

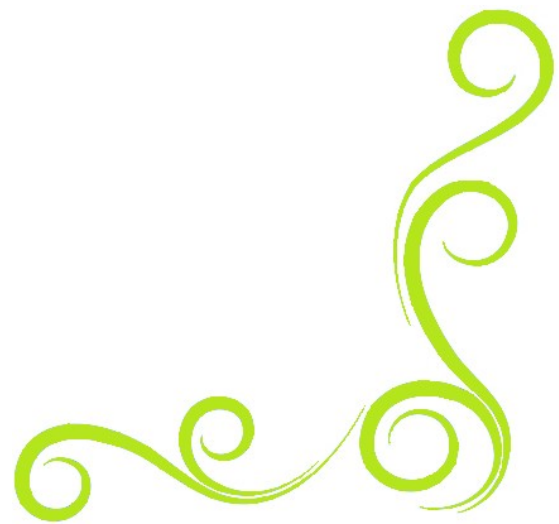
AGE OF ESSENCE





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Introduction

Welcome to Age of Essence, the Live Action Role-Play game. This introduction will take you through the fundamentals of LARP and health and safety guidelines that help the Age of Essence team conduct game play in a safe environment.

What is a Role-playing game?

A role-playing game is fundamentally make believe, a game where you take on the aspects of another person and their actions control or influence in an environment that is set by a Game Master or in this case a member of the Age of Essence Referee Team. Role-play games come in many platforms some of the most popular games come in the form of:

Tabletop – Often played by paper, pencils and dice. Some examples are: Dungeons & Dragons, Pathfinder, World of Darkness and Savage Worlds.

Video Games – Role-play games make an appearance on all platforms but are all played differently. Games such as: Skyrim, Oblivion, Fallout, Assassins Creed, Darksiders and Dragon Age.

Role-play Games are usually designed in a way that there is no set path and you must use your character's abilities to solve problems and advance forward getting stronger and more powerful to reach character goals that you set out in your own back story, or a story plot that has affected your character that the ref team have set for you. In a role-play game every decision that is made has a knock on effect within the world, not unlike the real world but there are no real world consequences to your actions.

Why Role-play?

Everybody role-plays for their own reason but there is one thing that everyone can agree on, it's fun! Many of us have started out role-playing with either video games or tabletop games and moved on to LARP through either friends or to try something new. Some people use it as relaxation or to escape their day to day lives for a short time. Essentially each individual has their own reason for role-playing and we can only recommend jumping in with both feet.

What is LARP? (Live Action Role-play)

As the name suggests LARP is a role-play game involving physical interaction. This means that you bring your character to life through physical costume, props and weapons. You also play the game by physically interacting with everything as your character that has been brought to life by you. This can seem daunting at first but everyone around you will be happy to support you and offer help and advice with characters, game play and even out of character logistics.

There is combat which will be covered in another section of this document but be assured that we use LARP safe foam and latex weaponry which is perfectly safe to enact combat.

What will I need to take part?

The most important thing you need is a good imagination. LARP is built around fantasy stories and requires your involvement to thrive. It's good to have a costume and equipment to help represent your character within the world. These can be attained cheaply to begin with and as you progress you can invest in more advanced costume, props and weapons as your character develops.

Physical Aspects of LARP

LARP is a very physical game but that does not mean that it is all about combat. There are many times where other physical activities require attention. These can be meetings for information sharing, political or war meetings, planning for an excursion, puzzle solving exercises, decoding and problem solving. All of these are integrated within Age of Essence LARP and we encourage all of these activities. We understand that some people will be better at some things and not so strong at others but that does not stop us encouraging you to join in with everything we have to offer.

The combat of LARP is very physical with battle from 1 on 1 upward. It's important to remember that combat will take place from time to time and it's quite possible you will be involved. If you choose not to be involved with combat for medical reasons or because you do not wish to be involved with it, we have a non-combat system put in place which we will cover later in this document.

Social Aspects of LARP

With so many people taking part in the game it is important to realize that LARP is a social event and usually requires teamwork to play the game and get tasks done. Each character created has their own personality which is often different to the real person behind the costume. It's important to remember when speaking with people not to be offended if they are rude or obnoxious towards you. This is a part of the game and so should be matched with a response from your character.

Situations which become political require social interaction depending on how your character feels in the situation and you will have to use your experience gained to speak up and take part. Sometimes it's not easy and we understand that some people have problems with public speaking. However we see this as a perfect opportunity to get involved without fear of ridicule.

LARP is a perfect place to meet new people in and out of character. Friendships made at LARP can last a lifetime and we often meet up outside of LARP to discuss the game and other topics over dinner or drinks. It's very important to remember that we aim to make the game enjoyable for everyone and that our team listens to its players to better the game in all aspects. Age of Essence has an active online community who use facebook, discord, twitter, twitch to chat and play computer games together outside of LARP.

Safety and Safety Calls

In Age of Essence we focus on two things: fun and safety. It's important that you have as much fun as possible while making sure that you are doing it in a safe way that won't bring harm to yourself or others.

The most important call we use is “MAN DOWN” This call is ONLY to be used if someone is actually hurt and needs medical attention. This could happen in many ways but if this is called it's important you know what to do in the situation:

- If you are not one of the designated first aid members then you move out of the way, get down on one knee and point toward the injured person or the direction of the “MAN DOWN” call. Make sure to give the injured person plenty of space.
- If you are one of the designated first aid members then you follow the pointed fingers towards the injured person and follow your training.

It is very rare that a serious injury occurs but there is always a designated and trained first aider and a designated driver to get an injured person to A&E if required. If it is very serious then there is always access for an ambulance to get to us.

We ask every member of AoE to fill in a form that gives us your personal details including an emergency contact and any medical conditions. It is imperative that we have this information so we know what to do and who to contact if a problem occurs.

Sometimes a combat situation can get intense and so we ask that if you feel that it is too much then step away from it. Sometimes you may give or receive a hit that is too hard or hits an invalid place which can be dangerous. If this happens tell the person, apologies should be made and then carry on. There is always a ref on hand to notify but more often than not these situations are usually resolved between the people concerned.

If a member of the Ref team tells you to do or not to do something regarding safety then you **MUST** follow that instruction. We say it for your safety and the safety of others. This could involve slippery slopes or rabbit warrens and may ask you to move combat to another location.

Reporting out of character issues is very important to us and we take it very seriously. Do not be afraid to come and speak to us about any concerns you have regarding safety or any other issues. We will listen and resolve problems as effectively as possible.

LARP Terms and Lingo

LARP may be new to you and from the get go you may have several things that you won't understand. This is perfectly natural and you only have to ask someone and they will happily tell you, but here are a few terms you may hear while playing Age of Essence.

OOO – This means out of character and refers to an action being taken outside of the game. The person making this action may also put their fist in the air showing others that they are doing something outside of the game. This term is often shortened to OC.

IC – In character is a term used when referencing in game activities. Any point you are not designated as OOC you are IC and actions and things said will be taken as being performed by your character.

Time Freeze – This is a pause button used when someone calls time freeze you are to stop what

you're doing and hold still like a statue. It is often used to enact an instant reaction or a moment to describe something to the players in a split second. It can also be used for traps, specific spell affects and if a ref needs to catch up before the party moves on. It is also used to allow member of the public to pass without risk to themselves.

Time In - Resumes a time freeze or begins the game. Often this is counted down from three to give you time to prepare.

Time Faff - This is a call not often used but when it is it means you need to hold your position. However during this time you can perform actions like discussions, healing or buffs while an encounter is being prepared or discussed away from the player group.

Man Down - Please see safety calls for this description. Do not use this call if a character is dying or bleeding out. Instead call for a medic or healer.

Bleeding Out/Death Count - This will be covered more later, but this term references to a character who is losing too much blood and may die.

Single, Double, Triple - When you hear these, they are usually indicating an amount of damage associated with an attack. More of this will be covered in the combat section of this document.

Ref/Referee - This is a member of the Age of Essence staff who will help guide you and be a walking talking rulebook. They are the plot writers and the ones setting up the game, encounters and challenges laid out before you.

PC - Player character. A player character is a character that is playing the adventure and is able to level up and do whatever they wish within the game world.

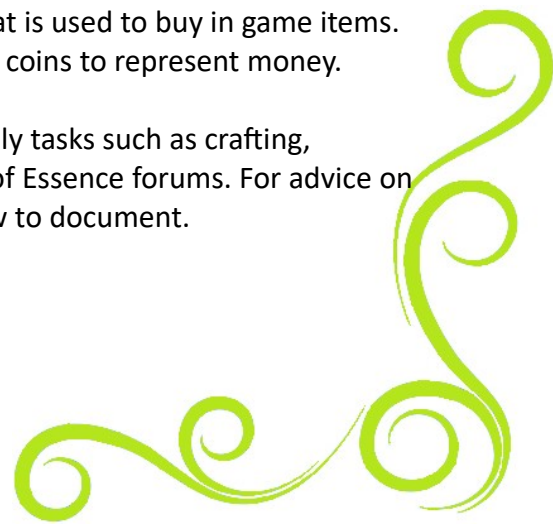
NPC - Non-player character. An NPC is a character that is set in the world. These are often quest givers, boss characters, leaders and so on. Each one has a set amount of experience and skills and do not level any further than they already have done. These characters are often played by a member of the Ref Team.

Monster - A monster is a creature or person in the world. A person on the monster team is often out to contest the players. Anyone can volunteer to monster, including players. Sometimes you may be asked to monster if the adventure ratio is off. Monsters are a very important part of the game, so remember when someone is a monster for you it's only good courtesy to be a monster for them.

EXP/Experience - Experience is used to raise your characters skill. You gain EXP from playing the game and when you have enough you can use it to buy skills in the game.

Money - Almost all LARP systems have a form of in-game money that is used to buy in game items. Age of Essence is no different and we use different types of physical coins to represent money.

Down time - Downtime activities are done out of play and are usually tasks such as crafting, research and exploration. These tasks are often done over the Age of Essence forums. For advice on downtimes please visit our facebook page where you can find a how to document.





Combat In Age of Essence

How Combat Works

Combat is divided into two main categories, physical and magical. Physical combat is performed by using a LARP safe weapon to make physical contact with another person. When a person is hit by a physical weapon it causes damage to your character causing pain and reducing your hit points. There are two main types of weapons used: melee and projectile. Weapons with cores cannot be thrown under any circumstances.

When attacking with a weapon you must call out how much damage is being done with that strike. How much damage you do depends on your skill choices but everyone does at least 1 point of damage with a physical weapon. When attacking you strike your opponent and call out vocally "single". On doing so the person will feel the attack on the location struck and know to reduce that location's hit points by 1.

Magical combat uses spells and is used as either ranged or touch. When someone casts a damaging spell they will call out the person targeted, type of damage done, how much damage is done and what location the damage is affecting. Here is an example of a ranged magical attack: "DAVE, FIRE bolt, level 1, TORSO". Upon hearing this Dave will take one point of fire damage to his torso. Touch attacks are done in the same way as a physical attack, except that the target must be physically touched and only the type and amount of damage needs to be called out. Upon touching Dave's left arm I would call "Flame touch DOUBLE." So Dave then takes 2 points of damage to his left arm.

Hit/Health Points and Locations

When you create your character you automatically start with 3 hit points per location. These can be extended by taking skills such as toughness, which raises your health pool by 1 allowing you to have 4 hits per location. If the head or torso is reduced to 0HP you become unconscious and must fall to the floor and begin your death count. If a limb reaches 0HP then you are bleeding out but still conscious, the limb becomes useless until healed.

You can restore hit points in several ways. This can be via a potion, life magic, faith magic or surgery. If you are unconscious then you must rely on someone else to help you as you will be unable to act. There are six viable hit locations: two arms, two legs, torso and head. Head is a location however if you do not feel comfortable aiming safely for the head please ask for training or avoid contact with the head completely. However if the ref team believe that you are hitting unsafely we will ask you to stop.

Death Count/Dying

When your head or torso reaches 0 hit points you become unconscious and begin your death count, which is 10 minutes. You must count down from 600 seconds to 0. If you reach 0 before anyone has had the chance to bring your torso/head above 0HP your character dies and can no longer be saved. If this happens then it's time to start again with a new character. While unconscious you cannot call out for help, doing so may lead you to losing blood at a faster rate because this counts as cheating and as a result a ref may reduce your death count.

Equipment

LARP Safe Weaponry

LARP weapons are specially made props, made from carbon fiber/ fiberglass cores surrounded by foam, covered in latex and sealed by a special protection (often Isoflex). These weapons have been tried and tested to be very safe when enacting LARP battles. It is important however that you practice with them so you know how to use them safely.

Before each event all LARP weapons will be checked to make sure that they are safe to use and you may be asked to demonstrate that you know how to use them properly. If you are not sure on how a weapon should be used then a ref will be available to explain and demonstrate how to use it properly.

Daggers

Daggers can be no longer than 12 inches from hilt to tip. Daggers are small weapons that can inflict a massive amount of damage from being able to wield them in close combat and quickly. It is one of few weapons that can get the “through” damage call.

Medium Sized Melee

Medium weapons go between 13 to 42 inches long. Anything over 42 inches becomes a great weapon. Medium sized weapons are the most commonly used as they are wielded in one hand allowing use of a shield or second weapon. They are versatile but offer no particular advantages. The most common weapons are swords, axes, clubs and hammers.

Great Weapons

Great weapons are usually sized between 42 inches and 5ft. These huge weapons must be wielded in two hands to represent the weight of a weapon that size. They give you a lot of reach and can often help breaking through a shield’s defence. Great Weapons used with skill can even get the “sunder” call. These weapons come in several forms, often in the shape of great Swords, axes, battle axes and hammers.

Pole Arms

Pole Arms are long weapons used to reach over shields and support shield walls. The most common pole arms are staves often used by spell casters to store magic. These weapons can be formidable with a vast amount of reach in which to keep your foe at bay.

Spears (stab safe)

Spears can be dangerous and players will be asked to go through an additional weapons competency check to make sure a spear is being used safely. These weapons are one of few weapons that can be used to thrust in combat and can be very powerful behind a shield wall.

Bows/Crossbows

Bows and crossbows will need an additional weapons competency test to make sure they are being used safely. These weapons gain the call “through” and also start as a “double” call for damage. They are devastating weapons but require skill to use effectively. Bows and crossbows can be dangerous and players will be asked to go through an additional weapons competency check to make sure they are being used safely.

Thrown

Thrown weapons **must** be coreless. This means that they will not likely cause any harm despite how hard they are thrown. Thrown weapons come in all shapes and sizes from daggers bottles or even food. Special rules for thrown weapons may come into effect depending on the weapon.

Shields

Shields come in all shapes and sizes from bucklers to tower shields. Shields can protect you from just about any attack. There are of course exceptions to this when dealing with magic spells and certain skills, such as sunder.

Special Weapons

There are new LARP weapons being developed all the time. Some may require competence tests depending on the nature of the weapon. Some weapons may not be used in Age of Essence. At this time flails are the only banned weapon.

Armour

Armour is important for those planning on getting up close and personal with the enemy. Armour is measured in armour Points (AP) and is used similar to HP. Wearing armour on a location will give you a set amount of AP on top of your HP equivalent to the type of armour adorned. If your armour is struck it receives the damage dealt instead of you. If your AP reaches 0 then you begin to take damage to that location normally as if you had no armour. To get armour repaired someone needs to have the correct skill later described in the skills section of this document. If you are struck in an opening in your armour you take damage to your HP rather than AP.

If you wear more than one type of armour on a location the AP of both types will be added together to give you a total amount of AP for that location. For example wearing a padded shirt (1AP) and a chain mail shirt (3AP) on top of one another would give you 4AP to the locations covered. However you cannot stack multiple armours of the same type, e.g. light armour will not stack with more light armour. You can stack all 4 types of armour giving you a max of 10AP.

Light - Light armour gives +1AP to the location. Light armour counts as fur, padding, light leather or leatherette.

Medium - Medium armour gives +2AP to the location. Medium armour counts as ring mail, heavy leather or studded leather.

Heavy - Heavy armour gives +3AP to the location. Heavy armour counts as chain mail or reinforced leather (metal plates).

X Heavy - Heavy armour gives +4AP to a location. Heavy armour counts as plate mail only.

Effects and Calls

During play in addition to damage calls you may hear special effects produced by magic or skills. Here are some basic calls you may hear to get you started. There may be a call not on this list. If you are unsure what to do fall over and wait till combat is finished, then ask a ref or the person who issued the call.

Through – This effect means that it ignores AP completely and attacks HP directly. This role plays an effect that would pierce armour. This does not affect shields.

Crush – This effect destroys a location's armour. If there is no armour or the location is down to 0 AP, then it reduces the location to 0 HP and the location is broken.

Fatal – If you are hit by this call you instantly die. Fatal ignores all armour.

Trip – This effect trips you up. Act as you have been tripped up

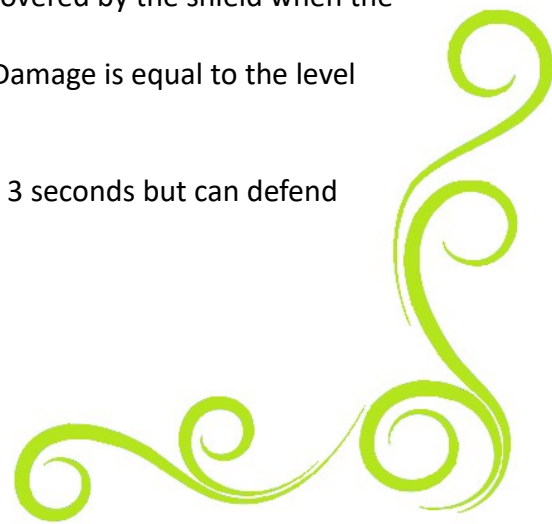
Knock back – Knocks you back a certain distance. This works as 10ft per level called. When you are hit by knock back you move as far back as the level called. If no level is called assume it is 10ft.

Knock Down – This call knocks you to the ground prone.

Bolt – This does a set amount of damage to a single location. Damage taken is equal to the level called. Bolts can be blocked by a shield so long as the location was covered by the shield when the spell was cast.

Blast – A blast attack hits all locations for a set amount of damage. Damage is equal to the level called. Blasts cannot be blocked by shields.

Daze – When attacked with a daze spell you are unable to attack for 3 seconds but can defend yourself. Daze also interrupts spell casting.





Our events

Day/short events

These events take place over the course of a day usually starting around 10am and finishing about 4pm. They usually cover 1 or 2 adventures over the course of the day and the teams are split into two groups for these adventures. We stop for lunch around 2pm where we can get something to eat as well as role-play. There is little time for downtime activities but these can be discussed before the adventure begins or at the end.

What We Provide

These events are shorter than most so we make sure that essential needs are met. Each site we use has running water, toilets and shops nearby. We have a basic set up to arrange IC and OOC issues and details which starts at 10am and lasts until 11am when we then begin the adventure. Water will be given out just before the adventure begins. At the end of the day if your character has played, you will be given EXP for the day.

What You Will Need

You will need to bring your character equipment, food for lunch and your character sheet from previous events. If you are a new character then you will get a copy of your character sheet e-mailed to you. Character sheets can be issued digitally on request.

Weekend Events

Weekend events take place from 6pm Friday and finish around 3pm Sunday. The gates will be open Friday morning for people to set up during the day and game play should start around 7pm after dinner has been served. The game continues until the Sunday consisting of multiple adventures and encounters as well as camp activities.

What we provide

The site varies but will always have fresh running water, showers and toilets. There will be plenty of room for tents of all sizes. We will provide six meals over the course of the weekend. These will be: Friday - dinner, Saturday - breakfast, lunch and dinner, Sunday - breakfast and lunch. At the end of the event if your character has played, you will be given EXP. Only one character can be played during the event.

NOTE: If you have any dietary requirements please let a ref know before the event as we cannot guarantee we can meet them on the day.

What you will need

You will need to bring all of your character equipment as well as camping equipment and any of your own food that you wish for the weekend. You will need a tent, sleeping bag, ground mat/bed, eating utensils, cup, plate or bowl and it's recommended that you bring spare clothes to keep warm and dry on wet days.

Squires

Family is very important to us at Age of Essence and we understand how difficult it can be to LARP with young children at times, so we provide adventures where the children will work on the same quest together with the adults for supervision and so that families can adventure together. Squires get their own plot that ties in closely with the rest of the game allowing the children and adults to work together to solve problems even though sometimes on separate quests. We work to give the children challenging but fun quests including puzzles, problem solving and teamwork tasks allowing them to make their own decisions to influence the story. We believe that LARP is a great game to help children with communication and people skills as well as encouraging them to use their imaginations.

PLEASE NOTE: If you bring children to one of our LARP events you are required to supervise the children at all times unless specifically told that you are not needed. We try to have at least 2 in camp activities each event where you can leave your child with members of the ref team and go on an adventure of your own. These will be at set times and after the activity you will have to pick your child/ children up from the designated area.





The World of Escarra

Escarra is an ever evolving world of fluid and living magic that seeps into the heart of everything. From here, life began and formed into beings of all shapes and sizes. Some evolved quicker than others becoming sentient. Realizing their potential they took power from the other creatures and made them subservient to them. These people were the first and now known as The Ancients. Eventually over time other creatures became sentient and rebelled against their masters. Great champions were called upon to lead their people to glory. These beings started as mortals but through their efforts would soon be known as Gods. The Gods took the war to the ancient beings and formed their own army of angels, demons and mortals alike. The war was known as the Eternal Darkness. During this time blood soaked the land and magic ran evermore wild as the ancients gradually lost battles under the weight of the masses.

Before the war's end one final ritual was performed. On the cusp of defeat The Ancients released the raw energy of Escarra, splitting not only the land, seas and sky but also the astral plains, creating new magical plains of existence. All the beings were thrown into these planes trapped ever trying to claw their way out. All except the mortals who were left Escarra in its new form. The Gods remained immortal ever present but unable to walk Escarra. Thousands of years later the mortal races began to reclaim Escarra. Magic still ran wild and without a master it bled throughout the world infusing with all matter including that of the mortal races.

Now the world is wild and mostly uncharted with each race claiming all they can. A time of heroes comes about once more, heroes like you! Take up the sword and carve your name into the world, or maybe you can master the wild magic and become a sorcerer of epic proportions. The path lies before you but be warned the choices you make will determine the future of the world and those who reside there.

Lamaria

Lamaria is a large continent that was split after the Eternal Darkness, separated from other lands by large seas in each direction, full of deadly sea monsters and tempest storms making travel risky. Lamaria has little contact with other lands across the sea. The lands of Lamaria have been claimed by several races over the years however it seems that the green skins, giants and beast-kin had been the races that landed here during the separation. The elves landed later and began forging an empire from the west. A civil war broke out splitting the Elven Empire and forging instead smaller kingdoms. Soon man washed up from faraway lands from the east. They landed in the east and quickly fortified the area setting up cities and harnessing resources, taking all they could.

No-one is really sure why it happened, after centuries of peace the elves united once more and took to war against man. The war waged from west to east tearing across the land pushing through orc territory to the east. Battles waged for decades from skirmishes to sieges but something happened that turned the tide of battle. A champion of the people rose up and allied with all who would fight for freedom. Many followed him and his entourage, forsaking their previous commanders, kings and chieftains. Leading his army he forced the elves into surrender and sent them back to the west. After granting lands to the people fairly the hero was bathed in a glowing light and vanished from Escarra ascending to Godhood and would be known as Brynill, The Champion. Those who followed him constructed a temple to him in the new capital of the humans, Trillion. His entourage then went in their own directions and constructed the Guilds.

For four centuries now there has been peace throughout the nations, however something dark is stirring on Lamaria. With elementals running wild and undead marching across the lands coming from the east and barrens, there is a rallying call from the guilds. For those who wish to journey fourth to defend their lands, protect their loved ones or pave a path of glory. Whatever the reasons the guild doors are open to you.



The Playable Races

This section will cover the playable races in Age of Essence. There will be a short description of each race covering their physical appearance, common personality traits and habitat. There will also be a small stat block telling you what natural skills they have, languages spoken and any costume or prop requirements that are essential for playing that race.

Man

When the races of men landed on the shores of the land of giants it was known as the first age. These people turned out to be more than the giants could handle and so a war broke out. The new peoples rallied and toppled the giants chasing the trolls and ogres into the forests and mountains. From there the humans, dwarves and halflings began to take land and build up their own civilization. Unfortunately the Great War destroyed many of their towns and cities and so only two cities remain, Trillion and Ravenseat. Many towns and hamlets have not recovered even after all this time. These races live to between 100 and 150 years.

Dwarves

The Dwarves are a stubborn stalwart race originally from the eastern lands across the sea. They are often shorter than humans but are broad of shoulder and long of hair. Its tradition for dwarves to grow their facial hair as it is a reflection of experience and wisdom. A dwarf without a beard is either too young to grow one, a woman or disgraced. Female dwarves similarly do not cut their hair for the same reason. Their hair is usually decorated with precious gems and practical decoration. Dwarves are natural crafters and tinkers. It is a clan's tradition to take up one specialized craft to work with and pass down to the children. Every dwarf child knows how to create at least one thing whether they like it or not. Dwarves usually live underground surrounded by great masterwork stone carvings. The largest dwarf population is at Ravenseat in the south east. This large fortress citadel has a vast network underneath used both as a mine and home to the dwarves and their allies. Each dwarf belongs to a clan, each clan has a representative that sits on the council of which is headed by a King. They often have a hatred for the gigantus who live in the mountains where precious ore can be obtained.



Skills	Craft substance, Craft profession
Physical Props	Beard for men, long hair for women
Languages	Common, Dwarf

Halfling

Halflings are the smallest of Lamaria's people and have evolved separately from other races. Though they are similar to a human child they clearly look older in their features. Halflings originally came from other lands and landed with the humans as slave labour. However when they realized that returning back to the eastern lands would prove difficult they managed to win their freedom. Though they still worked they were treated better and were even paid, being able to make a new life for themselves. They usually live in the countryside maintaining farms and orchards away from the busy cities. Halflings that take to adventuring are often very curious and can get themselves into a lot of trouble. Halflings were used in the war as perfect spies and assassins able to sneak into most elven settlements posing as children or even prisoners. Their ability to hide is remarkable. Halflings live in village communities where everyone tends to know each other and they quickly recognize outsiders, even halflings from other towns. They are friendly and welcoming to most people but often fear orcs for their towering presence and strength.



Skills	Hide, Herbalist
Physical Props	No taller than 5'6
Languages	Common

Humans

Humans inhabit most of the eastern lands and have spread across Lamaria settling just about anywhere that takes them. Humans are very adaptable and as such come in all shapes and sizes. When they first came from the east they had very little knowledge of magic and relied heavily on science. However what little technology they brought with them has been lost. Learning the ways of essence they have developed a good understanding of magic and set up a large magical college in the new capital, Trillion. Humans are a very curious race and often have a thirst for adventure especially if they find a way of making some quick coin. They are the most tolerant of all the races but are still wary of elves. The human's hierarchy works as a feudal system having a King who divides his lands to the nobles. The King is currently a young boy who is not yet old enough to rule and so his council runs the kingdom of Trillion in his stead.



Skills	1 Extra skill
Physical Props	None
Languages	Common

Beast-Kin

The beast-kin are humanoid beings that have evolved from creatures of all shapes and species. The most common of these are the mammals. Each beast-kin is unique and very easily distinguishable from each other. They have placed themselves in three categories: mammals, avian and scalies. Each live in their own areas of the world but many inhabit the great forests and swamps of Lamaria. The greatest population of beast-kin reside in Ashen Fen, an enormous forest near the center of Lamaria. Within this forest is a temple to their beast God, Torron. Beastkin live to between 100 to 200 years of age depending on there type.

Mammals

Mammals are the most common of the beast-kin and mostly reside in the Ashen-fen forests. Unfortunately they are a very primal people and still quite savage. Within their society they have split groups depending on the creature they have evolved from. Canines group with canines, felines with felines and so on. Many issues between the peoples are resolved in the Great Arena which is the temple to their God, Torron. These people often venture out to explore and claim new lands. Ashen Fen is so vast that there will be turf wars for many years to come especially with all the dangers that reside within the forest. The mammals are extremely territorial and are often aggressive with members of their own race let alone strangers to their lands.



Skills	Special, Natural weapons/armour
Physical Props	Full costume, masks/face paint
Languages	Common, Beast

Avian

The avian flocks are wondrous and rare. They live in the tallest trees and highest mountains to keep themselves apart from other races. They are both graceful and beautiful with their wings often a part of their arms. They have flight but it is very limited due to the mass they carry. Most avians are solitary and live in small nests and families rather than that of a society. Rumour has it that there is one society that is dedicated to guarding the heavens and lives in the clouds but no one has ever seen such a being. Avians are well versed in the knowledge of the lands they inhabit and are very nosey and cautious to those in their domain to make sure no threat befalls them or their flock.



Skills	Flight, Natural weapons/ armour
Physical Props	Full costume, prosthetics, mask.
Languages	Common, Beast

Scalies

Scalies are reptilian men who live in the deep swamps to the south. They come in many shapes of reptiles ranging from lizards to snakes and even alligators. They keep themselves far away from other races living peacefully in the swamps where few dare to wander. They are natural predators able to consume all types of flesh but prefer the taste of fish. They have a large stock of obscure herbs and alchemical ingredients found in the oceans and in the dark dank swamps. Those brave enough to sail the deadly shoals of the coast can reap the benefits of trade with these strange weary creatures. Scalies follow the command of their shamans and witch doctors. These wise men lead their people keeping them safe and away from the dangers of the north. The shamans are powerful casters who train their successors in the ways of magic. When it is time for the young to succeed the old, the shaman is consumed in a ritual that is said to pass the knowledge of the old down to the next generation. Scailies tend to keep to themselves and have no hatred for the other races but instead are weary of all strangers to their lands.



Skills	Amphibious, Natural weapons/Armor
Physical Props	Full costume, Prosthetics, Mask
Languages:	Common, Beast

* If you choose to play a beast-kin LARP safe claws MUST be worn to use natural weapons. If you do not have claws normal weapons must be used *

Elves

The elven kind is one of the oldest races having history stretching back to the Eternal Darkness. Unfortunately their lands are now lost to them due to the storms that rage around the continent. The elves once were united but after they landed on Lamaria there was a civil war dividing the loyalties of the race. After this they split into three groups: the civil, recluse and nomad. During the time of the last Great War the civil and recluse joined forces marching their armies from west to east. They were beaten, being forced back to their colonies and since then they have also been in a struggle of civil conflict. Elves can live to about 400 years of age.

Civil

Civil elves reside in towns and cities that were first constructed on their arrival. The land in the west is cold due to an enchanted winter forest in the north of the area. The people live peacefully ruled by their Queen and elders. The civil elves are similar sized to humans but have very distinguishable ears that are long and slim. The civil elves try to make amends for their discrepancies making all those who come to their lands welcome.

Skills	Language*, Detect element
Physical Props	Elven ears
Languages	Common, Elven, One other



Recluse

Recluse elves are bitter and resentful of all others. They feel that the war was lost unjustly and that their time to rise will come again. They live long and so do their memories and hatreds. They reside underground in hives and rarely travel to the surface. They have adapted to living underground and the fruits and creatures that reside there make good sustenance. Recluse elves are not necessarily evil but that have been raised to hate. They live in families and each family has a leader. The strongest family rules overall and has done now for four hundred years. Some crave to leave the hives and make it out into the sun. They are easily distinguishable by their pale skin and pointed ears. They look almost sickly but have a strange charm about them. They are all trained to fight at a young age and have a natural proficiency for martial arts. Recluse elves like no one and dislike everyone but they understand the need to fit into company to strive for their goals. Not many trust the recluse but all are redeemable surely?

Skills	Dexterity, Rumour
Physical Props	Elvin ears, pale skin (face paint)
Languages	Common, Elven



Nomad

After the civil war a group of elves decided to leave and make it out on their own. They are travelers, scholars and traders who crave knowledge to better themselves. They are distinguishable from other elves by the facial markings of their families or clan. These markings are tattooed at a young age and are not easily removed. The nomad people are wise and peaceful. Deciding not to get involved with the last Great War they kept perfectly neutral only reaping in the benefits of war without getting involved. All of their people are taught to think independently but also to take up at least one scholarly subject before they leave to take their own path. Nomads are known to hold great knowledge and rare reagents collected from around the continent. They feel little for those outside of their family but welcome trade where ever it comes from. Finding them is not always easy as some families journey without maps or predetermined stops.



Skills	Legend, One knowledge skill
Physical Props	Elven ears, facial markings
Languages	Common, Elven

Gigantus

The gigantus races are considered to be the most terrifying in all of Lamaria. They are mostly large carnivorous creatures who are uncivil and wild. Gigantus come under three categories: trolls, ogres and giants. These beasts are unsocial and territorial. They will kill all who enter their domain. Some say that the gigantus can be reasoned with but few have met them and lived to tell the tale. The gigantus races can live up to 200 years.

Half Giants

Half giants are the descendants of the giant slayers of the icy north. They are large humanoids who are abrupt and uncivilized to those around them. They are brutish like their ancestors. Half giants come from a cold land to the north of the continent called Dragons Breath. Here they live and fight the ice-trolls that live in the mountains. Humans reside in Dragons Breath who wish to strengthen themselves against the cold and learn the ways of monster slaying. Some half giants turn to a more peaceful nature becoming druids of the land and protecting their groves. They have a short temper and often find an insult equivalent to a challenge these creatures are unnaturally tough.

Skills	Toughness
Physical Props	Padding for bulk
Languages	Common, Giant



Green Skins

The green skins are the lands natural inhabitants. As far as anyone can tell they were the first to inhabit Lamaria along with the giants and the beast-kin. There are three races that make up the green skins which are the orcs, goblins and rae'lore. These races couldn't be more different from one another other than the colour of their skin. Depending on the race greenskins live to between 50 and 100 years.

Orcs

Orcs are brutish creatures who have unnatural strength. This is reflected in their society, as the strongest rules over all. They are very tribal in their ways and although having come a long way in the last few centuries, still cling to the traditions of the past. The orcs are a very honourable race and tend to stick to their word, though actions speak louder than words. They are quick to act and slow to think at times. Orcs come in different colours but vary from a dark green going through to brown and even to a dull red. They live in settlements which are usually the occupants of a single clan ruled by a Chieftain or Shaman. Disputes are often settled by the blade. Elves had deceived them in the past so there is a natural distrust for them but generally they don't have a liking for anyone.



Skills	Strength
Physical Props	Brown, green or red skin. (prosthetics optional)
Languages	Common, Orc

Goblins

Goblins are strange nimble creatures that are mischievous by nature. At a young age they are almost uncontrollable and chaotic. This leads them to often have a short and violent life span, however they are cunning and wise and as long as they can outlive their youth they are very resourceful. Goblins have bright green skin and pointed ears. They tend to live in orc settlements but sometimes live in clans away from civilization, either in deep forests or underground. They are very mercenary and it won't take much to convince a goblin to do a job for some quick coin. They have a natural affinity with potions and poisons often able to make something out of nothing. They are keen to keep with their green skin brethren but have been known to tag along with groups of adventurers for protection.

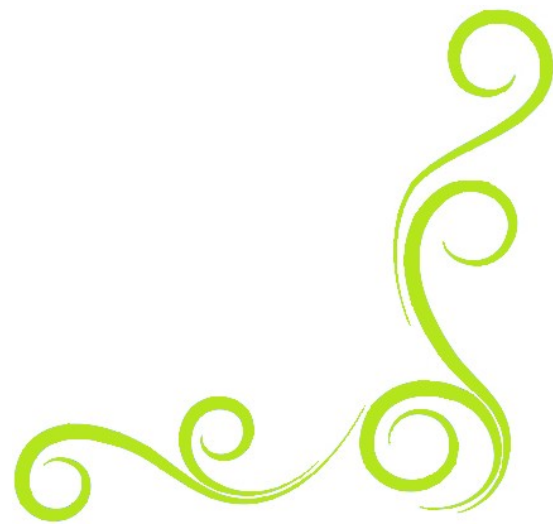


Skills	Poison lore, Potion lore
Physical Props	Green skin (pointed ears optional)
Languages	Common, Orc

Rae'lore

Rae'lore are a strange race that appeared out of nowhere. No one is sure whether they came by boat or if they are natives to the land but their strange yellowish skin allowed them to stay comfortably with the orcs. Rae'lore have yellow skin and long pointed ears not dissimilar to elves. They live in families ranging from a few to a whole settlement. Rae'lore are the natural magpies of the races and are always interested in the value of things and making as much coin as possible. They are very noble and well-spoken in all their languages, being sure to make a good impression on all they encounter. Rae'lore are no strangers to hard work but prefer being at the front of new profitable enterprises. They are welcoming to all who have coin but spare little time for those without. They think themselves as the nobility of the land despite being lumped in with the orcs.

Skills	Merchant, Evaluate
Physical Props	Yellow, orange or gold skin, pointed ears
Languages	Common, Orc





Skills

Skills are the abilities that your character has learned up until the point of beginning game play. The skills you have allow you to use various abilities to interact with the world. When creating a character you get your racial skills plus three of any other skills of your choice from the table below. The skills are divided up into categories for convenience.

If you want to take more skills from this list you can after earning experience points. Each of the skills in the table below will cost 15EXP points each and can be taken at any time as your character develops. Most of the skills on this table can only be taken once unless gained from a guild, however there are a few exceptions to that rule. The skills marked with a single * can be taken multiple times. Details of this can be found in the descriptions following the table.

Physical	Enchanting	Lore	Essence	Underhand	Artisan
Strength	Enchanting	Archaeology	Spellcraft**	Hide	Craft Substance*
Toughness	Detect Enchantment	Legend	Element*	Track	Craft profession*
Dexterity	Disenchant	Knowledge*	Detect magic	Rumour	Evaluate
Martial Arts		Language*	Faith ***	Trap Finding	Prospect *
		Herbalist	Meditate	Escape Artist	Merchant
		Potion Lore		Set Traps	
		Poison Lore			
		Field Medic			
		Diagnose			

*Pick One

** Either Law or Chaos

***Must choose a God or church

Physical Skills

Strength – You have spent your time doing manual labour or are no stranger to hefty work and so you are stronger than average person. This allows you to do 1 extra point of damage when using melee weapons. You can call ‘strength 1’ when grappling or opposing strong forces such as a strong wind.

Toughness – You have taken a beating over the years and your body is used to going under the strain of elements or the physical exertion you have placed on it. You gain an extra hit per location taking you up to 4 hits per location.

Dexterity – You spent your youth running from trouble or playing in the woods. You have become more agile and foresee events before they happen. You can call ‘dodge’ once per day to avoid taking damage or other adverse effects from a situation, but you have to see the attack coming. You cannot use dodge in heavy or X heavy armour.

Martial Arts – Spending time in specialist training used to subdue your opponents is a special skill that is perfect for keeping you one step ahead. This skill is used unarmed, by tapping your opponents shoulders with both hands calling 'knock down' as you use your skills to bring them to the ground.

Lore

Archaeology – You have been fascinated by the old ways and the many relics and ruins that are scattered over the land. You have studied and understand some things of the old ways and the secrets they hide. This skill will allow you to identify non magical items from ancient times and identify historical timelines.

Legend – You have been told many stories, tales of romance and legends in your youth. It may be that you strive to discover the truth about the legends and this reflects in your teaching. Each event you receive a legend at random which may hold treasure, prophesy or secrets.

Knowledge* – Choose one knowledge from a set list of topics to learn from. You can use this skill for clues on particular topics and within research requests. It can be taken multiple times, once for each type of knowledge. (Religion, arcane, nature, history, culture, nobility).

Language* – This skill allows you to learn another basic language. It can be taken multiple times, once for each language. You will need to find a teacher for the language you wish to learn. (Giant, orc, elven, dwarven, beast)

Alchemy

Herbalist – You understand the fruits of the wild, including herbs that hold influencing properties. This skill allows you to identify useful herbs to be used for alchemical substances. If you find herbs in the woods you can use your herbalist handout to identify which herbs you have found. Only herbalists are able to find herbs in the wild.

Potion Lore – From tea to potions and poultices, you have learnt how to take basic substances and use them to heal and bolster your allies. You get a handout of basic recipes that you would have learned during your study. This can be added to via experimentation and purchase of recipes. We recommend you have a formulae book for your recipes.

Poison Lore – You have learnt to take the darker side of the forest and manipulate it to more malicious means, learning the way of poisons and diseases to dispatch your enemies quickly. You get a handout of basic recipes that you would have learned during your study. This can be added to via experimentation and purchase of recipes. We recommend you have a formulae book for your recipes.

Surgery

Field Medic – You have been studying the anatomy of bodies for a long time and understand how to get them up and running quickly from even grievous wounds. It's not easy without surgery but you do what you can for them. You can begin healing a subject at the rate of 1 hit point global per minute of role play. This requires phys reps such as bandages or needle and thread. Performing surgery causes pain to the subject and it cannot be performed on yourself.

Diagnose – You have studied injuries and can tell if a wound is clean or dirty (poisoned or diseased). Knowing what you're dealing with makes preparation for a situation easier to deal with. This skill allows you to identify the type of wounds sustained and whether there is something more malicious going on in the wound. This skill takes 5 mins of roleplay or to perform an autopsy and get more information you can also identify the cause of death after 20 mins.

Enchanting

Enchanting – Enchanting is the act of fusing magic to master crafted items. You have learnt how to harness the power of runes to manipulate the flow of magic from elemental crystals and use this to grant items magical effects.

Detect Enchantment – You have spent time studying the raw power that resides within elements and items and can identify the properties of such items. This skill allows you to identify the levels of elemental crystals and properties of enchanted items.

Disenchant – You are able to remove and redefine runes that have been fused to elemental crystals and can remove elemental crystals safely from existing magical items. Doing this will destroy the item.

Essence

Elemental

Spell Craft (LAW) – After years of study you have finally achieved the understanding and total control of elemental magic. This means you can bend the four basic elements to your will and create magic spells of your desire. This means your magic pool is stable and you will know exactly what power you have and the extent in which that can be used. You start with a manna pool of one of each element and 4 known spells. Once chosen you cannot change to chaos.

Spell Craft (Chaos) – You are innately magical, through some means or another, magic infused within your body mind and soul. It may take some time for you to adjust to your powers but with restraint and study you will be able to control these powers and manipulate them to your will. Your manna pool is chaotic meaning you never know what elements you will have to rely on each day. This will mean you could have a vast amount of power but limited knowledge on how to use it. However your power levels are the strongest of all. You get a mana pool of 4 random elements and 6 known spells. Once chosen you cannot change to law and each time you take the element skill it will be a random element.

Element* – With study, perseverance and force of will you have been able to add to your manna pool. For law this means you can take one extra element of your choice, for chaos this is an extra bead in your mana pool. This skill can be taken four times at creation, once for each element.

Detect Magic – With focus and concentration you're able to identify the strength of magic throughout the land. The type of magic must already be known to you and you must have access to magic of the same type to identify specific details about the magic. If you do not have access to that type of magic you will get very basic information. However you can combine this with knowledge arcana to gain more information.

Faith

Faith – Your character follows one of the worlds godly entities and through your devotion you have been granted powers by your deity. You must select a domain or a God from the religions set out in the rule book. Once done you will have a set spell list from which to choose 2 spells to cast. If you follow a neutral God then you must pick either light or dark faith for each faith bead. Once chosen this cannot be changed.

Meditate – Focus on one's self or in prayer to the divine can lead to insightful visions or revelations. After a period of time in meditation on a subject matter or problem, you will be allowed a free insight check. This may not work more than once in any given situation or the same day.

Underhand

Hide – Spending time in the woods hiding from friends or doing secret reconnaissance you have adapted to hiding in the shadows of the trees. With your hands crossed across your chest behind a tree you will be hidden from sight but not sound. Any movement will break this and you will be seen. If you are seen going into hiding you will not be hidden.

Trap finding – Carefully searching and investigating the area around you, it's possible to detect traps before they go off. Role play is required.

Track – Stalking prey or a target over a long distance takes skill and time. Looking for subtle marks in the dirt or a broken branch are key skills when tracking. This skill allows you to track a creature or humanoid. The results are not always perfect but it can be used over long distances. Role play is required. You can detect the presence of hidden creatures as long as you are actively tracking, unless they are using the stealth skill.

Rumour – You have been keeping your ears to the ground for a long time, seeking to find valuable information on the off chance. Once an event you will be given a rumour at random. It will be up to the individual to decide on how accurate the rumour is and what to do with it.

Escape Artist – This skill allows you a chance to escape your bonds and tight situations. This skill gives you a one in three chance to break out of your bonds. If you have tools this chance goes up to two in three.

Set Traps – With time and role play you are able to set basic natural traps such as pit falls, trip wires and rock slides. These are just some examples but the more creative the trap the better the result. This will take time and roleplay.

Craft

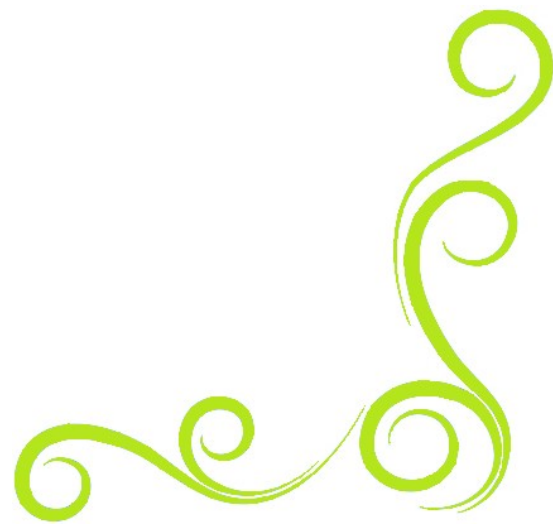
Craft Substance* – You have worked with raw materials for a long time under a mentor and know how to refine the art of your choice. You need to choose a material you wish to be able to form. The main selections are metal, stone, wood or hides. For more information see the craft section. You can take this skill multiple times, once for each substance.

Craft Profession* – You have worked your profession for some time and can create all sorts of items from your desired crafts. You choose a profession based on the craft you wish. The main selections are black smith, carpenter, stone cutter or tanner. For more information see the craft section. You can take this skill multiple times, once for each profession.

Evaluate – You know the worth of good workmanship and can evaluate it to its exact worth rather than guessing the worth of the item. If you wish to evaluate an item you take the item to a ref and ask for an evaluation on it. This skill works well with other skills.

Prospect* – This skill allows you to choose a substance that you are an expert with. You can identify the properties of mundane and magical substances within the world. The selections are metal, stone, wood or hide. For more information see the craft section. This skill can be taken multiple times, once for each substance. At the beginning of each event you will gain 2 random substances from your chosen type.

Merchant – You pick a profession and during your downtime you make a set amount of money at the beginning of each day. At the start of each event you will be given 5 silver for your work.





Essence and Magic

Elemental Magic

The first thing to remember about essence is that it is in everything including the ground upon which we walk. Essence is essentially energy that we can tap into, extract it and manipulate it to our will.

Elemental magic in age of essence is easy to come by as there is magic in just about everything including living creatures, where most magic users harness it from. To cast elemental magic you must first take the skill known as spellcraft. Spellcraft allows you to access the first tier of magic which contains four beads of essence. These four beads come in the colours of red (fire), blue (water), green (air) and brown (earth). Each bead represents a point of that magical energy and the amount of beads you have represents how much of that particular power is available to you. You now have the power to summon the magical energy to you ready to cast a spell.

Chaos Vs Law

There are two ways that a character can manipulate magical essence from the spellcraft skill. This is via either law or chaos. Law and chaos can also be referred to as wizardry or sorcery.

Wizardry (Law) - Wizardry is the study and control of the elements. A wizard is not naturally gifted with magic and so must learn and study the fundamentals of magic and from there be able to harness and control it. What this means is when a character takes spellcraft (law) they get four beads one of each colour and 4 spells.

Sorcery (Chaos) - Sorcerers are characters that have magical energy thrust upon them and do not always have full control over what kind of energy that it is. Often in a character's history they are descendants from a powerful line of mages or magical being and their blood is infused with the power of magic. For a character who takes the skill spellcraft (chaos) they get four beads of power but each bead is chosen at random and 6 spells. Sorcerers are often imbalanced and their personalities can be influenced by this fact.

WARNING: Once you choose between chaos and law there is no going back.

Creating a spell

Once you have created a character with spellcraft you then get to create a set number spells of your choice. For law mages this number is 4 spells and a chaos mage gets 6 spells. These spells can be put together using the spell table provided or by discussing a desired spell with a ref. Each spell has to have an element associated with it which has a base cost of 0. From there each spell has a cost which is the number of beads required to cast that spell. You cannot add beads to a spell to increase its power. For instance the bolt spell costs 1 bead and making it fire costs 0. Fire bolt is then a level 1 spell because it uses 1 bead of fire to cast. Multiple effects can be added to create a spell and can even stack with each other.

All spells created must be put into a spell book that you must provide and be checked by a ref. You can learn new spells by spending 10EXP to develop a new spell. Later you can gain access to combined elements.

Casting a spell

Once you have your beads and spells it's time to cast. There is no limit to the amount of times you can cast your known spells but you are limited by the amount of spells you know and the amount of beads you have in total. Each level of spell requires 5 seconds of casting, so a level 1 fire bolt spell takes 5 seconds to cast, where as a level 2 spell will take 10 seconds. To cast a spell you must first draw your beads from your pouch. Once you have the beads in your hand you must chant your spell for the required amount of time. Once that is done you then cast the spell at your target by calling the name of the spell, the level and the target location (if applicable).

Here is a spell example: I draw one red (fire) bead and I begin to chant my spell. "By my power and the power of fire, by my power and the power of fire. I cast fire bolt level 1 torso on that skeleton". The skeleton then takes one point of damage to the chest. Once done place the magic beads back into the pouch and start again.

Other spells such as 'shield' are reactionary. This means that something has to happen to it for it to go off. Shield for example is a defensive spell that negates a single attack. Once it is cast the beads used to create the spell are currently in use and so cannot be used for anything else until the spell is used up or dismissed.

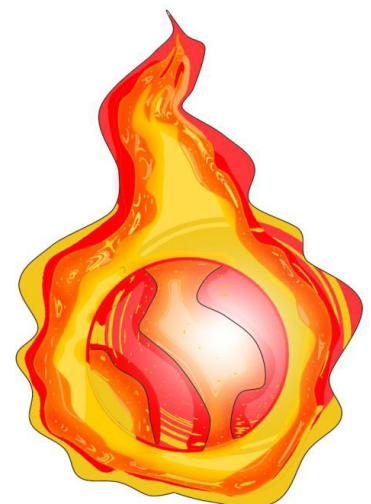
You cannot move while casting spells and moving will mean that the spell fails to cast. If you take any damage while you are casting the spell automatically fails and you will need to start again. If a ref calls "failed spell," speak to them after the encounter is resolved to find out why.

Elemental Essence

Fire (red)

"By my power and the power of my spirit, by the flames of the sun I call to the spirits of the salamanders and summon the elemental power of fire!"

Fire is a destructive ferocious force that consumes all in its wake. It spawns from the passions and ambition of all sentient things. Fire or red essence is summoned up through the raw desire and the will to achieve goals no matter the cost. Wielding fire should not be taken lightly as even a simple conjuration could turn a forest to ash. Balancing fire requires patience and a cool head to focus your spells. Fire opposes water as it dulls down the ferocity needed to manipulate it.



Earth (Brown)

“By my power and the power of my body, I call to the earth around me that grounds me to this world, I call to the spirit of the gnomes to aid my task, I summon the elemental power of earth!”

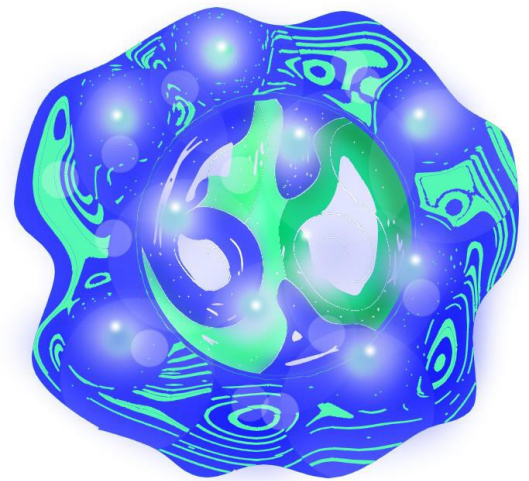
Earth magic is steadfast and strong. With practice mages who wield the power of earth will be able to imbue its strength with thier own. Patience and understanding of the natural world and that which flows from it is essential to its understanding. Earth magic is great for barrier spells and protection magic. Earthen magic opposes air magic. Earth requires steadfast control and precision where air is too chaotic and whimsical. Earth magic reflects focus and resolve.



Water (Blue)

“By my power and the power of my blood, by the great seas and the humble streams, I call to the spirits of the naiads to bring forth the elemental power of water!”

Water is the flow of all things including life and death. Those who focus their energies on water essence will find that their understanding of the flow of the natural world will be unlocked. Water essence has the power of negation and deflection as is often used to repel attacks and form protective shields. To master water means to find peace, to balance the flows of emotion that may impede judgement. Water opposes fire as it takes the calming of emotions which the power of fire lacks.



Air (Green)

“By my power and the power of my breath I call upon the spirits of the sylphs and the wind that freely flows. By my power I summon the element of air!”

Air magic is free and whimsical. It flows through all of us and gives us our sense of adventure and wanderlust. It is difficult to control but offers a variety of wonders and mystery to those who learn its secrets. Air can be manipulated to cause great disasters and storms but also has the power to overt such dangers. Air control is often used to slow down or incapacitate opponents. Air magic opposes earth as it cannot be restricted or restrained. Mastering air requires an open free mind to focus properly.



Element	Damage	Effect	Multiple Targets	Utility	Resistance
Fire (0)	Bolt (1)	Daze (1)		Imbue object (1)	Resist Element (1)
Water (0)	Elemental Touch (2)	Knock Back (2)	Extra target (2)	Barrier (2)	Shield (2)
Air (0)	Blast (3)	Knock Down (3)	5ft area (3)	Break Item (3)	Armour (3)
Earth (0)		Tangle (4)	Chain (4)	Manipulate Element (4)	Reflect Elemental spell (4)
		Stun (5)	10 ft area (5)		Elemental Immunity (5)

Here is an example of how to make a spell:

First I need to choose an element so I will pick fire. This means to cast the spell I will need to draw fire beads. Next I choose the effects of my spell. I want to use knockback and bolt. Bolt costs 1 bead and knockback costs 2 beads. So to cast fire bolt knockback I need to draw 3 fire beads and cast for 15 secs (5 secs per bead).

Element

Fire – Fire is the most destructive force of all the elements and is often used as a tool of destruction and purging. It's also used by forge masters to keep their fires going and to get intense heat for their metals.

Water – Water is a beautiful and deadly force and is useful for both utility and damage. Water is often used by brewers to help maximize their efficiency.

Air – Air is the most elusive element and is often used for hastening travel. It is a perfect magic for holding opponents back and causing adverse effects. This magic is often used by travellers and messengers for efficiency.

Earth – The toughest of elements that is used for its defensive and fortifying properties. This magic is used often to strengthen the walls to cities and mortals alike. It's often used by farmers to help turn the fields and plant crops quickly.

Damage

Bolt – Bolt does one of point of damage to one called location. This spell can be blocked by shields.

Elemental touch – This summons the element to your hands and it can be used to inflict 2 points of damage to a single touched location.

Blast – This power is like bolt but does one point of damage to all locations. This spell cannot be blocked by a shield.

Effect

Knockback – This effect knocks your opponent back 10ft per spell level.

Daze – This dazes a target and interrupts spell casting. The target is dazed for 3 seconds and can defend but not attack. This is a mind affect.

Knockdown – This ability knocks an opponent to the ground. They may still act normally after the affect has taken place.

Tangle – This spell holds a creature's legs in place. They can still use their torso and can try to cut their way out.

Stun – The opponent is stunned for 10 seconds and can't even defend themselves. Someone under the effect of this spell are unaware it has happened. If struck the stun will wear off immediately.

Multiple

Extra target – This effect allows you to target either another location on the opponent or another opponent entirely.

5ft area – Only some spells can benefit from this affect but as it says the area of affect becomes 5ft.

Chain – Only some spells can benefit from this affect. The spell leaps between everyone within a 5ft area dealing the damage and effect of the spell. If allies are in this field it will target them also.

10ft area – Only some spells can benefit from this affect but as it says the area of affect becomes 10ft.

Utility

Imbue Object – This ability temporarily imbues an object with an element. This ability allows for the user to imbue their weapon with an element and cause elemental damage to their opponent.

Barrier – Creates a 10ft wide elemental wall between you and your foe preventing conflict. You must be stationary while this spell is cast, if you move the spell will stop. Barriers are not permanent physical walls, they are magical based.

Break Object – This spell can only be used with specific elements depending on what you're trying to break and can only be used on objects and items. It does not break magical items.

Manipulate Element – This power allows you to control the elements themselves from causing floods and unexpected storms to awakening a volcano or turning a camp fire into a deadly weapon.

Resistance

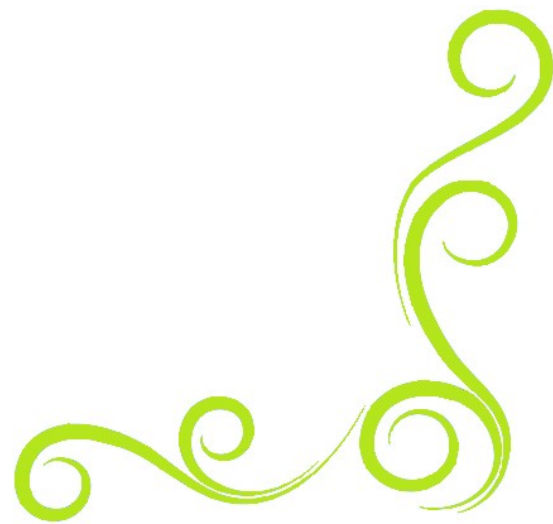
Resist Element – This skill allows you to resist the effects of the selected natural element until recalled. This spell costs 1 bead for 1 point of elemental resistance, e.g. Fire resist level 2 will cost 2 fire beads and will make you immune to any fire spells costing 2 beads or less.

Shield – This ability gives you a one off resistance. Using this ability lasts until used up but the power used to create it is set to one side and cannot be used while the shield is active. It negates the first blow that hits you then is used up.

Armour – This ability gives you 4 points of elemental armour. This will resist all weapon damage but not the effects of other spells. Using this ability lasts until used but the power used to create it is set to one side and cannot be used while the shield is active. This does not stack with physical armour.

Reflect Elemental Spell – This spell can only be used in conjunction with ice magic. Once activated this spell will allow for the next elemental spell cast at you to be reflected back at the caster. Using this ability lasts until used up but the power used to create it is set to one side and cannot be used while the reflect is active.

Elemental Immunity – This ability gives you full immunity to the element associated with it. If using combined magic you will only be immune to that type of magic not the ones used in the combination. The power used to create it is set to one side and cannot be used while the shield is active.



Religion

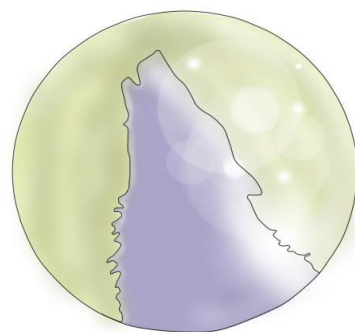
After the Eternal Darkness and the world settled many of the beings that liberated the world were lost. The Gods and their immortal followers were thrown into the Outer Plains where they reside and look at the world through an unbreakable invisible barrier. These beings are powerful, immortal and hold great sway over the mortal races of Escarra. The mortal races revere them and ever strive to be in their likeness. Since the Eternal Darkness there have been other mortals who have ascended to godhood and continue to do so to this day. The doorway to immortality is open but the mountain is steep and the price is great. Almost everyone in Lamaria worships at least one of the Gods as only fools and madmen deny their existence.

The Church of Light

The Church of Light consists of four Gods. The church works together to bring peace and prosperity to the land by sharing knowledge and providing laws that protect and serve the majority of people. The deities are as follows:

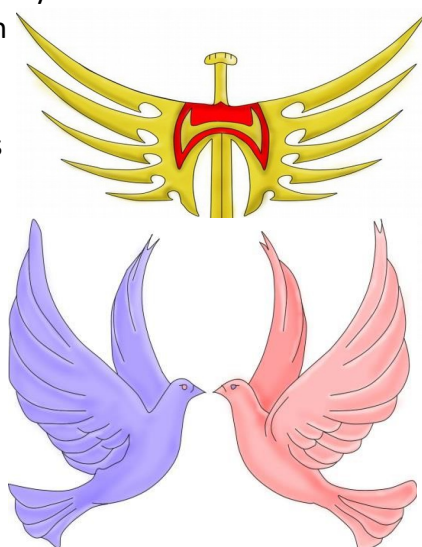
Luna – The Lady

Luna is a young elven Goddess who shares the powers of the moon with her twin brother Drack. The Lady brings light to those who are lost in the darkness and strives to bring peace to those lost to chaos. She is patient and kind but is also a fierce warrior when the situation is called for. The main church to Luna is at Illuminates, far to the west within the elven land where it is said she ascended. Many shrines have been erected in her name across Lamaria, where it is said the moon shines brightest.



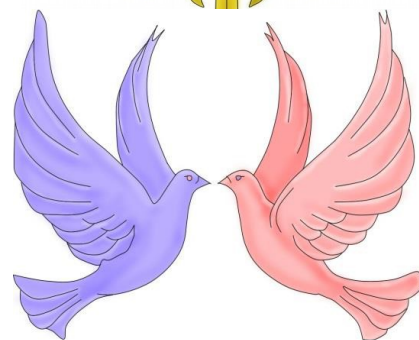
Brynill – The Champion

Brynill is a human warrior famous for bringing the Great War to an end. His adventures and pilgrimage to save the world from the tyranny of the elves is still legendary today. After his ascension his companions and cohorts set up the first guilds of Lamaria which are still the focal point of remembrance today. He was the last God to ascend and is worshipped by warriors and knights throughout the land. His main temple is joined with the Guild of Swords in the capital of Trillion, but there is a shrine to him in every Sword's guildhall across the continent.



Amora – The Lover

Her love and compassion fills the hearts of many and reminds them that in dark times, unity and forgiveness will triumph and bring happiness. Amora is the focus of many celebrations of marriage in civilized kingdoms and the Goddess of fertility in the less civilized lands. Her followers are peace lovers and diplomats and though they do not always promote love they do strive to resolve conflict without violence.



Misenta – The Muse

Misenta is the Goddess of creation. She was said to be the greatest bard of the time. Though all of her works have been lost to history her songs and poems carry on in through her followers who claim to hear her and feel inspired by her power. Many of her followers are muses and bards who strive to entertain and inspire with their songs and stories. Her main places of worship are colleges and universities of the arts often located in Scroll guildhalls.



The Natural Order

All deities of The Natural Order are truly neutral and focus their powers around the balance of the natural world. Many of their followers are druids or mages that wish to see places of elemental power and ancient forests protected and preserved.

Gaia – The Maiden, The Mother and The Crone

Gaia is the natural world and all within it. She is the mother of all creatures including the mortal races. She gave life to all and when that life fades she will be there to reclaim what is hers. Gaia is a being of balance and all that lives must die and all that die shall be born again, thus is Gaia and her teachings. Her temples are the forests and oceans of the world and her followers are druids and those who call her lands home.



Farria – Lady Luck or Misfortune

Farria is the Goddess of luck and is a fickle Goddess at the best of times. They say that fortune favours the brave and this is true so long as she is in a good mood. She can turn the tide of war in a blink of an eye, make one man rich and another poor needless to say it's a good idea to stay on her good side whoever you may be. Her followers are often avid gamblers or fortune tellers and she has small shrines such as wishing wells constructed in most towns or cities.



Chale – The Trickster

The Trickster is a dastardly rogue who is capable of just about anything. He is chaotic by nature and thrives off the chaos that others provide as entertainment. He favours the clever and witty and those who plant the seeds of chaos. His followers are often rogues or even children that like to play with tricks and traps. It's always difficult to know where you stand until you have already fallen.



Valatar – The Magus

Valatar was the first to wrestle the powers of magic. All Magic that resides in the mortal plain was gifted by him through rituals and practices now lost in history. Now worshipped as a God rather than a scholar, Valatar precedes over that balance of magic and the elements both protecting them and using them to meet the needs of the Natural Order. Those who follow the teachings of The Magus are said to be gifted with wondrous abilities over the elements.

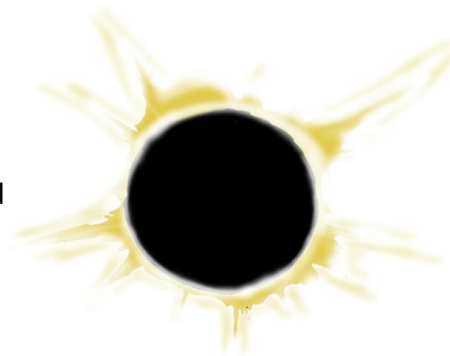


The Dark Coven

The Dark Coven are a united force for liberation, confronted by the limitation of power placed on them by the Church of Light. The Dark Coven seeks to abolish those that restrict freedom in their teachings. The Gods of Darkness feed off sins and sinners and invoke the practices of the most primal instincts.

Drack – Lord of Shadow

Drack is the elven God of the moon that opposes his sister Luna. Where her light shines his shadow is cast, long and deep residing in the hearts of all mortals. His followers are those who are not afraid to tread where the light fades and shadows cloak the land. His shrines are hidden in secret and often housed within the Underhand Guilds. It is often noted that contracts of dark deeds are forged in his name.



Torron – The Savage

Torron fought to drive the ancients from this world. With his barbarism and immense strength he destroyed many of them before being torn from Escarra. He is the father of all beast kin and he has one temple residing deep within the forest of Ashen Fen which is an arena. Within this temple battles are fought where only the strong survive. His followers are often beast kin but he welcomes those who show acts of savagery and barbarism.



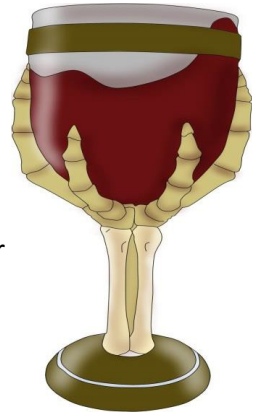
Feldar – The Tormentor

Feldar is neither man nor beast, but is in fact an otherworldly being that once served the Ancients in their acts of torture and imprisonment. Said to be able to command demons and other dark spirits Feldar is worshipped by those who are granted the power of imprisonment and torture. Feldar's shines are often placed to protect and lock prisons to prevent prisoners from escaping. He watches over prisons and dungeons lost long ago.



Morrigan – The Mistress

Morrigan was once the lover of death, said to be so beautiful that none could withstand her seductions. From death she stole the secret of eternal undeath and now has a firm hold over the powers of the undead and the magic that binds them in unlife. Many call her a monster however those who are welcomed in her embrace worship death and the gifts that are given afterwards. Many churches to Morrigan are set up in the civilized cities and conduct ceremonies to prevent the dead rising in accordance with the law. Her followers are those who fear death or have a profound sense of mortality and wish to live forever in an undead state.



Opposition in Faith

It is important to remember that light and dark do not mean good and evil. It is merely a perspective on the way that the wielders of faith operate. The Church of Light and The Coven of Darkness often have problems and sometimes go to war. War amongst the churches is rarely fatal, as they strive for political power in where to place their shrines and places of worship. It often happens that a shadow war is fought, defending lands and striking at artefacts belonging to the opposing faction. When disasters have arisen, a pact of peace is formed between the religions, however these pacts are not permanent and often fall into chaos.





Faith Magic

The second type of magic is faith essence. Faith is the power bestowed on a person blessed or anointed by a deity that resides in the ethereal plains. These beings of power influence the world through their followers and so there is a trade of power for worship. Through worship a deity receives power to use in whatever way they see fit. It's very rare that a God or Goddess will ever walk the lands of Escarra. Instead they use their followers, servants and avatars. Gods come in three main categories which are light, dark and neutral. Please see the chapter 'Religion' for further details on the Gods and their specifics.

There are two differences between magic and faith the first is that faith has a set spell list to choose from which is determined by the deity that is worshipped. Spells cannot be created and additional spells are more difficult to come by. Spells that do not fit the deity's domain cannot be accessed at all.

The second is that faith is measured in faith points that are also represented by coloured beads. These are pink for light and black for dark. These beads are accessed by taking the faith skill, where you get one bead per rank of faith taken. If you follow a light god you will be given light beads and for a dark god dark beads. If you choose to follow a neutral god you will have to choose either a light bead or a dark bead for each level of the faith skill you take. Once you have chosen you cannot change.

Each time the faith skill is taken you can choose 2 spells from the set list. If you worship a neutral god you have access to both the light and dark spell lists but will still only be able to choose 2 spells total for each level of faith you take. You can also gain more spells without taking the faith skill. To do this you need to spend 10XP and find someone to teach you the new spell. Any spells you learn must be from the faith list you have access to (an exclusive dark faith user cannot learn spells from the light list).

As a character levels up within their following, they can access more beads of power. More beads can be attained by doing great acts in the name of your deity. If they see you following their teachings they may bestow gifts and extra power. However if you fail to adhere to your faith the deity may become upset and punish you for your transgressions.

A faith user **MUST** have a prayer book, not unlike those used for magic by mages. This book should have all the user's spells and casting rituals. To cast a spell a character must draw the appropriate amount of beads for their spell and use vocals to cast their spell at a rate of 5 seconds per spell rank/beads required. Once done the spell is successfully cast at the target.

Light

Light faith is bestowed upon those who live a practice under the Church of Light. These followers often follow the path of good and righteousness. Those who strive to follow the path of virtue and selflessness will find themselves empowered by their faith to protect, support and bless those they find in need or deserving. Deities of light gain their power through worship prayers and gifts.

Neutral

Neutral faith has two sides and one must be chosen at the beginning of the character's path. They may choose between light and dark but can gain access to both light and dark power. Either way the deity may be fickle in how their follower deals with situations. Neutral Gods are a part of the natural order which strives to keep balance and is mostly in support of the law of the land and the world. Followers of neutral deities work within the threshold of the laws and teachings stated by the order they follow.

Dark

The Coven of Darkness is a controversial subject at the best of times, although not always evil. The followers of the coven and its deities are often selfish and extort their powers from the weak and undeserving. The coven although working within the shadows and feeding off of misery and grief still have codes of conduct for their followers and many of their services come in useful to the populous. The deities of darkness gain their power through acts of impurity and sacrifice. Dark gifts come in the form of curses and hexes to harm or slow an opponent or victim.

Faith Spells

There are 2 set lists of faith spells that a player may choose from depending on whether they chose light or dark faith. For each level of light faith you can choose any 2 spells from the light faith list and for each dark levels you chose 2 spells from the dark faith list. Players that follow a neutral god can gain access to both lists.

The spells are split into different ranks. The rank represents how many faith beads of that type you need to cast the spell and how long it takes to cast the spell. For each bead/rank it takes 5secs to cast the spell. For example heal is a rank 2 spell on the light list so I would need 2 light beads to cast it and would take 10secs. You can pick spells from higher ranks than you have beads but you may not be able to cast them till you have the required number of beads.

Spells with a * can become more powerful if you use double the faith beads needed to cast and take longer to cast the spell, making it a higher ranking spell. Details of how doing this will affect the spells are included in the description for the spell.

Light faith spells

Rank 1

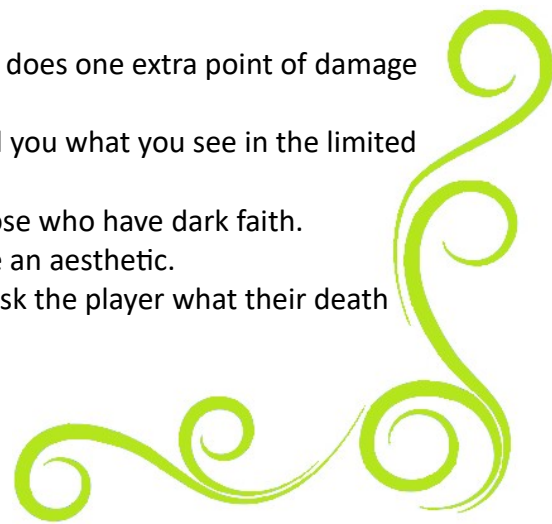
Bless – you can cast bless on a weapon and call bless damage. Bless does one extra point of damage to undead and similar dark creatures such as demons.

Light* – Creates a 5ft sphere of light (add 5ft per rank). A ref will tell you what you see in the limited area.

Detect dark – Detects dark aligned creatures such as demons or those who have dark faith.

Sooth – Relieves pain including magically inflicted pain, this acts like an aesthetic.

Death watch – Shows a players death count, you must cast it then ask the player what their death count is.



Rank 2

Purify – Removes corruption from an object or person. Used to clean food and water. Also dark aligned creatures suffer a penalty when purified. This depends on the creature affected.

Calming touch – Calms a person from fear and aggression, this effect is instant and pacifies them. However if any aggressive action is taken the spell is broken. This can also stop someone from raging or barzerking.

Heal* – Heals 1 point of HP to 1 location (adds +1 point of HP recovered for each additional rank) Touch spell.

Immunity* – Renders the target immune to mundane damage for 10secs (add 10secs for each additional rank) you must be touching the target of the spell and continue to chant, if contact is broken so is the spell. If the target is you this rule does not count. (Touch spell)

Life speak – Allows you to speak to plans and animals for a limited time with limited communication. (touch spell)

Rank 3

Stabilise – This is a channelled spell that freezes a targets death count so long as the person in channelling the spell.

Hallow* – This is a channelled spell that creates a 10ft area that dark aligned people and creatures cannot enter (add 10ft for each additional rank). Those within it are expelled out of it.

Blindness* – Renders a target blind for 5 secs (add 5 secs for each additional rank) This is a range spell.

Binding* – Entangles a person for 10 secs (add 10secs for each additional rank) This is a touch spell

Turn undead – Turns away undead, up to the rank of the spell. Undead must flee as under the Fear spell. This is a channelling spell.

Rank 4

Sanctuary – This is a channelled spell that gives you and a person ultimate protection from all damage, however neither you or the person can perform any action. (touch, channel)

Banish – Allows you to banish outsiders, up to the rank of the spell cast, This also works on undead up to the level of the spell cast. (touch spell)

Release – Releases from binding and mind controlling affects. This is level based and depending on the power of the binding and may not always work.

Oath – Creates a binding contract with a person or celestial being. This contract is magically binding and if broken will have terrible consequences for the one who broke it. Dark creatures will get a resistance vs this spell.

Dark faith spells

Rank 1

Curse – you can cast curse on a weapon and call curse damage, This does one extra point of damage to all living creatures.

Darkness* – Creates a 5ft sphere of darkness (add 5ft per rank). This is cast from you and travels with you as in the light spell.

Detect light – Detects light aligned creatures, such as angels and if a person has light faith.

Pain* – Inflicts immense pain for 5secs (add 5secs for each additional rank) (Touch)

Death watch – Shows a players death count. Once cast you can ask the dying creature how long they have left.

Rank 2

Corrupt – corrupts an object or person, this will make food unedible and each creature may be affected differently.

Fear* – Causes a target to run in fear for 10secs (add 10secs for each additional rank) (Ranged)

Dark heal* – Heals 1 point of HP to 1 location but causes pain (adds +1 point of HP recovered for each additional rank) (touch)

Immunity* – Renders the target immune to mundane damage for 10secs (add 10secs for each additional rank) you must be touching the target of the spell, if contact is broken so is the spell. If the target is you this rule does not count. Touch spell.

Death speak – Allows you to speak to deceased entities long dead or recently dead (language dependant). The clarity of the answers will depend on how long the target has been dead.

Rank 3

Death knell – This only works on living creatures who are on their death count. Transfers targets HP to give temporary HP to the caster. It kills the target instantly (same rules as coupé de grace). (Touch)

Unhallow* – This is a channelled spell that creates a 10ft area that light aligned people and creatures cannot enter (add 10ft for each additional rank) Those who are already inside are repelled out.

Silence* – Renders a target silenced for 10secs (add 10secs for each additional rank) (Ranged)

Binding* – Entangles a person for 10secs (add 10secs for each additional rank)

Control undead – Controls undead, up to the rank of the spell. Special rules: If you take control of the undead it will use up the amount of beads channelled into the spell for it to work. e.g. A skeleton or zombie will take up 3 beads until the spell is cancelled, undead can follow basic commands. Once cancelled, the undead will become mindless or return to its former master.

Rank 4

Dark sanctuary – This is a channelled spell that freezes a targets death count so long as the person in channelling the spell.

Banish – Allows you to banish outsiders, up to the rank of the spell cast, This also works on undead up to the level of the spell cast. (touch spell)

Dominate – Dominates the mind of an outsider, spirit or undead up to the rank cast

Pact – Creates a binding contract. Be wary some creature will be too powerful to be dominated. Goodly creatures get a resistance vs this spell.



The Guilds

Guilds are used to better your character and obtain higher skills than those at character creation. At character creation one guild or religious order can be selected giving you access to a higher tier of skills within that guild's parameters. A character can have up to a maximum of three guilds and one sub-guild or specialist guild. After the first guild it costs money and a mission needs to be performed to prove loyalty to the secondary or tertiary guilds that your character wishes to join.

The guilds were set up at the end of the Great War. There was chaos in the land and kingdoms were laying claim to whatever land they could grasp hold of. Meanwhile monsters and elementals wrought havoc across the lands. Those who had followed The Champion into battle recognized his sacrifice and vowed to train those who wished to fight to defend their homes and help make the lands great once more. Now five guilds stand to train and teach the best of adventurers to reach their full potential. The guilds run independently from each other and from the kingdoms as not to side with any one nation, to prevent unnecessary conflict. All are welcome so long as the rules and the guild are respected.

The Guild of Swords

The Guild of Swords trains those with an affinity for battle and wish to further their combat expertise. They cover all manner of weaponry and help to promote physical fitness. They train in the art of war and take contracts which include bodyguards, hunting, defending and bounty contracts. They are not in the business of mindless assassination but will be hired for law enforcement. There is a guildhall in every major city, which have their own guild master.



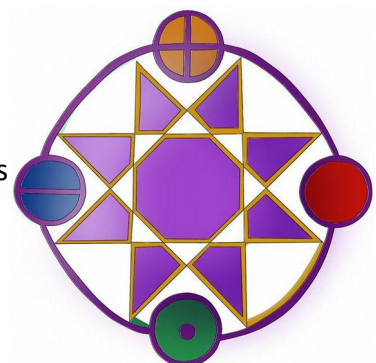
The Guild of Scrolls

The Scrolls were founded after almost all books and scrolls were purged by the elven raids. It is their task to adventure, retrieve and scribe any and all information they can about anything they can. These men and women are teachers, doctors and professors in their own fields and strive to learn as much as they can to help better the mortal races. They say that knowledge is power and in this case they are right. The Scrolls Guild covers the most available skills in all guilds, focusing on medicine, alchemy and even the science behind enchanting. Any library is now a part of the Scrolls Guild. There is a university currently being constructed within the vaults of Ravenseat.



The Guild of Wands

The Wands are an organization dedicated to the study, understanding and practice of the magical arts. They focus their time teaching ways of magic to be used to better the mortal races and to help prevent the wild magic that is still running rampant in the world. The Guild of Wands also uses the power of lay lines and circles of power to perform powerful rituals to accomplish great feats of magic. The head of the Wands disappeared a long time ago and is now ruled by the Council of Four, one member residing over each element.



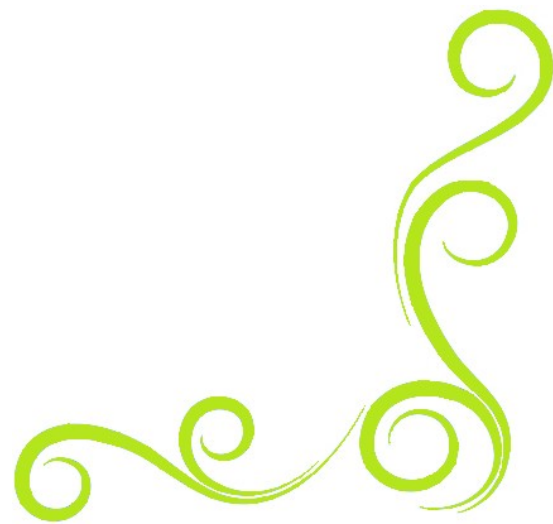
Underhand Guild

This guild formed independently from the others and is not an official guild when it comes to the political standing. However they have been able to successfully avoid any trouble with local authorities and keep to the shadows dealing with secrets and skullduggery. This guild takes the contracts that all others do not but still prides itself in subtlety and professionalism. No one knows where the guildhalls are, unless they are specifically invited. The Underhand teaches the way of subterfuge and assassination as well as thievery and trap mastery.



The Artisans Guild

These masters of the arts can create anything out of nothing. They are the backbone of industry and economy. Founded by the dwarves, the Artisans pride themselves on creating the most beautiful and reliable objects found in all of Lamaria. 40% of trade is conducted through the Artisans Guild in one way or another making them the richest guild in all the kingdoms. However they are also the most targeted guild for thieves and forgeries. Those who wish to study to be great merchants or crafters should receive the best training from these talented masters.





Crafting

Crafting your own items is the cheapest and most effective way to get the items you want or need for yourself or for resale. It's expensive to get started but once you have a bit of experience under your belt you can make a lot of money very quickly.

First of all it's important to understand the skills you may want for crafting. When you take each skill you will be asked to choose a type of substance or material. You are able to take the skill multiple times, once for each type of resource:

Prospect – This allows you to find and identify raw substances of your chosen type. The types are ores, stone, wood and hides. It also gives you 2 random raw substances of your chosen type.

Craft substance – This will take a raw substance of your chosen type and allows you to refine it into workable material at a 2:1 ratio. The materials are ingots, bricks, planks and leather. e.g. 2 pieces of iron ore will make 1 iron ingot. Through the artisans guild you can later take an advanced version of this skill, which will open a new substance for you to craft with depending on your original choice of substance. With additional crafting skills you can also learn to craft using magical substances.

Craft profession – This will allow you to craft the refined substance into a workable object for use. The amount of refined substance used depends on the size of the item you are making.

Item size	Examples of items	Cost of refined substance
Tiny	Ring, necklace	½ unit
Small	Dagger, wand, gloves, goggles	1 unit
Medium	Sword, cane, axe, hammer	2 units
Large	Box, staff, polearm, great axe, great sword, great hammer	3 units
X large	Armour	4 units
Special	Construct, engineering	Situational (see ref)

Crafting Broken Down

Craft substance

Metals – This skill allows you to melt down and refine ores into basic metal ingots. Metals include iron, gold and silver. Most ores are reasonably common.

Wood – This skill allows you to turn tree wood into workable planks and crafting materials making sure you get the best out of what you have.

Stone – Stone cutting allows for the hewing of all rocks. This crafting is invaluable for jewellery and magical items.

Hides – This allows the harnessing of skins of animals for tanning and weaving of both natural and unnatural cloth ready for crafting.

Craft Item

Blacksmith – You can create metal weapons, armour and tools. This skill can later be upgraded to goldsmith, meaning you can make jewellery such as rings and fine chains.

Carpenter – You can create wooden weapons and wands as well as creating other wooden objects such as constructing wooden structures. Later this skill can be upgraded so that you can create paper for inscribing scrolls.

Stonecutter – This skill can form hewn rock to make structures and also trinkets of stone such as talismans or holy symbols out of precious rock. This skill can be upgraded to jewel cutter so that you can refine and cut the most precious of rare gems. Gem cutting is really useful for crafting magical items.

Tailor – This skill will allow you to create basic leather armour. Upgrading this skill will allow you to create things out of fabrics.

Making the item

When making an item you will need to go to your ref and tell them what you are making. You should know how long items should take to create but confirm it with the ref to make sure that all is fine with the process. Pay your money upfront to the ref for any crafting materials you do not have and you are ready to craft.

There are multiple ways to create the item. The first way is to do it in downtime. To do this you must let a ref know what you are doing via a downtime email. If you need to buy materials this will only work if you have an IC bank account which we can deduct funds for your crafting. You can make 1 item and refine 4 substance during a single downtime.

For a weekend event there are two ways to craft. The first is through role-play, using tools and roleplaying that you are making the object. The second is to tell the ref you are crafting but you will go and monster for a couple of hours. This will make your character indisposed but you won't be bored.

Making items for enchanting

If you want to make an item ready to enchant you need to take the master craft skill. Only master crafted items can be enchanted. The item will also need to be given slots for elemental gems. The number of gem slots you can give an item is limited by the quality of the materials used to make it. Items made from basic materials can have one gem slot, rare materials can have 2 and magical materials can have 3.

Some magical materials cannot be enchanted as their magic is too powerful and they already have their own enchantments. You can still craft items from these materials providing you have the correct skills. Once crafted into an item their own enchantment will stay on the item.

Enchanting

Enchanting is the process of combining objects with magical properties to create a magical item. This is done by using an enchanting table, you can find an enchanting table at the mage's guild in any major city. You need 3 things to create an enchanted item: a master crafted item, an elemental gem and an enchanting rune. By enchanting an item you give it either per day or a permanent magical ability.

There are 3 levels of enchanting that you can gain as your character gains levels. You can get the first level of enchanting off the basic skill list. With each level you advance you gain access to more powerful runes and can apply an extra enchantment to an item to a maximum of 3 enchantments per item.

For each level of enchanting you get a choice of 4 runes from a set list but can also spend 10EXP to learn another rune from one of the lists you have access to. You will also need a book to keep a record of the various runes you have learnt to use and their affects.

Potion/Poison Lore

Like crafting creating potions and poisons takes time to make. To make a potion/ poison you will require the individual herbs needed to create the potion/poison. These can be found in the wild if you have the herbalism skill or can be bought from a shop. Taking the herbalism skill also gives you a handout detailing the basic properties of each herb. This information helps when experimenting with creating your own recipes.

When you take the skill potion/poison lore you will receive a handout showing some of the basic potions/poisons you can make. These will need to be transferred into an alchemic book where you will keep all your recipes. You can gain more recipes by trading with other alchemists, experimenting with mixing your own herbs or purchasing them at the market or certain guilds. You can have as many potions/ poisons as you have bottles.

You can also increase the level of potion/ poison you can make. To increase the level of a potion/poison you will need to times the number of herbs used by the desired level in the correct ratio as the original recipe. You will also need to purchase the specific binding agent to add to the potion/ poison. Once a potion/ poison has been created you cannot alter the poisons level. This is explained in more detail on the handout for craft potion/ poison.





Rituals

Rituals are performed to harness concentrated power to obtain things that most people wouldn't even dream about. Here is a basic how to for conducting successful rituals.

What is a ritual?

A ritual is a performance that is done in a place of power known as a ritual circle. There are four types of circles. Each circle is connected to a series of lay lines that stretch across the world. Each time lay lines cross they create a place of power where circles can be created to then harness the raw energy of the lay lines. If multiple lay lines crossover in the same place this increases the power capacity of the circles. The larger the circle the more control is needed to complete a successful ritual.

Types of circles and their uses:

Minor – A minor circle is on a single lay line of power or one that is being bent to a user's will. These are circles that a strong magic user has tapped into temporarily, creating a focal point to enhance their spell casting capabilities. The circles will fade as the lay line readjusts itself.

Lesser – A lesser circle is where two lay lines cross. This circle is used for small anointing rituals, contacting other circles and planes and even transporting people and objects across great distances. Small empowering rituals to recharge magical items or temporarily infuse an item with magic can be done in lesser circles.

Greater – Greater circles are when three or four lay lines cross. Greater circles are rare to find especially since many have already been locked down by guilds and factions to protect and harness the use for themselves. These circles can be very dangerous as failure is a more likely outcome with negative effects. Great preparation needs to be completed before attempting a ritual in a greater circle. A greater circle requires a focal point to harness and balance the power.

What is needed?

To perform a ritual you will first need to have a plan of what you wish to do. After this you should inform a ref that you wish to conduct the ritual so that they understand what you are trying to achieve. Set a time and place to do the ritual and arrange for a ref to witness it. Prepare and practice your ritual until you get it right. You will be judged on everything you do. Prepare notes, props and get help from those around you who are willing to help participate. Remember that you may often have to give or sacrifice something to gain something in return.

How to perform a ritual

First of all you will need everything gathered including a ref to judge and mark your ritual. Once you have got your circle ready you need to cleanse it with your will. You do not need magic to perform a ritual however it will depend on what you are trying to achieve from the ritual. To cleanse the circle you should walk around the area chanting loud and clear what you are doing. "By my power and by my will, I cleanse this circle of the magic and residual energy left by others". About three laps clockwise should be sufficient. Then you will need to seal the circle to focus the energy and prevent anyone coming in and anything going out. Once again circle clockwise and chant "By my power and my will, I seal this circle that none out may pass within and none in may pass outwards." Circle three times again.

Once this is done you are ready to perform your ritual, while inside remember that you are being observed so speak clearly and calmly. The best way to perform a ritual is to tell a story about what it is you are trying to do. Recite history and poems and be sure to know the difference of gifting and sacrificing. When you sacrifice something you do not get it back.

You should start by telling your story including what you are trying to do within the ritual. You should then sacrifice or gift if there are any. You should then finish and thank the spirits and energy for their support. Finally open the circle by chanting and walking counter clockwise to open the circle. Once this is done the ref will mark your performance and give you your results and then feedback

Success or Failure?

A ritual can have several outcomes which can be affected by a number of different things, some of which may be out of your control. As soon as the circle is open the ritual is complete and the results of the ritual will take place. A ref will describe to you what has happened. After this they will give you feedback and any improvements that could have been made and any factors that may have contributed or hindered you. Remember that rituals can be intimidating so get someone to help you even if it means sharing some of the power.

Exceptional success – You did great and got what you needed with an extra boon.

Good success – You did well and got exactly what you asked for.

Success – Good job you got what you needed maybe some minor side effects.

Failure – Nothing happens.

Poor ritual – Something went wrong you get something but it's not what you asked for.

Total failure – A major failure can have catastrophic consequences for you and all involved.





Living and Upkeep in Age of Essence

As a hero in the continent of Lamaria and apart of at least one guild it is taken into account that the cost of basic living are automatically provided via small adventures and working within your downtime. It is also assumed that you have a house either rented or owned by a family member. This means you never have to worry about paying for food, drink or accommodation during your downtime (unless you specify). However during your progression you may find that you wish to own property, storage and land to put to your own name. This will cost money to upkeep however some of it such as farmland can provide you with money so that it counters the upkeep costs or even make you some money on the side. These are all factors to consider when planning a future for your character.

Titles and honours will also entitle you to properties and allowances depending on who you work with. For instance, if you become a baron you will be paid a wage in addition to your adventuring entitlements. However be aware that the more titles you have the more responsibility you will have to attend to regarding your lands and requests from not only your fellow adventurers and guilds but also from the kingdom that you are employed by. Be sure to give plenty of thought before jumping into titles and positions of power. As regard to prices and upkeep for properties see a ref for more details.

Positions of power

Age of Essence is designed so that players can change the fate of not only their character and those around them but also the fate of the world. By earning trust and reputation among the guilds and kingdoms of Lamaria, you could find yourself head of a local guild or a Lady/Lord within a royal court or even a position on the council of mages. Anything is possible just remember that the higher you go the more influence you have on the world and the world will fight back if it's not happy with you. The sky is the limit and remember to have fun whatever you decide.





Experience and levelling

To progress your character you will need to gain experience (EXP). Gaining experience will allow you to learn new skills and gain access to higher ranked skills through your guilds. For each day you play an event as your character you gain 7.5EXP. At any stage you can choose to spend your EXP or save it up for more expensive skills. All basic skills costs 15 EXP each and can be taken at any time. You can also spend 10 EXP to learn new spells or rune.

Levelling your character will give you access to the next rank of skills. The level of your character depends on the total amount of EXP you have spent. You can spent the EXP on skills, spells or runes, it does not matter what you have spent it on, only that it has been already spent. The table below shows you how much EXP you must spend to reach each level.

Level 0	Starting character
Level 1	20 EXP spent
Level 2	50 EXP spent
Level 3	115 EXP spent
Level 4	185 EXP spent
Level 5	330+ EXP spent

Once you reach level 5 it is not the end of your characters progression. You can still buy more spells, runes and skills. You can take your character as far as you wish to go and make them an extremely powerful hero.

Once you reach level 1 you will gain access to a guilds skill tree. Each guild skill tree contains more advanced skills that you can spend EXP. Each guild will have different skills depending on what th guild is known for. For example the scrolls guild will give you access to knowledge based skills. The skills gained from the guilds are ranked and each rank costs more than the last. The table below shows how much EXP each guild skill rank will cost.

Rank 1	15 EXP
Rank 2	30 EXP
Rank 3	45 EXP
Rank 4	60 EXP
Rank 5	75 EXP

Bonus EXP

Bonus EXP can be earned in game at any event for an individual's exceptional roleplay either as their character or playing as a monster for the other players. This is unique to each player. At each event there is the potential to earn a max of 5 bonus EXP. This EXP is rewarded by the ref team, however if you see another player that has done something exceptional in game and you believe that they deserve some bonus EXP please let a ref know. You cannot nominate yourself for bonus EXP.

There is also other ways of earning bonus EXP and that is to volunteer to help out at an event that Age of Essence either hosting or taking part in. If AoE is hosting you can volunteer to help in the kitchen or before and after the event with set up, pack down and rubbish clearing. AoE also participates in several fairs and charity events and volunteering your time to help out will also gain you bonus EXP.

