spells, and some skills or paths. A signature call that begins with "Skill" cannot be resisted. If a weapon strike accompanied by a Sig Call starting with "magic" or "chemical", the attack has both an effect and the normal damage. Resisting the Sig Call will resist both the damage and the effect

**Applied:** 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.

- **Duration:** 60 minutes

**Gesture:** Some effects call for you to hold two fingers like a peace sign up in front of the player. The target player must see the gesture.

- **Duration:** 30 seconds, unless otherwise specified.
- **Range:** 10 feet.

**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 the 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. If attached to a cup or plate, the effect is activated with the first bite or drink of the laced food or drink.

- **Duration:** varied

**Packet or Weapon:** Throw a packet at a player, strike player with a boffer weapon, or shoot a player with a dart. If it hits the player, their character takes the effect. These cannot target the caster.

- **Duration:** 30 seconds

**Self:** These effects can only be applied to one's self.

- **Duration:** varied

**Touch:** Gently touch the target player, preferably on the shoulder or hand.

- **Duration:** 5 minutes

## MISCELLANEOUS

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

**Effects:** 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.

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.

# 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. This can be done through the character manager, or through email with the CG directly.

## STEP I: SPECIES

Oz is home to many species. The options given for species are intended to represent as wide a variety as possible. You should use the species that best suits the Oz denizen you wish to create. Please speak with a Character Guide if you have any questions about this. Selecting a species for your character determines his/her ability, restriction, and appearance. Options are below.

- Changeling: Shapeshifting animals, human and hybrid forms are available IG.
- Construct: Artificial creations or resurrected creatures, the variety is endless.
- Human: Oz natives and earthly immigrants are human alike.
- Immortal: Magical beings, often personifying aspects of the world.
- Mangaboo: Plant people, native to neighboring Vegetable Kingdom.
- Nome: Stone-faced, these people's kingdom is often at odds with Oz.
- Viewer: Feline humanoids, their fierce faces bely a gentle nature.

## STEP II: GUILD

The land of Oz has a vibrant culture. At the top it is run by the Trifecta of Ozma, Azkadellia, and the Scarecrow, but under them are a variety of guilds. Most citizens of Oz are members of a guild, though there are some exceptions. Please see the wiki or talk to a Character Guild for in depth information on each guild or reasons why one would not be in a guild. Guilds are divided both by which member of the Trifecta they are associated with and by whether they are Labour, Emerald, or War guilds. There is no PP cost or mechanical benefit to guilds, but they are an important opportunity for roleplay.

- Artificers: Ozma/Labour guild. Many well known witches, wizards, and Immortals belonged to the Artificers. This guild focuses on the study and practice of magic.
- Bit Lenders: Ozma/Emerald guild. The guild functions as Oz's bank, both storing money for the wealthy and lending money to those with lesser means.
- Bureaucrats: Azkadellia/Emerald guild. Bureaucrats, secretaries, and accountants belong to this guild.
- Civil Authority: Azkadellia/War guild. This is the only nationally recognized police force in Oz.
- Drudgers: Azkadellia/Emerald guild. This guild traffics exclusively in living cargo, providing indentured servants to serve in varying capacities: laborers, personal guards, tutors, etc.
- Grubbers: Scarecrow/Labour guild. Farmers, hunters, and any other who use the lands natural resources to feed the always-hungry population of Oz belong to this guild.
- Hospitality: Ozma/Emerald guild. Innkeepers, maids, masseurs, performers, and courtesans all look to this guild for membership and guidance.
- Ivory Tower: Scarecrow/Emerald guild. Academics, philosophers, and artists fill the ranks of this guild.
- Masons: Azkadellia/Labour guild. Most builders, miners, and other such contributors to the townships and road systems of Oz belong to this guild. As well as artisans of all kinds.
- Mephetics: Scarecrow/Labour guild. This guild is comprised of various alchemists, potion-makers, and poisoners.
- Mercantile: Ozma/Emerald guild. This guild holds jurisdiction over the sale and trade of inanimate objects.
- Ozma's Army: Ozma/War guild. Almost all female. This guild has jurisdiction over civil espionage and defense within their assigned jurisdiction.
- Rippers: Ozma/Labour guild. The guild consists of doctors, nurses, dentists, and other medically inclined Ozians who heal.

- Scarecrow's Army: Scarecrow/War guild. Members of this guild have jurisdiction over international espionage and defense within their assigned jurisdiction.
- Tinkers: Scarecrow/Labour guild. This guild consists of inventors, tinkerers, and a variety of other mechanically inclined or scientifically minded people.

### STEP III: CUSTOMIZE

**Player Points:** Player points (PP) are used to customize your character. The the character manager allots 5 PP for new characters. If you work with a Character Guide to make your character, you will be awarded 2 PP. 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.

**Skills:** A character must have at least one skill, and not more than 3 different skills. The limitation placed on skills is to prevent a single character from being completely self-reliant and to encourage partnerships and alliances.

PP Costs					
Character Card			Items	With Skill	W/O Skill
Path*	2		Art Scroll	2	4
Pure Blood	3		Artifact, Common	5	5
Skill	1		Chemical	1	3
Spell**	1		Lock and key	1	3
Talent	varies		Spell Scroll	1	3

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

\*\*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 of magic (light/dark/common)

## 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.

**Beginning Currency:** Each new character is given a total of 10 emeralds 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.

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

Starting Equipment Cost	
Art Scroll	4 emeralds
Chemical	1 emerald
Key	1 bit
Lock	4 bits
Spell Scroll	2 emeralds

## 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 listed on the chart in Step 3.

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
\$15 Cash Donation	Buys 1 Player Point

# Species

Once you select a species, the ability and restriction will automatically be recorded. For species details, please read the online wiki on our website. Characters or any species can come from any region of Oz. See the Wiki for information on the regions of Oz, as well as species themselves.

**Changeling:** Changelings are shapeshifters with the ability to change their form between that of a human and that of a 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: two or more obvious animal features, such as ears, nose, tail, paws, fur/scales makeup; or wearing an animalistic face mask.

**Construct:** These creatures are not born, they are made when a practitioner of arts performs the construct rebirth experiment or made from scratch. Since the appearance of a construct is the whim of the 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:** Artificial Life
- **Costume Requirement:** Makeup/mask inspired by Tin Man, Scarecrow, Patchwork People, or other costuming indicative of being a manufactured person.

**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

**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 a 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 species. They are notably short lived compared to the other species of Oz, usually only living 5-10 years after being picked.

- **Ability:** Plant-like
- **Restriction:** Rooted
- **Costume Requirement:** Vegetable or fruit and plant-like features through makeup, 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:** Degenerate
- **Restriction:** Egg-streme Reaction



- **Costume Requirement:** Grey (stone) makeup 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:** Mind-wise
- **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. You must choose one of the options presented for your species.

**Adept:** Humans are incredibly varied and flexible in their approach to life.

- **Clever:** You may have one skill beyond the normal limit.
- **Healthy:** Gain 2 additional HP.
- **Resourceful:** Gain 2 additional MP.

**Degenerate:** Nomes make the best of overindulgence.

- **Avarice:** You have Scoundrel skill at level 1. This skill does not count towards your skill limit and higher levels may be purchased normally.
- **Devour:** Hold any tagged item other than a Gold Lock, an apparatus or artifact; mime eating it for 60 seconds, without being attacked. Destroy the tag.
- **Earthy:** You may cast Anchor 3 times an event.

**Magical:** These are creatures made of magic.

- **Aspect:** Pick a level 1 spell when you gain this ability. You may cast that spell 3 times per day.
- **Graced:** 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.
- **Insight:** You may sense the current MP of a character using the Touch method. Say "Skill what is your current MP?". That character must immediately answer truthfully OOG with the number.

**Plant-like:** All mangaboo have an aspect of some plant to their nature.

- **Growth:** You may cast Recovery 3 times an event.
- **Rational:** You can resist a total of 3 times a day the Inspire and Provoke spells. Say "resist".
- **Sap:** Pick a level 1 chemical when you gain this ability. You get 5 tags for the chemical at the beginning of every event.

**Resilient:** Constructs are far hardier than their fellow denizens of Oz.

- **Hardened:** You take half damage from Chemical attacks. Does not stack with the Bless spell.
- **Supple:** You take half damage from Magical attacks. Does not stack with the Bless spell.
- **Tough:** You have 14 total HP.

**Shapeshift:** You can 'shift' between forms anytime by putting on or taking off a creature mask or make-up. You can only use your Ability(s) while wearing the mask/make-up.

- **Claws:** Use up to two black boffers up to 30" in length each.
- **Pelt:** Gives you the effect of light armor, without wearing armor. Does stack with armor. When their Pelt is depleted they can restore it with 60 seconds of self-grooming roleplay.
- **Scent:** You may cast the Reveal or Detection spells a cumulative 3 times per day.

**Mind-wise:** Viewers are supremely in touch with the minds and hearts of others.

- **Sensitive:** You may sense the emotions of a character using the Touch method. Say “Skill sense emotion: what are you feeling?”. That character must immediately answer truthfully OOG with how she currently feels.
- **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.
- **Mirror:** When targeted by the inspire or provoke spells you can reflect that spell back to the caster. Say the same sig call back to them. You still take this effect normally. This can be done 3 times per day.

## SPECIES RESTRICTIONS

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

- **Artificial Life:** Constructs cannot be resurrected. Nor can they regain HP from use of the Examiner skill or Doctor path.
- **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.
- **Egg-streme Reaction:** The sight of eggs (real or prop) causes fear and avoidance. Touching or being touched by an egg causes an unresistable Stench effect. This only takes effect if an egg or eggs are obviously present, and is not meant to police your food choices. (Eat pudding and cake to your heart’s content.)
- **Fragile Life:** Immortals cannot be resurrected or under go construct rebirth.
- **Rooted:** Mangaboo cannot move faster than a fast walk.
- **Vulnerable Mind:** Viewers are emotional creatures and thus cannot resist the inspire and provoke spells.

## 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 species. If a character with pure blood permanently changes species they immediately lose the pure blood species ability and must purchase it again for their new species. The player points are lost. Characters with pure blood gain one of the species abilities that they did not originally take for their species. Pure blood may be purchased more than once. You may not double up on an ability.

# Skills, Paths, and Talents

## SKILLS

A skill represents what a character has learned to do. A character must have at least one skill, and normally not more than 3 different skills.

**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. 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. See the Alchemy Chapter for further information.

- **Level 1:** You learn level 1 chemicals. Additional tags costs 4 bits at logistics.
- **Level 2:** You learn level 2 chemicals. Additional tags costs 3 bits at logistics.
- **Level 3:** You learn level 3 chemicals. Additional tags costs 2 bits at logistics.

**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 a character and examine them for 15 continuous seconds, after which you may make one of two skill calls. Say "Skill: what kind of wounds do you have", and the player must answer with the skill(s) used to reduce their HP to its current level. Say "Skill Diagnose Disease", and the player must answer with the name and type of disease with which their character is infected.

**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 a non-clip fed dart shooter. Your shooter can hold a maximum of 6 darts per reload, such as the Nerf Maverick.
- **Level 2:** You may use a clip fed dart shooter. Your shooter can hold a maximum of 6 darts per reload, such as the Nerf Recon with a standard clip.
- **Level 3:** You may use a clip fed dart shooter. Your shooter can hold a maximum of 12 darts per reload.

**Inventor:** Your character can build, alter, or destroy an apparatus, depending on your skill level. 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 apparatus gains one charge. See the Apparatus chapter 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. You may repair armor by roleplaying repair work for 60 seconds for light armor, 120 seconds for medium, and 180 seconds for heavy armor.
- **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 Weakness will replace one of the petrolatum attunements.

**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 scoundrel.
- **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 locks. To receive a lock tag or a key tag, visit logistics and pay the appropriate cost per skill level. The lock will be assigned a number and any key with a matching number can open that lock.

- **Level 1:** 8 bits for a lock and 2 bits for a key. New locks and keys must be a matching set and a new number.
- **Level 2:** 6 bits for a lock and 2 bits for a key. You can make locks and keys of any number, so long as you present a tag matching that number at Logistics. Locks and keys no longer need to be in matching sets.
- **Level 3:** 4 bits for a lock and 1 bit for a key. 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.

**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 learn and 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 learn and perform level 2 arts. You can create art scrolls at 4 emeralds each.
- **Level 3:** You can learn and 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 type within the level allowed by your skill level. At character creation, you will receive 1 tag per skill level of the scrolls of your choice for free.

- **Level 1:** You can create level 1 scrolls at 2 emeralds each. You can cast spells from any level 1 scrolls.
- **Level 2:** You can create level 2 scrolls now and all scrolls cost 1 emerald each. You can cast spells from any level 2 scrolls.
- **Level 3:** You can create level 3 scrolls now and all scrolls cost 2 bits each. You can cast spells from any level 3 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/Claw 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. Spell use is detailed in the Magic chapter.

- **Level 1:** You gain access to level 1 spells. Gain one spell and a base MP to 10.

- **Level 2:** You gain access to level 2 spells. Gain one spell and increase your base MP to 12.
- **Level 3:** You gain access to level 3 spells. Gain one spell and increase your base MP to 14.

Learning further spells costs 1 PP each.

## 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.

**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.

May use melee weapons up to 84" or your shooter can hold a maximum of 18 darts per reload.

- **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, use the Gesture method, and say "skill, what art are you performing". The target must answer truthfully. Reduce the cost for art scrolls by 1 emerald.
- **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 or Witch 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, say "Skill Heal 5". You may touch a character and examine them for 15 continuous seconds, after which you may say "Skill Biological Diagnose", and the player must show you the disease card for the Biological disease(s) with which their character is infected.
- **Level 2:** Alchemy tags related to restoring HP or MP now cost 1 bit. You may also heal a person, aside from constructs, to full health using Examiner.
- **Level 3:** You now heal 2 HP every 15 seconds when bandaging another. Call "Skill: Heal 2 HP" for every 15 seconds of bandaging.

**Prerequisites:** Alchemist 3; Examiner 3

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

- **Level 1:** You can make a lock or key of any number, without presenting a matching tag.
- **Level 2:** You may produce a golden lock that may only be opened by a golden key. You may only ever have one golden lock and key. Golden locks and keys must be gold colored and a note posted on the side of the door with the lock, stating "Golden Locked". Golden lock and key may only be made using the Level 1 Locksmith rules.
- **Level 3:** You may make one additional golden key. Golden locks and keys may now be made using the Level 3 Locksmith rules.

**Prerequisites:** Inventor 3 or Practitioner 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. You may touch a construct and examine them for 15 continuous seconds, after which you may say "Skill Mechanical Diagnose", and the player must show you the disease card for the Mechanical disease(s) with which their character is infected.
- **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 (Clouded Vision) apparatuses attached, they can use extra Clouded Visions to power the Fabricate Armor and extra Petrolatum to power the Wrack beyond the 5 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. If a Construct is used as the base of an apparatus they cannot attune to another apparatus of the same fuel. All other apparatus rules apply including invigorating machine.

**Prerequisites:** Inventor 3 and one of the following: Alchemist 3; Examiner 3; Practitioner 3

**Immovable 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:** You get access to the “Taunt” technique and 4 VP.
- **Level 2:** Your shield can be used to block Chemical and Magical attacks. Call “resist” when blocking.
- **Level 3:** Fumble effects can no longer cause you to drop your shield. Call “resist” when blocking.

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

**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 fuel chemicals 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 6 uses per game. Extra fuel can be spent as usual to cast either effect. This cannot be applied to Construct Apparatuses.
- **Prerequisites:** Inventor 3; Alchemist 3

**Martial Artist:** A martial artist is adept at striking opponents in their most vulnerable points, disabling them in devastating ways. May use melee weapons up to 84”.

- **Level 1:** You gain the Fumble Technique and 4 VP.
- **Level 2:** You gain the Daze Technique and 3 VP.
- **Level 3:** You gain the Nullify Technique and 3 VP.

**Prerequisites:** Melee 3 or Changeling 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. You may touch a character and examine them for 15 continuous seconds, after which you may say “Skill Magical Diagnose”, and the player must show you the disease card for the Magical disease(s) with which their character is infected.
- **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 picking a lock, using appropriate props. When the time is up you may remove the lock and open the locked door or container, except for doors locked by the unique golden lock created by fortifier level 2. These doors will be clearly marked.

**Prerequisites:** Locksmith 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. May use melee weapons up to 84”.

- **Level 1:** You get the Pin Technique and 4 VP
- **Level 2:** You gain the Knockback Technique and 3 VP.
- **Level 3:** You gain the Wrack Technique and 3 VP.

**Prerequisites:** Melee 3 or Changeling Claws; Scoundrel 3

**Sorceri:** Through research or natural talent these witches have learned to gain access to more than your average witch. Light witches gain access to some dark magic and dark witches gain access to some light magic. The cost of the additional learned spells is included in the cost of purchasing the levels of this path.

- **Level 1:** You gain one additional level 1 spell from the opposite nature you use.
- **Level 2:** You gain one additional level 2 spell from the opposite nature you use.
- **Level 2:** You gain one additional level 3 spell from the opposite nature you use.

**Prerequisites:** Witch 3; Scroll Scribe 3 or Practitioner of the Arts 3

**Spell Warrior:** The spell warrior combines martial might and skill with the powers of a 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. When using a spell that inflicts damage, like Destruction, the damage replaces the damage of the weapon, rather than adding to it.

May use melee weapons up to 84” **or** your shooter can hold a maximum of 18 darts per reload.

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; 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. May use melee weapons up to 84” **and** your shooter can hold a maximum of 18 darts per reload.

- **Level 1:** You gain use of the Fumble Technique and 4 VP.
- **Level 2:** You gain the Knockback Technique and 3 VP.
- **Level 3:** You gain the Anchor Technique and 3 VP.

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



## Techniques

Each use of a technique uses one VP. These may not be recharged in any way.

**Anchor:** Call "Skill Anchor". You are affected as if by the Anchor spell.

**Daze:** Call "Skill Daze" with an attack. The target is affected as if by the Daze spell.

**Fumble:** Call "Skill Fumble" with an attack. The target must drop a weapon they are carrying. The user of this ability may specify the item to be dropped, eg: "Skill Fumble Sword".

**Knockback:** Call "Skill Knockback" with an attack. The target must take 3 steps back. If they are unable to move back safely, they must stop attacking for a slow 3-count.

**Nullify:** Call "Skill Nullify" with an attack. The target is affected as if by the Nullify chemical.

**Pin:** Call "Skill Pin" with an attack. The target is affected as if by the Pin spell.

**Taunt:** Call "Skill Taunt" and use the Gesture method. The target must attack this character to the exclusion of all else, but isn't required to move to do so. An attack from another character removes this effect.

**Wrack:** Call "Skill Wrack" with an attack. The target is affected as if by the Wrack spell.

## TALENTS

Talents represent intuitive or natural traits, whether gained through experience or innate capacity or some other means. Each Talent can be purchased up to three times. These purchased Talents persist to following events. PP costs are listed with each Talent. Only one Talent, and only one instance of that Talent, can be bought per game a player attends.

**Chemical Defence:** Once per day, you may call "Chemical Resist" in response to a chemical effect being used on your character to negate the effect.

**Cost: 2 PP**

**Enchanted:** Increases maximum MP by 1.

**Cost: 2 PP**

**Green Fingers:** Gain one Emerald at the start of game.

**Cost: 1 PP**

**Magic Defense:** Once per day, you may call "Magic Resist" in response to a magical effect being used on your character to negate the effect.

**Cost: 2 PP**

**Physical Defense:** Once per day, you may call "Resist" in response to a normal melee or nerf gun attack being used on your character to negate the damage.

**Cost: 2 PP**

**Potent:** Increases maximum VP by 1.

**Cost: 3 PP**

**Robust:** Increases maximum HP by 1.

**Cost: 2 PP**

# Magic

**Magic for Witches:** Once you choose the light or dark way of magic, you cannot use spells from the other unless you gain the Sorceri path. Example: A dark witch cannot use light spells. The common path is available to both light and dark witches.

**Casting Spells:** Use the method appropriate to the spell and say the Sig Call. Follow any extra instructions in the spell description and spend 1 MP. If you are wearing Heavy Armor, casting a spell costs 2 MP. Feel free to put your own flavor into the spell with roleplay around your castings.

**Magic as a Skill:** Some magic abilities can be used as a skill through techniques. For all intents and purposes this is now a skill bearing the same effect.

Common Spells	Dark Spells	Light Spells
Level I	Level I	Level I
Atrophy	Nightmare	Inspire
Detection	Dead Speak	Pin
Fumble	Forgetting	Pleasant Dreams
Meditate	Provoke	Reveal
Level II	Level II	Level II
Daze	Destruction	Cure
Silence	Feign Death	Interrupt
Ward	Illusion	Fabricate Armor
	Wicked	Virtuous
Level III	Level III	Level III
Recovery	Aetherial Weapon	Bless
Anchor	Animate	Cleanse
	Curse	Protection
	Wrack	Withstand

## SPELL DESCRIPTIONS

**Aetherial Weapon:** Cast this spell on an existing melee weapon not exceeding 40" or brawler. The aetherial weapon remains active as long as you hold it 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"

**Anchor:** Plant one foot on the ground, for the next 10 minutes your character is immune to all sources of damage. Say "resist" if struck. Magical and chemical effects other than damage cannot be resisted with Anchor. When the spell ends you immediately fall unconscious at zero HP. The spell ends early if you lift the foot you planted when you cast the spell.

- **Method:** Self
- **Sig Call:** "Magic anchor"

**Animate:** Use the method on a dead or unconscious character and say the Sig Call to temporarily turn her into a mindless puppet for 10 minutes. The ten-minute death or unconsciousness count is suspended during this time. The animated character must follow the commands of the caster that raised them, and otherwise stay stationary and act mindless. Animated characters are raised with 10 HP, and do not have access to any skill, path, or talent. They retain species abilities and pure blood, but not species restrictions. They may use melee weapons. Reducing them to 0 HP breaks the spell, and returns them to whatever state they were in before the spell, with no memory of the time under this spell.

- **Method:** Touch
- **Sig Call:** "Magic animate"

**Atrophy:** Causes the target to leave the arm of their choice hanging limp. They are unable to perform any action with that arm. You may not choose the same arm if hit twice with Atrophy.

- **Method:** Packet
- **Sig Call:** "Magic atrophy"

**Bless:** Forces the character to take half damage from all sources.

- **Method:** Touch
- **Sig Call:** "Magic bless"

**Cleanse:** This spell will instantly remove all active magic effects (including beneficial ones) on the target character.

- **Method:** Touch; Packet
- **Sig Call:** "Magic cleanse."

**Cure:** Restore the target's HP by 4 points. **This cannot be used to heal yourself.**

- **Method:** Touch
- **Sig Call:** "Magic cure 4"

**Curse:** Forces the character to take double damage from all sources.

- **Method:** Packet
- **Sig Call:** "Magic curse"

**Daze:** Causes the character to enter a trance. 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. They are considered unconscious, but have no timer. Being struck with an attack (such as weapon blow, wrack spell, beast chemical, etc.) awakens the character immediately.

- **Method:** Packet
- **Sig Call:** "Magic daze"

**Dead Speak:** Allows the dead or unconscious character to hear and speak, but not see or move. The target can talk to you or anyone else talking to them. He will remember the conversation if he is returned to the living.

- **Method:** Touch
- **Sig Call:** "Magic dead speak"

**Destruction:** Cast this spell to cause damage. In the Sig Call, X is the type of damage being caused (eg: Fire, Rainbows, etc).

- **Method:** Packet
- **Sig Call:** "Magic X 4"

**Detection:** In the Sig Call 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 target immediately answers truthfully OOG, yes or no.

- **Method:** Touch; Peace Sign
- **Sig Call:** "Magic detection, X."

**Fabricate Armor:** Gives the target the equivalent of medium armor. Once the AP are gone, they are gone. These AP are lost before normal armor or pelt. **This cannot be cast on yourself.**

- **Method:** Touch
- **Sig Call:** "Magic fabricate armor"

**Feign Death:** Induces a death-like state for 10 minutes. Answer "dead" to examiner inquiries. The character is immune to non-magical and non-chemical damage for the duration. Immunity ends if the spell ends early for any reason. Effects targeting dead bodies will not work. The caster may end the magical sleep at will within any point of the 10 minutes.

- **Method:** Self
- **Sig Call:** "Magic feign death."

**Forgetting:** In the Sig Call 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."

**Fumble:** Forces the target to immediately drop or set down any weapon, shield, or tagged item they has in their hands. The items may be picked up as soon as they come to rest on the ground.

- **Method:** Packet
- **Sig Call:** "Magic fumble"

**Interrupt:** Cause a character under the effects of the Animate spell to freeze in place, unable to move or speak. 4 or more cumulative damage will break the Interrupt spell.

- **Method:** Packet
- **Sig Call:** "Magic interrupt"

**Illusion:** In the Sig Call X is a simple one sentence description of the illusion that the target believes to be real.

- **Method:** Touch; Gesture
- **Sig Call:** "Magic illusion X"

**Inspire:** In the Sig Call X is the positive emotion (love, happy, etc) the target is forced to feel.

- **Method:** Touch; Gesture
- **Sig Call:** "Magic inspire X."

**Meditate:** In the Sig Call X is an idea, described in ten words or less, that you want the target to consider. The target must immediately stop moving and consider the topic presented. The character may not take any other actions unless attacked. If attacked, this spell is broken. The character is still aware of events occurring around her.

- **Method:** Touch
- **Sig Call:** "Magic meditate on X"

**Nightmare:** Makes the target immune to all healing methods for 5 minutes. Does not prevent the Animate spell.

- **Method:** Touch
- **Sig Call:** "Magic nightmare"

**Pin:** Forces the target to immediately hold the foot of her choice firmly to the ground. You may not choose the same foot if hit twice with Pin.

- **Method:** Packet
- **Sig Call:** "Magic pin"

**Pleasant Dreams:** Extends the 10-minute unconscious timer of the target by 5 minutes. This spell cannot extend the unconscious timer beyond 15 minutes.

- **Method:** Touch
- **Sig Call:** "Magic pleasant dreams"

**Protection:** Cross your arms across your chest to be immune to all forms of damage attacks from any source for 60 seconds. 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
- **Sig Call:** "Magic protection"

**Provoke:** In the Sig Call X is the negative emotion (hate, sadness, etc) the target is forced to feel.

- **Method:** Touch; Gesture
- **Sig Call:** "Magic provoke X"

**Recovery:** In the Sig Call 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 effect expires at the end of the event. This is not considered an active effect for Cleanse.

- **Method:** Self
- **Sig Call:** "Magic recovery X"

**Reveal:** Causes the target to immediately and truthfully OOG reveal the names of all magical and chemical effects currently active on her.

- **Method:** Touch
- **Sig Call:** "Magic reveal truth"

**Silence:** Renders the target unable to speak, scream or cast spells.

- **Method:** Packet
- **Sig Call:** "Magic silence"

**Virtuous:** In the Sig Call X is a virtue from the following list that the target must act in accordance with: peace, patience, faith, hope, humility, charity.

- **Method:** Touch; Gesture
- **Sig Call:** "Magic virtuous X"

**Ward:** Forces 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:** Gesture, sustained
- **Sig Call:** "Magic ward"

**Wicked:** In the Sig Call X is a sin from the following list that the target must act in accordance with: pride, wrath, gluttony, greed, envy, or sloth.

- **Method:** Touch; Gesture
- **Sig Call:** "Magic wicked X."

**Withstand:** One time, when the target is hit by a Magical effect they may choose to not take the effect and call "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
- **Sig Call:** "Magic Withstand"

**Wrack:** Forces 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:** Packet
- **Sig Call:** "Magic wrack"

# Alchemy

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

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.

**Using Alchemy:** Use the method appropriate to the chemical and say the Sig Call. Follow any extra instructions in the chemical description and rip the tag as soon as possible, unless the method calls for attaching the tag to something.

**Alchemy as a Skill:** Some chemical abilities can be used as a skill through techniques. For all intents and purposes this is now a skill bearing the same effect.

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

## CHEMICAL DESCRIPTIONS

**Beast:** Use a method and say the Sig Call. Target must take on the mannerisms and mindset of a wild animal of their choice. Ingestion lasts 60 seconds.

- **Method:** Ingested; Packet
- **Sig Call:** “Chemical Beast”

**Chemical Shield:** Apply this chemical to a shield to ignore chemical damage and effects that strike the shield. Say “resist”. Attach the Chemical Shield tag with to the shield.

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

**Chemical Weapon:** Apply this chemical to a melee weapon to add a fiery effect. Attach the Chemical Weapon tag to the item. 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.”

**Destruction:** Throw this chemical to cause damage. In the Sig Call, X is the type of damage being caused (eg: Acid, Explosion, etc).

- **Method:** Packet
- **Sig Call:** “Chemical X 4”

**Dissolve:** Destroys any tagged item except golden locks. Apply the contents over the Item and destroy both tags.

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

**Elixir:** Immediately remove all ongoing chemical effects, except fortification.

- **Method:** Ingested
- **Sig Call:** “Chemical elixir”

**Fortification:** One time, when the drinker would take any Chemical effect, they do not. Say “resist”. The drinker may choose when to use their resist. This chemical does not stack; each character may only have one instance of it active on themselves at any given time.

- **Method:** Ingested
- **Sig Call:** “Chemical fortification”

**Glue:** This chemical is used to “glue” an item to a hand. Say “resist” when hit with a Fumble effect. 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 that requires the expenditure of 1 additional MP each time the recipient casts a spell. Last until the end of event.

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

**Laudanum:** Inflict a euphoric, pleasurable feeling for 10 minutes. Laudanum is addictive, causing the recipient to think about and crave another dose for the rest of the event.

- **Method:** Ingested
- **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 or attack. Ingestion lasts 60 seconds.

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

**Nightshade:** This chemical reduces the recipients to 0 HP, causing unconsciousness that will lead to death if the recipient is not healed. **Nightshade does not affect immortals and constructs.** Nightshade may not be used with any other delivery method than ingested, including alchemical warrior.

- **Method:** Ingested
- **Sig Call:** "Chemical nightshade"

**Nullify:** Prevents a character from spending MP in any way. Ingestion lasts 60 seconds.

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

**Petrolatum:** Instantly restores 2 HP.

- **Method:** Ingested
- **Sig Call:** "Chemical petrolatum 2"

**Polymorph:** Change species appearance until the end of the event or cured. In the Sig Call, X is the desired species. Replace all current species make-up and with the new species makeup. Abilities and restrictions do not change.

- **Method:** Ingested
- **Sig Call:** "Chemical polymorph X."

**Rage:** Rage renders the target into an uncontrollable killing machine. Those under the effects must attack the nearest characters to the best of their ability.

- **Method:** Packet
- **Sig Call:** "Chemical rage"

**Refresh:** Instantly restore 2 MP.

- **Method:** Ingested
- **Sig Call:** "Chemical refresh 2"

**Smelling Salts:** Awaken an unconscious character to 1 HP, or end a Daze effect.

- **Method:** Ingested
- **Sig Call:** "Chemical smelling salts"

**Stench:** Renders the character uncontrollably ill. The character is able to defend, walk and talk, but is unable to attack. Ingestion lasts 60 seconds.

- **Method:** Ingested; Packet
- **Sig Call:** "Chemical stench"

**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 tick-tock cleaner”

**Trance:** Induce a trance that restores 1 MP per minute while the recipient sits without speaking or taking any action. Trance ends after 10 minutes 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 the character’s HP reaches zero. Lasts until the end of event.

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

**Weakness:** Inflict the recipient with a debilitating weakness. Every action is tiresome and difficult. The recipient may not attack with a weapon or use active defences. Ingestion lasts 60 seconds.

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

# 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.

Apparatuses begin each game with 5 charges that can be used throughout the event. Apparatuses built during the course of the event begin with 5 charges. Follow the instructions of the spell scroll attached to the apparatus and burn one charge of the apparatus for a single shot. If you find or steal an apparatus, assume it has no charges.

**Apparatus Weapons:** Firearm weapons can be used as a base. Apparatus weapons are used the same way as a regular apparatus except the foam dart replaces the packet delivery method while still issuing projectile damage. 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 extra 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 5 minutes. 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. The one scroll, or two if you are a Machinist, must be attached to the base where the tag can be easily shown.

**Part 2: Fuel** - Fuels are the chemicals weakness, petrolatum, laudanum, and clouded vision. The chemical you need is determined by the spell scroll on the apparatus and is listed in the chart below. 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.

**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, bows, 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.

**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 apparatus tag, 1 bottle, 1 spell scroll, and 1 base. Attach the bottle and scroll to the base. 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 5 fresh charges. You may not “refresh” an apparatus by attaching the same spell scroll type you removed.

Petrolatum	Clouded Vision	Weakness	Laudanum
Bless	Atrophy	Aetherial Weapon	Cleanse
Cure Health	Fumble	Animate	Daze
Fabricate Armor	Pin	Curse	Detection
Feign Death	Provoke	Dead Speak	Inspire
Anchor	Reveal	Destruction	Illusion
Protection	Silence	Forgetting	Meditate
Recovery	Wicked	Interrupt	Pleasant Dreams
Ward	Wrack	Nightmare	Virtuous
Withstand			

# Arts

Arts are higher forms of magic and tinkering with longer lasting, more powerful effects. Any character with the practitioner skill can perform any art. 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. Unless your character can see the scroll or recognize the components, your character doesn't know what art is being used. No one but the primary art performer knows if the art worked, unless there is an obvious effect.

**Performing an Art:** You must have the appropriate level of the art skill and the art scroll for the art you wish to perform.

- Collect the components listed on the art scroll.
- Set up the method as described.
- 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 affect any residual effects.

**Practice:** The art scroll will indicate which set up to use, area or device.

- **Area:** An area may be a circle, or any other shape, drawn on the ground in chalk or etched in the dirt, or it may be any defined space, such as a bed or rug or a room no more than 12' in any dimension. So long as the symbols from the scroll are drawn or placed in an obvious manner within the space, all of these are valid areas.
- **Device:** The device is of your own design that incorporates the components of the experiment and/or the intended result. The same device may be used for multiple experiments, as described. Nothing happens if the machine prop is "broken" or dismantled. Please decorate these props in steampunk/mystical/game appropriate themes as best as possible just like any other decoration.

## ART DESCRIPTIONS

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

**Construct Rebirth:** Bring a dead character back to life by converting that character's species to construct. Create a device that can attach to either the chest or head of a character. Place the device on the dead character. Rip the tags and perform 60 seconds of roleplay around the dead character, whether that be tuning the device or enacting mystical rites. At the end, the recipient will awaken at 1 HP as a weak construct unable to use any Abilities until the change is processed through character manager online. Performing this experiment on an immortal results in failure.

- **Components:** Dead character: either 1 Petrolatum and 1 Tick-tock Cleaner OR 1 Animate scroll and 1 Cure scroll
- **Nature:** Aggressive
- **Practice:** Device

**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
- **Practice:** Area

**Fire Portal:** Create a fiery obstacle that causes 4 chemical damage each time a character walks through the machine prop from either direction. Create a device 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 or magical Destructions used to activate it.

- **Components:** 2 minimum Destruction tags, any combination of chemical and magical.
- **Nature:** Passive
- **Practice:** Device

**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
- **Practice:** Area

**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
- **Practice:** Area

**Soul Dawning:** 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
- **Practice:** Area

**Soul Gloaming:** 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
- **Practice:** Area

**Stasis:** Create a device resembling a pod using your bed/bunk. Activate the device with 2 MP, 2 spell scrolls or 2 chemicals of any kind, or any combination of the three. 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 spell scrolls or 2 chemicals of any kind
- **Nature:** Passive
- **Practice:** Area

**Tin Man’s Arms:** This experiment creates a device that allows the wearer to carry one more person (for a total of two), or they may run while they “carry” another person. They must wear a metallic looking glove or bracer to represent the device. Remove the art tag and attach it to the device as well. This device 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
- **Practice:** Device

## 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 device 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 device and either hold the tube and spend 4 MP or mime pouring 4 Weaknesses into the tube. Wait 10 minutes and destroy the Weakness 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 Weakness chemicals
- **Nature:** Aggressive
- **Practice:** Device

**Blissful Slumber:** When used in conjunction with Stasis, blissful slumber replenishes HP and MP to full. Create a device that can be added to the stasis device 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:** Any combination of 4 petrolatum, refresh, or Anchor scrolls.
- **Nature:** Passive
- **Practice:** Area

**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
- **Practice:** Area

**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
- **Practice:** Area



**Shock Collar:** This experiment creates a device to keep flight risk indentured servants from running away. The device 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 device 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 must wear the control box openly. The collar can only be removed by the wearer of the control box.

- **Components:** 4 MP and 4 chemical headache.
- **Nature:** Aggressive
- **Practice:** Device

**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 device 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 device and either hold the tube and spend 4 MP or mime pouring 4 Weaknesses into the tube. Wait 10 minutes and destroy the Weakness tags, if any.

- **Components:** Chemical or spell to time release, 4 MP or 4 Weakness chemicals
- **Nature:** Aggressive
- **Practice:** Device

**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
- **Practice:** Area

### 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
- **Practice:** Area

**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 device with six attached bottles, a soul crystal artifact at the end of an attached wire or hose, a seventh bottle connected by wire/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 device. Hold the attached soul crystal in front of the player's eyes and use it. If it is 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 and attach the tag to the seventh bottle.

- **Components:** 6 refresh, petrolatum, or elixir chemicals OR cure, daze or mastery scrolls; or any combination thereof, 1 soul crystal, and 1 victim.
- **Nature:** Aggressive
- **Practice:** Device

**Force Field:** Create a box-like device sized a minimum of 4 inches by 4 inches. Wear the device 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 device. Remove the art tag and attach it to the device as well. While you wear the device 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 device 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
- **Practice:** Device

**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 with the tag removed.

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

**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, 2 HP, and 6 MP.
- **Incantation:** Surge vitam vivere summa precor rursus
- **Nature:** Aggressive
- **Practice:** Area

**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
- **Practice:** Area

**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
- **Practice:** Area

# 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 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.

**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 damage to the person holding the sword for every time the character hits another person. 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.

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

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

- **Drawback:** Must act fiercely proud and protective of one's own scriptorium. The owner cannot bear to hide the scriptorium's magnificence but also cannot stand to have the scriptorium damaged or stolen.
- **Prop:** “Writing equipment” (at least 2'2').

**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.

**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.

**Witches "Cauldron":** The witch's cauldron can be used to regain MP during an event by drawing upon the mystic energies within. Each character spends 1 HP and stands at the cauldron and begins chanting, dancing, or otherwise roleplaying around the cauldron. For every 60 seconds of role-play each witch gains back 1 MP. Every witch who joins in the roleplay, after the first one, reduces the time per 1 MP by 10 seconds, minimum 30 seconds.

- **Drawback:** If a cauldron used by a character is destroyed, that character cannot regain MP by any means for the rest of the event.
- **Prop:** A roughly 1'x1' ritual prop.

## UNUSUAL

**Bestow Skill:** When this artifact is created, the practitioner chooses a skill they possess, or a skill possessed by a willing participant. 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 their 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: 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 light armor so that it protects the same as medium armor, or enhances medium armor so that it protects the same as heavy armor.

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

**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.

**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 daze" to force the character to immediately suffer the effects of the Daze 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 green talisman or pendant.

**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.

## RARE

**Enchanted Weapon:** This magical weapon causes 2 damage. Say "magic 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.

**Invigorating Mechanism:** This is a device that recharges 1 apparatus at a time. For each use, spend 2 MP, 2 spell scrolls or 2 chemicals of any kind, or any combination of the three, to activate it.. It takes 1 hour to recharge an apparatus, after which the apparatus is recharged to its maximum. Requires an hour timer. Tear the fuel tags or spend the MP and attach the arts tag to the machine.

- **Drawback:** None
- **Prop:** 1 object roughly 1'x6"

**Mimic:** When this artifact is created, the practitioner chooses a species ability (playable character species only) that will be written on the artifact tag. The wearer will then be able to use that ability. You cannot wear more than one mimic artifact. The adept ability tree and magical ability tree may not be selected for this artifact.

- **Drawback:** You cannot use your character's species ability or pureblood ability, but your character's restriction still applies. If you are human with the Clever ability, 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 species, 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.

# 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 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 three 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 18 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 - 84”
- Blade tip must be padded with at least 2 inches of foam

**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. A shield cannot exceed a surface area of 5 sq feet (30.28 inch diameter). 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.