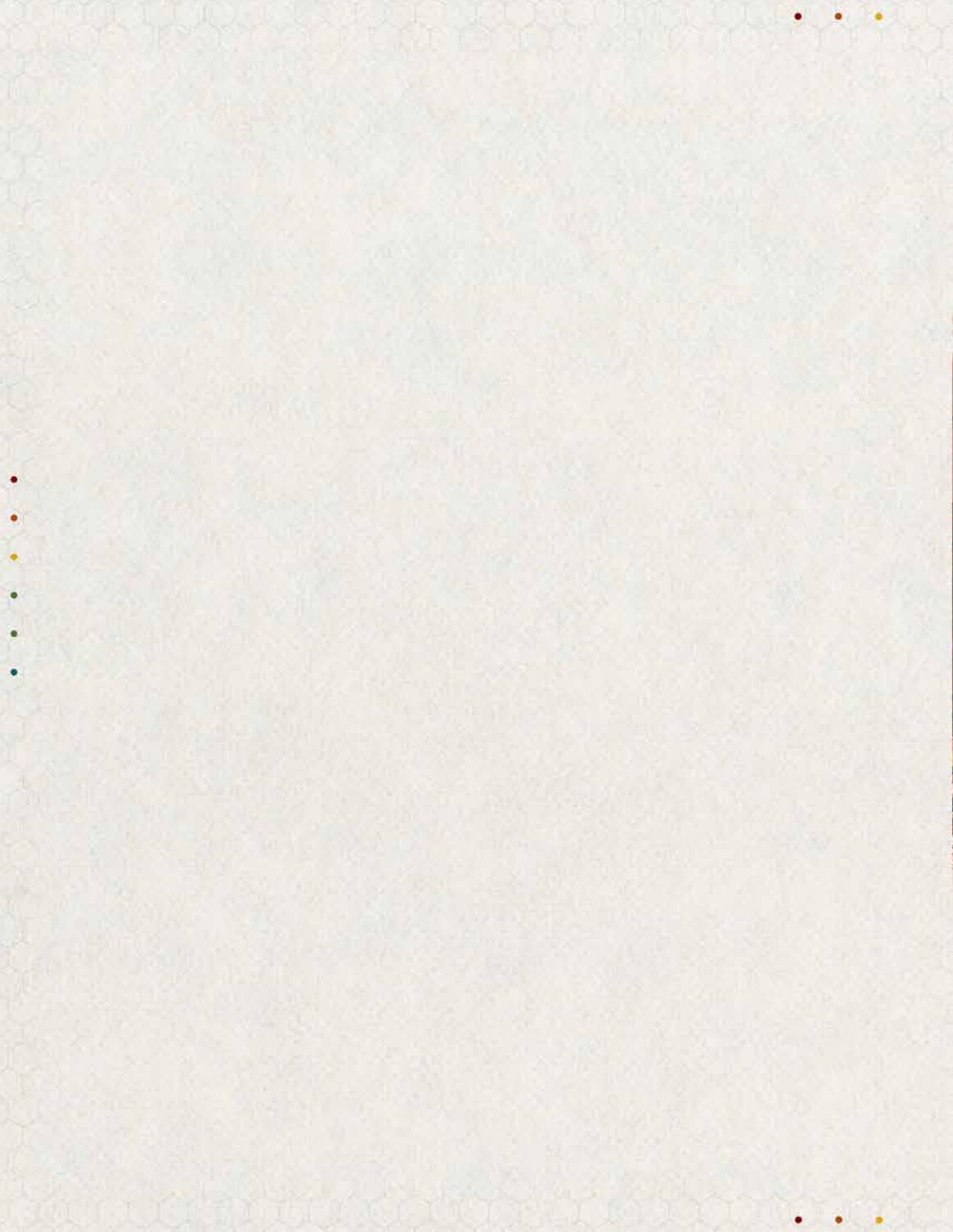




MYTH

PLAYER'S HANDBOOK





MYTCH

LIVE FANTASY ROLEPLAYING

VERSION 1.8 - JANUARY 2023

Game Credits

MYTH IS A GAME FOR PEOPLE WITH
A SENSE OF ADVENTURE

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A special thank you to everyone who has been with us since the beginning. We can't thank you enough. May the embellished tales of your adventures become the Myth of tomorrow.

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Part 1: Introduction

The world of Myth is known as Hyraeth [hī-rā-eTH]

M

yth is a cooperative fantasy roleplaying game that shares concepts with popular tabletop and video game RPGs. Rather than playing an RPG in the third person, you are in a live setting at an outdoor camp, knee-deep in action with your friends.

Myth is an experience like no other.

Here you'll explore a land fraught with peril and intrigue while you interact with real NPCs, follow treasure maps, battle monsters using foam swords, and tell your heroic tales of adventure in the tavern. Best of all, you'll create lasting memories and forge lifetime friendships.

The rules contained in this guide help create the structure for your actions in the game, enabling you to do the fantastic things you imagine your character would. Each time you play, your character will grow in power and ability during an unending campaign adventure that takes place several times each year.

All you need to do to win Myth is easy: Just have fun.

YOU SHOULD READ THIS GUIDE

If possible, we encourage you to read this guide in its entirety before participating in a Myth event. It covers how to play while keeping safety and fair play in mind. The more you understand the rules and the game setting, the more enjoyable your experience will be. You don't have to know all the rules inside and out right away. That will come with time. Before the start of the event, we conduct a brief workshop for new members to go over rules and teach you how to play the game. This is your chance to ask questions and be more comfortable.







Character Creation Overview

"IN THE NIGHT WE FIGHT FOR YOU
AND IN OUR HEARTS WE KNOW THE
TRUTH. AS THE BATTLE RAGES ON AND
ON, OUR WARCRIES ECHO FAR AND
STRONG..."
- EXCERPT FROM THE RIVERSONG



Close your eyes for a moment and imagine the type of character you would like to play at Myth. This character should be a combination of your imagination, creativity, and game skills.

If you have time, you may want to think about a personality for your character and a memorable name. Like that name, how you dress is one of the first things that will determine how others engage you. Think about how to make the right start and how to develop your costume and roleplaying over time.

With your character concept in mind, let us continue with the creation process. We want to make your adventurer just as you imagined it. Ultimately, we will record your character on the Myth website, where you will be able to update and maintain it.

Don't worry if you decide later that you don't like what you've created. We give you three events to do a complete character reset.

1. CHOOSE YOUR RACE

The most prevalent race in the realm is Human, followed by Elves, Half-Elves, and then Dwarves. Chapter 2 will provide information about the primary races as well as some of the less common ones.



The race you choose is essential as it determines how other adventurers will interact with you. Some character races are more challenging to play than others.

2. CHOOSE YOUR CLASS

Think of your character class as your line of work or job. It gives you access to unique abilities that complement your adventuring party and shows how you plan to resolve conflict during the game. When you choose your class, you are setting the framework for your character. From here, you may dabble in various open skills that allow you to multi-class your character.

There are 11 fundamental classes in Myth: Alchemist, Artificer, Bard, Cleric, Druid, Fighter, Paladin, Ranger, Rogue, Runesmith, or Wizard.

GAINING LEVELS

Your Character starts Myth at level 1 and with 100 Character Points (CP) to purchase skills. Each time you attend a Myth event, your Character becomes more experienced. We measure this experience by awarding you experience points (XP) as follows:

- ✓ **Game:** You get 300 XP for attending a Myth Adventure Weekend. Other event types may have different XP rewards.
- ✓ **Feedback:** You get 100 XP for submitting a feedback letter within two weeks after the event ends. This feedback letter tells us your goals and what you achieved at the event.
- ✓ **Setup/Breakdown:** When you sign up with the setup/breakdown coordinator, you get 20 XP for each hour you help. During the breakdown, players who contribute from start to finish receive a double XP reward.
- ✓ **Donations:** Some can donate their time, while others can help Myth get the props needed to enhance the game's setting. Giving props makes the game better for you and everyone else involved.

When your Character has earned enough XP, they may choose to go up a level. This is what happens when you level:

- ✓ **Character Points:** You receive 50 Character Points each time you level, allowing you to purchase more skills.
- ✓ **One Level Per Event:** You can't go up more than one level per event you have played.

CHARACTER ADVANCEMENT

Level	XP Needed	Total XP
1	0	0
2	400	400
3	500	900
4	500	1400
5	500	1900
6	500	2400
7	500	2900
8	500	3400
9	500	3900
10	500	4400
11	600	5000
12	600	5600
13	700	6300
14	700	7000
15	800	7800
16	800	8600
17	900	9500
18	900	10400
19	1000	11400
20	1000	12400

- ✓ **Max Level:** The maximum level any character can achieve is level 20 with a limit of 1,050 CP.
- ✓ **Casting:** You earn just as much XP casting as you do playing Myth.

STARTING AT LEVEL 1

Being level one does not mean your Character has no worldly experience. It merely marks the beginning of your adventuring career as you progress to greatness. Before this new beginning, you might have been a farmer, soldier, merchant, or any number of things. Levels are just a number so don't let it distract you. You'll have fun regardless of what level you're at.



HIT POINTS

All Characters begin their career with three Hit Points and the ability to purchase more Hit Points. Hit Points determine how lucky you are not to take a full hit or how many hits your character can sustain in a battle before you fall unconscious.

3. CHOOSE YOUR SKILLS

A character's skills represent a variety of talents they possess. All first-level Characters begin the game with 100 Character Points (CP) to choose the skills that make up their Character abilities. Once you know your Character's Class, you can spend those character points on class-specific skills or any Open Basic Skills. Let's say you decide to build a level-one Goblin Ranger.

You decide your Character knows the following Open Basic Skills:

- **Apply Pressure – 0 CP**
- **Flat – 0 CP**
- **Untrained Weapon Usage - 0 CP**

Even though Open Basic Skills are free, you choose not to take the others as you do not feel these abilities fit your Character right now. You can always claim them later, between events. By not taking these skills, you may create exciting roleplaying opportunities.

With Open Basic Skills out of the way, you look to purchase your regular skills. We categorize skills into three cost tiers and class-specific skills into three cost tiers:

- **Tier 1 costs 10 CP per skill**
- **Tier 2 costs 20 CP per skill**
- **Tier 3 costs 30 CP per skill**
- **Tier 4 costs 40 CP per skill**
- **Tier 5 costs 50 CP per skill**
- **Tier 6 costs 60 CP per skill**

Note: Unless marked with this symbol: , all skills are multi-purchase at the original cost up to 10 times.

You may purchase tier 1-3 skills from skill tree. Doing so allows you to multi-class your character, customizing it how you imagine. Class-specific skills vary from Tier 4 to 6, and you can only purchase abilities from your chosen Class.

You start with three Hit Points and decide to purchase Hit Points one time spending 30 CP.

From here, you decide to kick things up with the Waylay skill from your Ranger tree. This purchase removes 40 more CP leaving you with just 30.

For game purposes, your Character receives training for the skills you purchase between events. While not required, you are encouraged to roleplay learning skills from other characters at the event.

After looking over your Character, you decide to take Unskilled Weapon Use from the Open Skills tree so you can wield a sword. You'll bank the remaining 30 CP for later. That savings will help give you a total of 80 CP the next time you level up.

SKILL PYRAMIDS

You may also buy any Tier 4 – 6 skills in your chosen Class, but must do so in a pyramid fashion. A pyramid means:

- **To purchase a Tier 5 skill:** You must purchase at least two Tier 4 skills before you may buy your FIRST Tier 5 skill.
- **To purchase a Tier 6 skill:** To acquire your FIRST Tier 6 skill, you must have three Tier 4 skills and two Tier 5 skills.
- **Completing the Pyramids:** Once you have completed a Tier 6 pyramid, you no longer need to buy Tier 4-6 skills in a pyramid fashion.

Example: You are a Cleric and want to have access to the Restore Life spell. To get it, you establish a purchase strategy that will take place over several events. This will involve purchasing three Tier 4 skills, which you select Channel Divinity and then Repair Wounds twice. You will also need to add two Tier 5 skills, which you select Armor of Faith and Discipline of Life. With your three Tier 4 and two Tier 5 skills purchased, you now have access to get the Tier 6 Restore Life skill. You no longer need to pyramid Tier 4-6 skills.

UNLEARNING SKILLS

Sometimes we need to change the direction of our character build. Between events, Myth allows you to unlearn any skill in your character's repertoire. To do this, you must spend 25 XP per Tier of the ability to get the used Character Points back. For example, it would cost

25 XP to unlearn a Tier 1 skill. It would cost 125 XP to unlearn a Tier 5 ability.

4. TELL YOUR STORY

After you have chosen a race, class, and skills for your adventurer it's time to dig into the details that make you tick. What made you become an adventurer? What is important to you? Where did you grow up?

The background you create should be simple and help our Narrators learn more about you. This introduction enables them to create challenging storylines, villains, and other exciting elements to engage you and others during events. With your creativity and imagination, you'll breathe life into a character that has everything you need for years of fun, lifelong friendships, and adventure.

5. STARTING EQUIPMENT

You have put your character together. Now all you need is the right equipment to begin your adventuring career. Here we'll briefly cover what starting gear your character has access to:

ARMOR

Armor Points (AP) are an additional layer of protection that gets used up before your Hit Points. Unlike tabletop and video games, you don't need to purchase your armor with in-game coins. You must buy any armor your character has out-of-game and get the appropriate skills in-game to benefit from it.

We understand that armor can be a crucial piece to a costume, but you must have the appropriate skill to wear armor to avoid in-game confusion. For safety, armor is evaluated at check-in.

WEAPONS

Melee combat is one of the most common ways we resolve conflict at Myth. All weapons follow these simple rules:

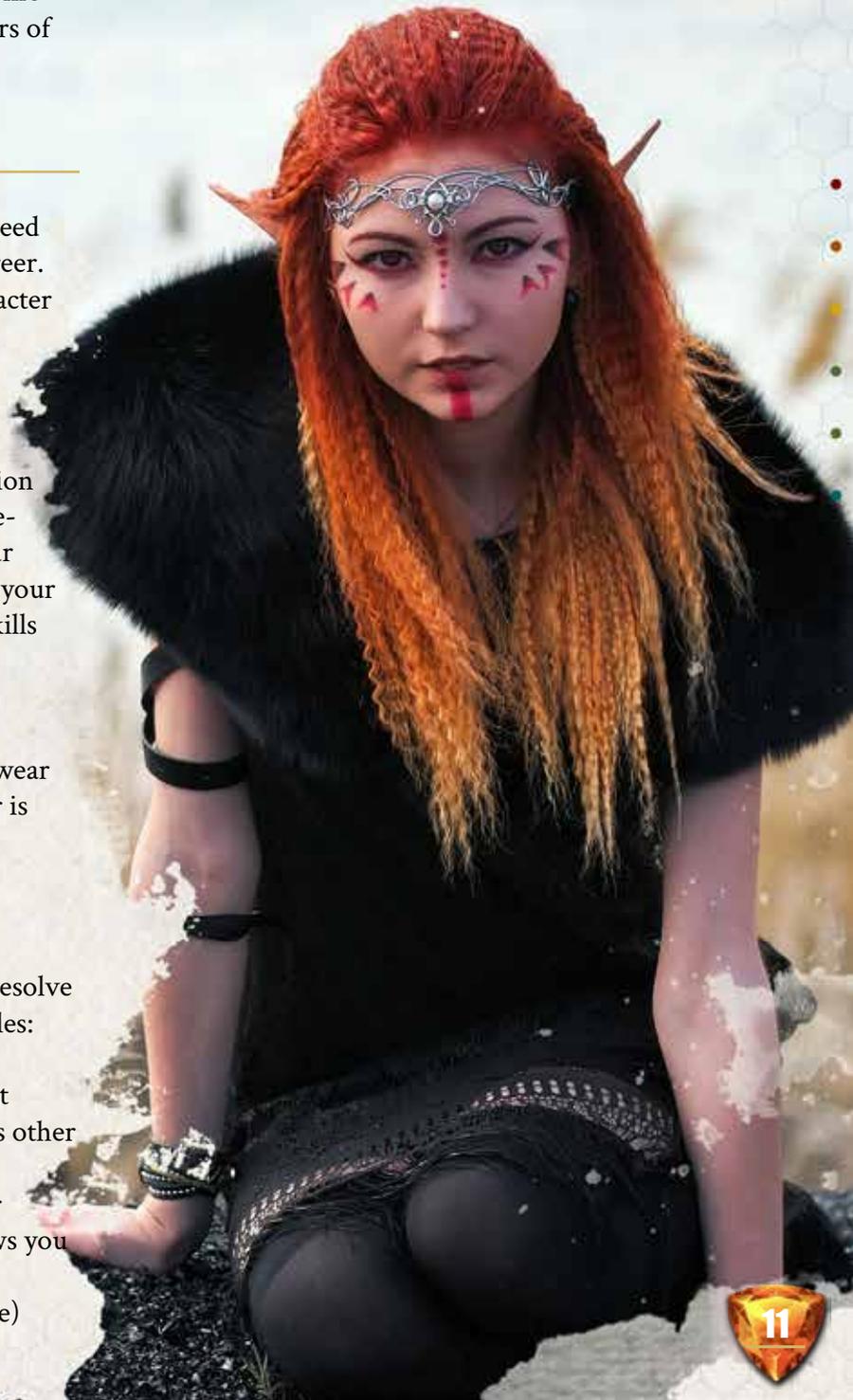
- **Check-in:** All weapons must be safety checked at game check-in. Using an unchecked weapon puts other participants at greater risk for injury.
- **Quantity:** You may only carry a single melee (or ranged) weapon unless you have a skill that allows you to bear additional arms.
- **Found Weapons:** You may not pick up (or move)

weapons discarded on the ground or take enemy weapons unless they are yellow stickered. If there is no battle, you may pick up weapons to return them to their proper owner, but may not use them in battle.

- **Borrowing Weapons:** You may use someone else's weapon if they allow you to because yours is disarmed, shattered, or taken from you for some reason (example: you're a prisoner).

STARTING COIN

When you check in for the first time as a new character, be sure you request your four (4) starting silver coins if they aren't handed to you during check-in.





Choose Your Race

"YOU CANNOT DREAM YOURSELF INTO
A CHARACTER: YOU MUST HAMMER
AND FORGE YOURSELF INTO ONE."
-- HENRY DAVID THOREAU

Imagine your character walking along the busy streets of Aelgate, one of the largest cities in the known world of Hyraeth. People of varying sizes, shapes, and colors fill the crowded streets with the chatter of numerous languages. The ever-changing attire reflects the many cultures there.

In Hyraeth, Humans are the most common people. You will often find them working alongside Elves, Dwarves, Wildren, and other fantastic races. It is essential to note that the race you choose usually affects how other characters perceive you. It helps to establish fundamentals that may have existed before you decided to become an adventuring type.

Your character's race can create unique and rewarding challenges or help you blend in with the crowd.

Each racial description in this chapter includes basic information to help you roleplay a character of your chosen race. We'll provide more complete information on our website. These details are suggestions to help you create your style, but you are welcome to deviate from the behavioral norm of your race. Just consider why you're different when you start to put together your character's backstory. Maybe you were a Human found as a baby in the forest and raised by Elves? Perhaps you were a dwarf rescued from certain death by a lone Human paladin and left the mountains at a young age to pursue a noble path? Living with another race may have changed the way you think or act. It may help your roleplaying if you put a bit of thought into how your chosen race will impact your play.





THE WOBBLIN GOBLIN
WILDERBOW



Dale Elf

- The Dale Elves (Dale’el) are elves who had become tired of High Elven society’s pomp and circumstance. Their division began with a scholarly expedition into the untouched wilds of the Pale Lands. It was there they met the Wildren with whom they cultivated a connection with the forest after decades of devotion and study. The Dale’el have become passionate defenders of the wild, seeking enlightenment through nature’s balance.

YOU WHO BE A FOREST CHILD

Dale Elves are most at home when they are in the forest, where they take great pride in knowing every hidden deer trail and perfect climbing tree by heart. Here they take solace high in tree villages or discreet hovels.

PHYSICAL QUALITIES

Many consider the Dale’el to be the least regal of their kind, but their appearance is no less elaborate. Their appearance embraces all aspects of nature, and they prefer to accentuate nature features.

- **Clothing:** Dale Elves prefer to wear natural colors from plant or animal materials over stiff, noisy armor. They like to travel through the woods undetected with clothing that won’t catch on brambles or twigs. Those who pursue diplomacy beyond the forest edge may choose looser, flowing garments that depict the colors or patterns found in their native wilderness.
- **Age:** All Elves live up to 120 years of age. Player Elves



- can only play a character within a Human lifespan.
- **Ears:** All Elves have long, pointed ears.
- **Hair:** Most Dale Elves have hair in earthy tones, ranging from mossy green to deep reds. They never have facial hair.
- **Mark of Glamour (optional):** Like most Elves, Dale Elves’ Fey ancestry grants them markings they can choose. These become permanent when they reach adolescence. Their markings usually help them blend in with the woodlands and look like anything from a birch tree’s striations to vines that frame the face. Each glamour is as individual as the Elf.
- **Accent:** Dale Elves aspire to be calm in their speech and may have melodic lilts or brogues.

WHY YOU SHOULD PLAY A DALE ELF

- ✓ You like adventuring in the forest and want to spend a lot of time there.
- ✓ You like the idea of playing a druid or ranger type.
- ✓ You embrace the chaotic balance of the natural world and wish to see it maintained.



The Deep Elves (Dep'el) live in vast underground cities built in the underworld's tunnels and caves. They are renegades of polite Elven society having fled their brethren long ago after a mysterious death of a ruler. The Dale elves blame the De'pel for the assassination and the De'pel, although not denying the claim, referred to him as a tyrant who deserved it. The Dep'el are often referred to as Dark Elves as they shun daylight. This aversion to the sun is said to be their curse.

WHATEVER IT TAKES

Some would call them ruthless while others say practical. Theirs is a world where the end justifies the means. Deep Elves adhere to the rules of generality rather than catering to the wishes of an individual. Most males work in labor or martial professions as enforcers. Females train as mages and leaders, making it a matriarchal society.

PHYSICAL QUALITIES

Deep Elves (Dep'el) stand about Human height with gray skin of varying shades, and pointed ears. Some Deep Elves tattoo elaborate designs into their skin with black, silver, or glowing inks.

- **Clothing:** Deep Elf clothing is practical yet elegant. They wear expensive fabrics in well-tailored styles. Ornate yet functional styles are their mark
- **Age:** All Elves live up to 120 years of age. Player Elves can only play a character within a Human lifespan.

- **Ears:** All Elves have long, pointed ears.
- **Hair:** Deep Elves can have hair of any color. They never have facial hair.
- **Skin:** You must have gray/purple skin.
- **Accent:** Take your roleplaying to the next level. You have no accent but speak slowly with little emotion or inflection.

WHY YOU SHOULD PLAY A DEEP ELF

- ✓ You relish the challenge of playing a misunderstood race.
- ✓ Life is not all black and white. You prefer the idea of playing a character with questionable morals.
- ✓ You enjoy challenging others with a competitive nature.





- Dwarves are spirited people from the mountain kingdoms.
- With a strong will and thick skin, Dwarves believe all are worthy of respect - until it has been lost. They currently struggle with the Goblins, whom many clan elders claim are traitors and blood sworn enemies. But much of the history has been lost, and many young Dwarves have begun to move past these lingering fears.

BY THE HAIR OF YOUR CHIN

Dwarves always have facial hair. Most tend to keep full beards while sideburns are still acceptable. Elaborate clan braids in all hair are also very common.

PHYSICAL QUALITIES

Many Dwarves wear painted patterns on the face to represent an essential part of their identities, such as craft, clan, or deity.

- **Clothing:** Dwarves tend to prefer functionality over fashion, but will display geometric carvings and engravings. These often tell the history of their clan or themselves.
- **Age:** Dwarves can live up to 150 years of age, but players should only be an age within a Human lifespan.
- **Beard:** All Dwarves must have facial hair; sideburns and beards are most common.
- **Accent:** Dwarves are clear and often vocal speakers. They have particular word choices and may emphasize hard consonants.



WHY YOU SHOULD BE A DWARF

- ✓ You like the idea of working on something bigger than yourself.
- ✓ You value the honor, respect, and responsibility that come with being part of a community.
- ✓ Whether in spirit or battle, you're a true warrior, and this is the race to prove it.



Goblins are a new race to the realm and a tragic one at that. Forged to be creatures of war by a group of malicious sorcerers, they were slaves without homes, used as soldiers and slave labor. Despite being born of pure hate, Goblins eventually became impassioned and revolted against The Masters.

NO REST FOR THE WEARY

The war ended once Goblins turned on their creators. Without a home, Goblins ventured south, where they scattered across Hyraeth and formed Tribes with their families and closest friends. Goblins began to interact and trade with the citizens of Hyraeth, still hoping more than anything to fit in.

PHYSICAL QUALITIES

Goblins vary in height, similar to Humans, and have skin in various shades of green. They appropriate the cultures they find themselves in, seeking to blend with the crowd.

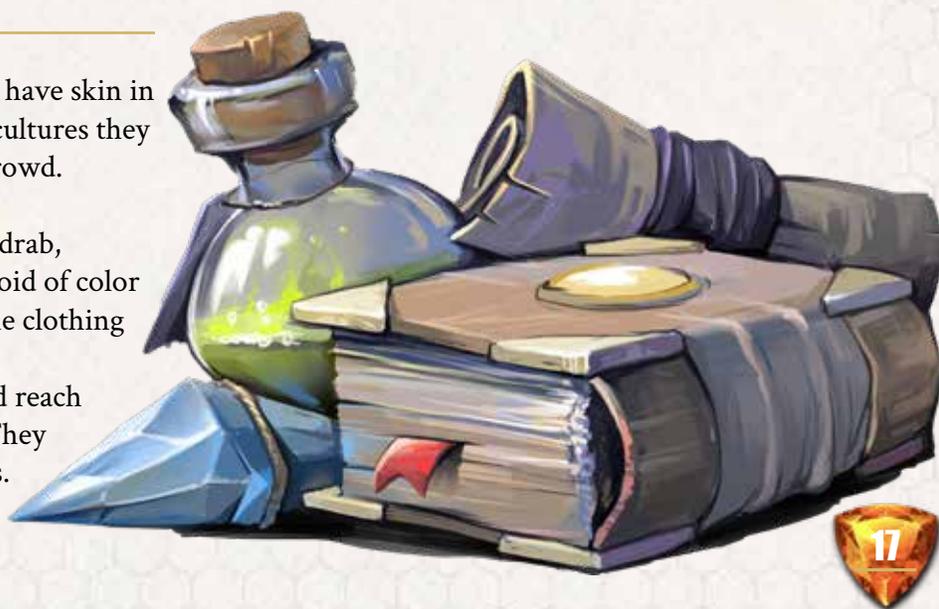
- **Clothing:** As outcasts, Goblins often wear drab, practical clothing. Clothing tends to be devoid of color or fashion. Goblin merchants often wear the clothing of the culture they work with most.
- **Age:** Goblins mature quickly, learn fast, and reach adulthood within twelve to sixteen years. They have an average lifespan of about fifty years. Goblins living among other cultures tend to live slightly longer due to improved

living conditions.

- **Ears:** Goblins must wear green, pointed Elf-like ears.
- **Hair:** Your hair must be dark in color.
- **Skin:** Goblins have green skin in varying shades.
- **Accent:** Talk with a nasal voice, or do strange things while speaking, such as grunting or intermittent shouting.

WHY YOU SHOULD PLAY A GOBLIN

- ✓ You like the challenge of being an underdog and want to play as an outcast.
- ✓ You want to enhance the culture and experiences of a newly formed race.
- ✓ You want to prove Goblins are good people worthy of praise and respect.





Half Elf

- While Half-Elves will always have the ears that reflect their Elven heritage, they are children torn by two worlds who belong to neither. How they are accepted and raised is entirely dependent on their family and Elven heritage. Sometimes embittered or cynical, Half-Elves are often willing to take risks others wouldn't in bids of heroism or redemption. They sometimes have an explicit disregard for their safety. Some say if a Half-Elf isn't in trouble, they're not having fun.

OUT OF PLACE

To a Human, a Half-Elf looks like an Elf thanks to their sophisticated features and pointed ears. To an Elf, a Half-Elf appears almost Human, especially when they have some form of facial hair. Some Half-Elves have sought a culture of their own, adorning themselves with piercings and tattoos that may combine elements of their inherited cultures or reject both altogether. Those raised in Human or Dale Elf families may be pitied or even accepted. Half-Deep Elves face rejection, often bound into lowly servitude. High Elves tend to treat them as especially needy children.

PHYSICAL QUALITIES

- **Clothing:** Half-Elves may choose to dress as Humans, Elves, or even a mix of both, depending on how their family or community treated them. Some Half-Elves will combine sturdier clothes with the fineries of their

Elven people, representing both ancestries.

- **Age:** All Elves, including Half-Elves, live up to 120 years. Player Elves can only play an age within the same lifespan as Humans.
- **Ears:** All Elves have long, pointed ears.
- **Hair:** Half Elves can have hair of any color. They may have facial hair.

WHY YOU SHOULD PLAY A HALF-ELF

- ✓ You like the idea of being an outcast searching for somewhere to fit in - or who has something to prove.
- ✓ Taking risks appeals to you.
- ✓ You have (or want) facial piercings and tattoos you'd like to show off!





High Elves (Eldar'el) are the oldest of the Elven clans and often consider themselves the role models of Hyraeth. Most live in the sprawling city of Madrona, though many will travel for various studies. Bound by the strict, ancient laws of the Council, High Elves must balance their thirst for knowledge with the desire to impress and flourish in society. Once they were obsessed with the Fey, now history, science, magic, language and culture, art, music, dancing, poetry, and storytelling are just a few of the pursuits that define their lifestyle and make their people famous.

IN THE PURSUIT OF KNOWLEDGE

The pursuit of knowledge is valued above all else in Eldar'el society. Elven libraries boast some of the most complete histories of Hyraeth, and scholars of all tiers work tirelessly to fill the gaps. While some High Elves only pursue wizardry and learning for the path to the top of society it can offer, almost all harbor some passion for one field of study or another that pushes them forward. High Elves can often come across as unintentionally aloof or cold; they are raised from birth to speak well and be meticulous in word choice, but this can make it hard for them to hold a casual or emotional conversation.

PHYSICAL QUALITIES

High Elves are graceful, elegant beings who adorn

themselves in finery. Like all Elves, they have pointed ears and most bear Marks of Glamour.

- **Clothing:** Even when studying in the field, High Elves could hardly be called casual dressers. Their dress reflects their pride in their people and to dress poorly would be to disrespect the self; they prefer metallics, jewel-tones, and light colors.
- **Mark of Glamour (optional):** Like most Elves, Eldar'el have a Mark of Glamour, the last remnant of their Fey ancestry. It is changeable while young, but once they reach adolescence, it becomes permanent; High Elves often choose filigree or other intricate patterns in tasteful colors.
- **Age:** All Elves live up to 120 years of age. Player Elves can only play a character within a Human lifespan.
- **Ears:** All Elves have long, pointed ears.
- **Hair:** High Elves can have any natural hair color. They never have facial hair.

WHY YOU SHOULD PLAY A HIGH ELF

- ✓ You like the idea of scholarly pursuits and learning everything there is to know about the world.
- ✓ Playing an elegant, if potentially awkward, character appeals to you.
- ✓ You prefer to stay clean and dry rather than venturing out in the sticks and mud - unless they might hold an answer to one of your questions, of course.



Humans are one of the most versatile of the races in Hyraeth and by far the most ambitious. They are unpredictable at best and have varying customs, morals, and preferences based on where they have chosen to settle.

ENDLESS DIVERSITY

Humans have a nomadic history up until the rise of the Kingdom of Cantara. Opportunity is an everyday experience for many Humans as they adapt and thrive to what life throws at them. Cantara proves that Humans don't need to know their origins to carve out a place in the realm.

PHYSICAL QUALITIES

- **Clothing:** Human clothing can be simple, ornate, or anything in between. It is not uncommon for several different Human cultures to live together in an area, so mixes of armor, weapons, and clothing styles are not unusual. Sturdier fabrics, looser or tighter fits for ease of movement, and lack of adornments are the current fashion in the Attercup Domain. Still, formal and refined attire are all the rage in the Kingdom of Cantara. Their short lifespan and lack of a place of origin give Humans the freedom from being bound by traditions.
- **Age:** Human life, on average, is not very long. Trying to generalize the species is a somewhat tricky process considering the wide range of conditions,

environments, and experiences. It is not common to encounter Humans over three-score winters, with the oldest recorded being 121.

- **Ears:** Humans have rounded ears.
- **Hair:** Human hair varies in texture, color, and length.
- **Skin:** Varies in pigment and texture though generally smooth and from a pale pink to dark umber in tone.
- **Accent:** Diverse and varied speech patterns, seemingly based upon geographic conditions. There seems to be no particular regularity to Human speech patterns, except regional inflections and tones.

WHY YOU SHOULD PLAY A HUMAN

Humans are a young and growing presence on Hyraeth. With broad ranges of skills, talents, features, and diversity, Humans offer an opportunity to customize what you want to play without being bound to long-standing cultures.

- ✓ You are new to roleplaying and want to test the waters first.
- ✓ You like the idea of playing a race you can quickly identify with, so you can focus on your roleplaying.
- ✓ You want to blend in with the crowd better, so you're not easily noticed.



Whether they are trading wares in a market or wandering Hyraeth, the nomadic, cat-like Sukh are proud traders who appreciate the sun on their backs and the sand between their toes. Sukh balance their fierce loyalty with their sometimes troublesome curiosity, with a tendency to test the waters to see what will happen. Their people run the elaborate trading routes which circle the continent of Wayland and bring goods to all its people.

NOT ALL WHO WANDER ARE LOST

Sukh caravans circle between Khemzutaten, their ancestral home among the Golden Wastes, and Elheem Hassad, their city in the Scorched Wastes. Even while traveling on the road, their caravans are familial. Mothers and matriarchs live in the cities, while men and “Tajal” (respected women traders) tend to run the caravans and day-to-day business.

PHYSICAL QUALITIES

Sukh come in many patterns, ranging from calico to monotone shades of brown, grey, and white. They also have at least two distinguishable cat-like features, such as fangs, slit pupils, muzzles, manes, tails, or cat ears.

- **Clothing:** Sukh are notable weavers and tailors in their own right, and often sell pieces from their own culture. However, Sukh would rather sell these as finery than use them as their own, preferring to wear less expensive clothing from the places they visit.

Most popular with their people are loose, light robes or colorful sashes that accent their desert homeland’s warm sands.

- **Age:** All Sukh live within a Human lifespan.
- **Accent:** Deep, guttural speakers, Sukh also have a purring quality to their speech and often roll their Rs.

WHY YOU SHOULD PLAY A SUKH

- ✓ You wish to explore all there is to see and are always curious about the world and its people.
- ✓ You like the idea of negotiating or bartering.
- ✓ You are proud of your people and wish to share the values of your culture.





- With antlers or horns, goat-like legs, and sometimes even a deer tail, Wildren are descendants of fey-creatures that left the faery realm long ago. They spend most of their time in the forest, dwelling in hidden familial tribes. Their priority is the protection and well-being of the forest, and so long as they feel other races treat the Wilds with respect, they give them kindness in turn. Legend has it that when a Wildren gives its first cry, the first spring leaves of a tree reach the sun.

PEACE, LOVE, AND HAPPINESS

The Wildren like the simplicity of the forest and how nature has a delicate balance. They enjoy sitting by the water, listening to the birds spread their song of life. They are kind and avoid battle unless they must take up arms to defend their forest home. Then, conflict is savage and straightforward. Fallen tree limbs and stones are their weapons of choice over the iron and blades of men.

PHYSICAL QUALITIES

- **Antlers or Horns:** Wildren must have horns or antlers, depending on their tribe and family.
- **Clothing:** If they are not traversing the dense forest, Wildren prefer flowing garments accented with furs and other, respectfully gathered natural materials. They always wear earthy, foresty tones, often with patterns from nature.
- **Ears:** Must have goat-or-deer-like ear prosthetics.

- **Hair:** Wildren like to garland their hair with flowers, leaves, or other aspects of the forest's glory and arrange it around their horns.
- **Skin (if applicable):** The Wildren like to paint natural patterns on themselves with fruit juices and clay. Once they reach adulthood, these patterns become indicators of their identity and rarely change.
- **Age:** All Wildren live within a Human lifespan.
- **Accent:** Young Wildren's speech is childlike, quick, and full of wonder. Older Wildren may have more considered and even speech.

WHY YOU SHOULD PLAY A WILDREN

- ✓ You like the idea of being in harmony with nature and the forest creatures.
- ✓ You enjoy the thought of playing an ambassador, representing a bridge between the natural world and constructed civilization.
- ✓ Nature fascinates you, and this is your chance to explore more of it.





Choose Your Class

"NO MATTER HOW DARK THE NIGHT, THE DAWN WILL COME AGAIN..." - ENDRIN AVIL, LIGHTHOUSE KEEPER OF SEABROOK

Y

our character class is more than a profession. For some, it is a destiny written in the stars or even the will of the gods. At Myth, your class determines what you are capable of, how you may engage others, and how they may engage you.

There are eleven classes to choose from, and each has its own set of skills and abilities. This class provides access to potent tier 4-6 skills you can purchase. All you need is the right amount of character points and meet any prerequisites.

HOW TO MULTICLASS

In addition to your character's selection of powerful Tier 4-6 class skills, Myth has several Tier 1-3 Basic Open Skill trees where you can buy even more abilities. These Basic Open Skills allow you to dabble in some of the other classes, customizing you into a multi-classed hybrid.

As long as you have the Character Points and you meet the requirements, you may purchase any Tier 1-3 skills.

SKILL KEYS

To make Class skills easier to understand, we start this chapter off with some important skill keys. When you finally master them, these important skill explanations allow for the creation of even more incredible skills down the road to adventure.



SKILL MODIFIERS

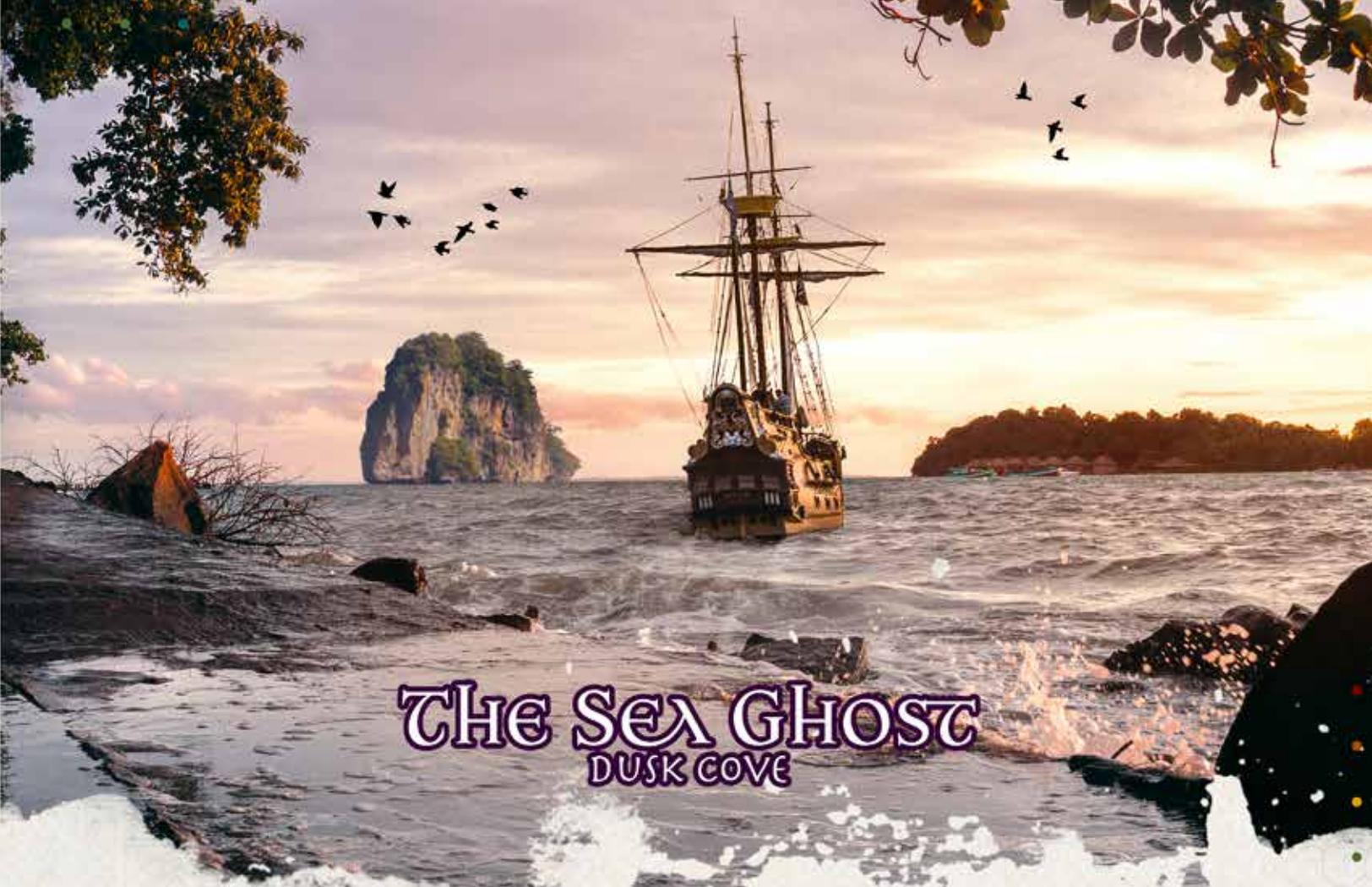
These keywords are additional modifiers that a skill may have.

KEYWORD	DESCRIPTION
Armament	Skill is only usable while using specific types of weapon, armor, or shield.
Cabin Only	Skill may only be used inside where you reside or sleep.
Deep Woods Only	Skill can only be used Outside and out of line of sight of any buildings.
For the Battle	The Skill will last for the entire length of the current Module or if not on a Module, until you have not seen or heard fighting for 5 minutes.
Outdoors Only	Skill can only be used Outside.
Prerequisite	Skill requires you to have another skill in order to purchase it.
Prop	Skill requires a specific prop to use.
RP	Roleplay of a specified time or type is required to use the skill. Doing anything other than the RP immediately ends the skill with no benefit.
Self Only	Skill or part of the Skill is Self Only.
Target <Specified Target>	Some skills only specifically affect things such as: Back of the Leg, or Torso, or a Corpse, or From Behind (you must be directly behind your target).
Through <Alignment>	Arcane, Water, Air, Fire, Earth, Mind, Wood, Life, and Spirit. These alignments define the type of magic a skill uses, and in turn, it's matching damage type. Some skills may use a deity as an alignment. Skills with this keyword are Spells.
To <Target / Etc >	If the call modifier in this does not apply to you, you state "no effect."

SKILL USAGE

These keywords explain how often a skill may be used.

KEYWORD	DESCRIPTION
Between Events	This skill can only be used at Check-In or Checkout but not during the Game.
Crafting	This skill may be used as often as the necessary materials and costs can be paid. Some Crafting is only able to be done Between Events. When you open a new Novice Profession, you will also learn a recipe relevant to the Profession you have purchased.
Long Rest	Skill may be used once per purchase per day and is refreshed at 9am every day.
Permanent	Skill may be used as often as you can fulfill the requirements for use or is always active.
Place of Power	Skill may be used once per purchase and is restored after taking 15 minutes to meditate at a Place of Power.
Short Rest	Skill may be used once per purchase and is restored after taking a 15 minute break relaxing in an encampment, at an active firepit, Place of Power, or building. Nearby combat or enemies will interrupt this process.



THE SEA GHOST

DUSK COVE

DELIVERY METHODS

These keywords explain how the skill must be delivered.

KEYWORD	DESCRIPTION
Aura	You must be a designated Benefactor and be within 10 ft. of the person granting this ability and be conscious to receive the effect. Some Auras may have exceptions. This will be noted in their description. The Dead state ends the effect.
Burst	Skill must be delivered by a handful of packets (Maximum of 5 Packets Thrown). You only take the effect once regardless of the number of packets that strike you.
Chain	To use this skill, you must plant both feet firmly on the ground. You may continue to use this skill until your feet are no longer in the original position, you are hit with damage, take an effect that would prevent it's use, or use another skill. Skills and spells will state what type of delivery method the chain uses.
Packet	Skill must be delivered by a packet.
Recoil	A reflexive effect to a specific trigger against the person who triggered the recoil. Recoils cannot be interrupted and take effect regardless of what the triggering effect is.
Spell	Any skill that is delivered with the "Through" keyword.
Touch	Skill must be delivered to someone making physical contact with a packet. This skill may not be modified to be delivered by burst, chain, or voice.
Voice	Skill affects all individuals on the current battlefield except for the person using the skill. You may not use Voice skills while Silenced.
Weapon	Skill must be delivered with a weapon. This can be modified to include <Melee, Ranged, Missile, Thrown, or any specific type of weapon>

EFFECTS

These are the keywords that explain how the skill mechanically works.

KEYWORD	DESCRIPTION
Bestow	You may only have one Bestowed Effect of each type placed upon you at a time and they expire after Short Rest: Temporary Hit Points, Temporary Armor, a "Resist", an "Enchant Weapon" effect, and one effect that does not fall into any of these categories. Ex. Alarm or Transfer Skill. An unused Bestow expires once you Rest. Weapons, armor, and shield may have their own bestow.
Bind	You must keep your wrists to your hips or ankles to each other for the duration.
Corrupt <Target>	You must attack the closest ally to you or the individual specified in the skill use. You must attack to the best of your ability, however, Death skills and executes are not required. Once that target is unconscious, you continue to attack the closest conscious ally for the duration of the skill.
Crit	Any damage or effect delivered by this keyword bypasses all armor and goes directly to the target's torso (or appropriately-targeted area) even if blocked by a shield.
Cure	Removes a specific effect. Cure All will not remove Death, Final Death, or Curse.
Curse	This effect will last for the duration or permanently. A Dispel Curse will end the effect unless stated otherwise.
Damage	This reduces the Armor or Hit Points of the target by the amount specified.
Death	You are reduced to the Dead state. After 5 Minutes you go to Dedrot's Realm. Only a Cure Death effect will cure this.
Disarm	You must drop your weapon to the ground for the duration. If no duration is called, this lasts for 5 seconds.
Disease	You may not be healed until the Disease is Cured or the duration ends.
Disengage	You must step 3 paces away from whoever called the disengage.
Dispel	Removes the specific effect stated in the call. Dispel All will remove the following: All 5 Bestow Slots from you and your items, Sanctuary, Shell, Potion effects, Rune effects, and any magic item effects. Dispel cannot be mitigated in any way, even if the delivery method can be. Bestow effects that may be triggered by the dispel do not take effect.
Enslave	You must obey all commands given to you for the duration.
Fear	You must stay at least 10 paces away from the individual who affected you for the duration.
Final Death	You are reduced to the Dead state. Only a Cure Final Death effect will remove this. Final Death may never be mitigated in any way, even if the delivery method can be. You must still spend five minutes roleplaying dead before going to Dedrot's realm.
Heal	Restores a number of Hit Points noted in the skill. This will not take you above your maximum Hit Point total.
Maim	You may not use the affected limb until it is restored with a Cure Maim effect. A healing spell does not Cure Maim. If hit in the leg, drop to that respective leg's knee. If no battle is going on, you may drag your foot to move, but must drop to that knee again if combat breaks out.
No Effect	This skill defends the attack. A target that calls this will NEVER be affected by what they are calling No Effect to.

Pacify	You are a pacifist; you refuse to perform any hostile action whatsoever. Damage taken by you will end this effect.
Paralyze	You must stay still for the duration.
Pin	You must keep your designated foot on the ground for the duration. You may pivot on it.
Poison	You may not use skills for the duration of the effect. At the end of the effect you take a Death effect.
Prone	When struck with this effect, you must touch three points of contact to the ground. For example, You can touch two hands to the ground as you sit, two knees and a hand, etc. Once complete, you may stand. Feet are not included as a contact point.
Repair	Repairs a Shatter or a number of Armor Points noted in the skill. This will not take the armor above it's maximum Armor Point total.
Resist	Defends against the effect listed in the skill.
Restore	Refreshes a skill or skills as noted in the description.
Sanctuary	You must state, "Shell" to all effects while the Sanctuary effect is active. Your feet must be planted firmly on the ground. While the effect is active, you must stay as still as you reasonably can. If you move or talk, it ends. Sanctuary will not defend against the Dispel keyword.
Shatter	The item is destroyed and must be Repaired. Shattered objects that are held do not protect you from attacks and may not be used in any way.
Shell <Keyword>	This skill protects against one or more keywords, as defined in the call. State, "Shell" to all attacks that possess that keyword for the duration of the Shell. Shell will not defend against the Dispel keyword.
Silence	You may not talk or use skills that use the "Voice" or "Through" keywords.
Sleep	You must fall unconscious for the duration. Damage will not end the effect.
Slow	You may not walk faster than a heel to toe pace for the duration.
Snare	You must keep both feet in place on the ground for the duration. You may not pivot.
Taunt	If you are affected with Taunt, you must attack the source of that skill for the duration.
Temporary	The bonus does not count towards any maximums, is the first lost, and lasts until your next Short Rest. You may only have one of the same temporary bonus at any time, with the greater bonus taking precedence.
Ward	This keyword renders the target immune to one or more effects. State "Ward" if struck with a warded effect. Wards have specific conditions that will remove them and are not affected by Dispel.
Waylay	You must fall unconscious for the duration. Damage will end the effect.
Weakness	You are unable to use skills for the duration.





Character Skills

"DO NOT BE SATISFIED
WITH THE STORIES
THAT COME BEFORE
YOU. UNFOLD YOUR
OWN MYTH." -- RUMI

Adventurers are among the most capable members of society; taking risks and using abilities others would only dream of. They are the heroes that rush to face darkness while others flee from it. You just may be that hero.

Your skills represent a variety of talents and abilities. As your Character attends events and advances in levels, they earn more Character Points (CP) to purchase new skills. These new skills add to the capabilities of the Character, making them more proficient.

While skills enhance gameplay, what sets your Character apart from the rest is your costume, roleplaying, and how you treat others.

ACQUIRING SKILLS

You may purchase any Untrained Skills and Tier 1 – 3 Basic Open Skills. You may also buy any Tier 4 – 6 skills in your chosen class, but must do so in a pyramid fashion. This means you must purchase at least two Tier 4 skills before you may purchase a Tier 5 skill. To purchase a Tier 6 skills you must have three Tier 4 skills and two Tier 5 skills. Once the initial pyramid has been completed, you no longer need to follow it.

For game purposes, your Character receives training for the skills you purchase between events. While not required, you are welcome to roleplay learning skills from other characters at the event.



Basic Open Skills & Key

TIER 0

Cost: Free

Apply Pressure
Dagger
Diagnose
Escape Bonds
Execute
Flat
Light
Literacy
Repair
Unskilled Weapon Usage

SKILL KEY

▣ Skill may only be purchased once.

Defense Skills

TIER 1

Cost: 10 CP Each

Rank I Armor

TIER 2

Cost: 20 CP Each

Rank II Armor
Shield

TIER 3

Cost: 30 CP Each

First Aid
Hit Points
Rank III Armor



Shadow Skills

TIER 1

Cost: 10 CP Each

Dash
Rapid Search
Sneak Attack

TIER 2

Cost: 20 CP Each

Hamstring
Silencing Strike
Sneak Attack 2

TIER 3

Cost: 30 CP Each

Hidden Stash
Pick Locks
Set/Disarm Traps
Sneak Attack 3

Weapon Skills

TIER 1

Cost: 10 CP Each

Disengage
Slash 2
Spare Blade

TIER 2

Cost: 20 CP Each

Disarm
Slash 3
Strong Grip

TIER 3

Cost: 30 CP Each

Archery/Blowgun
Dual Weapons
Maim
Pierce
Slash 4
Subdue
Thrown Weapon

Defensive Magic

TIER 1

Cost: 10 CP Each

Bark Skin
Iron Will
Minor Arcane Shield
Minor Earth Shield
Minor Wood Shield
Repel Undead

TIER 2

Cost: 20 CP Each

Minor Air Shield
Minor Water Shield
Pacify
Slow
Slow Undead
Spin

TIER 3

Cost: 30 CP Each

Command (Flee)
Command (Ignore)
Minor Fire Shield
Minor Spirit Shield
Pin
Snare Undead

Healing & Utility Magic

TIER 1

Cost: 10 CP Each

Alarm
Awaken
Carry Companion
Cure Minor Wounds
Flame Blade
Sanctify Corpse

TIER 2

Cost: 20 CP Each

Blessed Weapon
Cure Light Wounds
Delay Poison
Enhance Weapon
Frostbrand
Magic Weapon

TIER 3

Cost: 30 CP Each

Calm Mind
Cure Maim
Cure Moderate Wounds
Dissipate Corpse
Empower
Free Action

Offensive Magic

TIER 1

Cost: 10 CP Each

Arcane Blast
Flare
Frostbite
Magic Stone
Spirit Bolt
Windburn

TIER 2

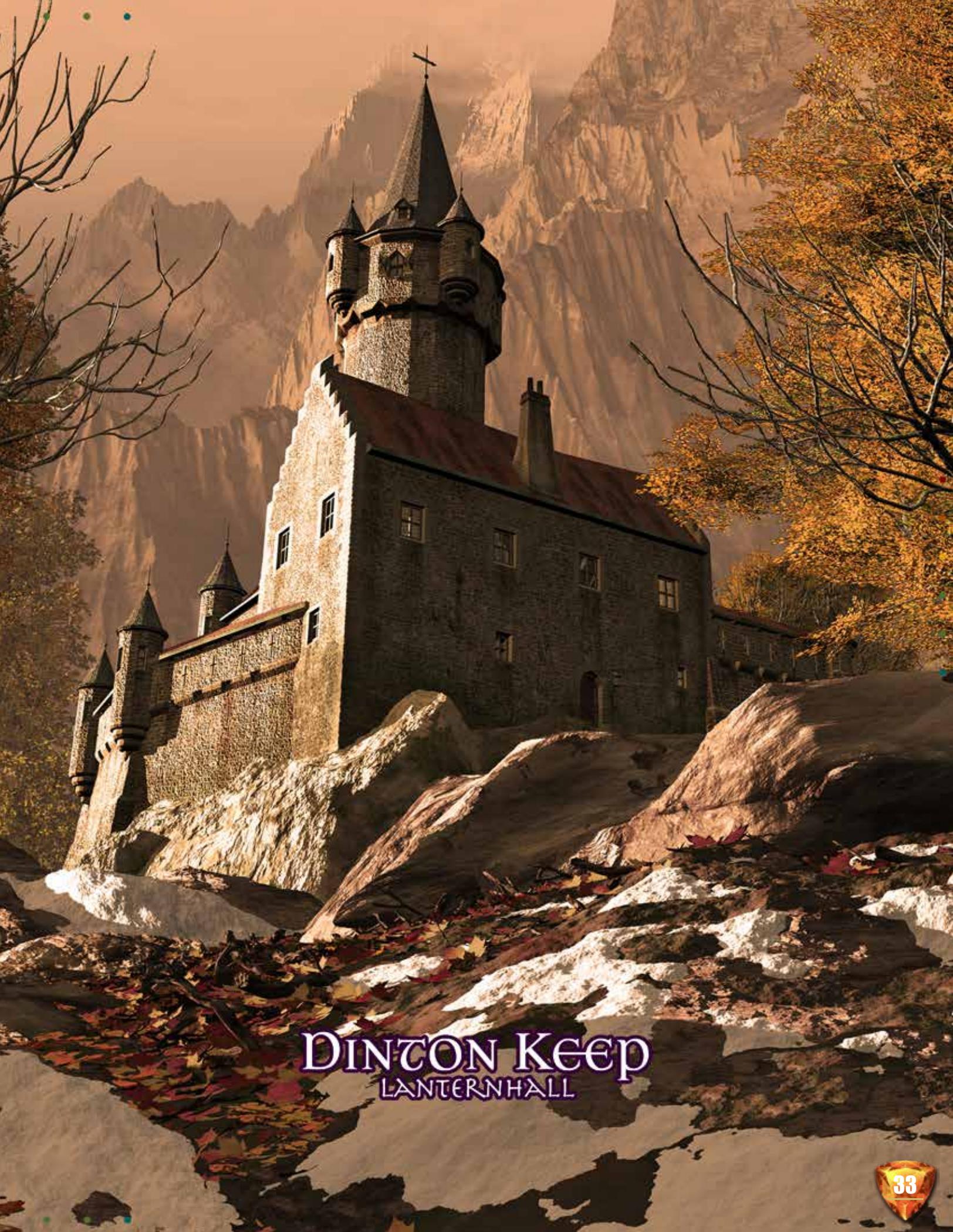
Cost: 20 CP Each

Arcane Storm
Cold Snap
Fire Bolt
Migraine
Rock Fall

TIER 3

Cost: 30 CP Each

Bash Undead
Break Limb
Flame Wave
Flay Mind
Lightning Bolt
Sliver



DINTON Keep
LANTERNHALL

UNTRAINED SKILLS

As an adventurer, your character has experience in a variety of skills without needing to purchase them. All Basic Open skills are automatically available to your Character from the start of the game at no cost. You are not required to take any of these skills and may add them in between events.

BASIC OPEN SKILLS

This section contains skill descriptions for Open Skills. These skills allow you to be multiclassed and more unique.

SKILL DURATIONS

Note: Unless otherwise noted, all skill times last five minutes.

BASIC OPEN SKILLS

Apply Pressure: [Red Flag] Permanent - Prop Required: Bandages. RP: Continuously administering first aid with both hands. "Pause your bleed out count until I remove my hands." This skill will end if you remove your hands, use any other skills, or take damage.

Dagger: [Red Flag] Permanent - You may carry a dagger as well as your standard weapon. You may not wield both without Dual Wield.

Diagnose: [Red Flag] Permanent - RP: Checking the targets Vitals. "Diagnose - <How many Hit Points do you have? / Are you Poisoned? / What is your poison count currently at? / How long before you bleed out? / Are you Dead? / Are you diseased?>"

Escape Bonds: [Red Flag] Self Only - Permanent - Target: Rope Bindings Only. RP: Five minutes of struggling to get free. "Cure Binds."

Execute: [Red Flag] Weapon or Packet - Permanent - Target: Unconscious or Immobile Person's Torso. "I execute you 1. I execute you 2. I execute you 3."

Flat: [Red Flag] Weapon - Permanent - "Flat." Your weapon does no damage this attack.

Light: [Red Flag] Permanent - Prop Required: Diffused, non-white light that is not a Blacklight. This light may be a lantern, a faux torch, or a spell. For the spell version: "Through Fire, Light."

Literacy: [Red Flag] Permanent - You may read and write in the game.

Repair: [Red Flag] Permanent - Resource Needed: Two components of the appropriate material for the item being repaired. Location Specific: Forge. Target: Weapon, Armor, or Shield. RP: 10 minutes repairing item. "Repair 1 Armor Point" for armor or "Repair Shatter" for weapons or shields.

Unskilled Weapon Usage: [Red Flag] Permanent - You may wield any one-or-two-handed weapon.

BASIC DEFENSE TREE

TIER 1

Rank I Armor: [Red Flag] Permanent - You may wear armor that falls under the "Rank 1" category.

TIER 2

Rank II Armor: [Red Flag] Permanent - You may wear armor that falls under the "Rank 2" category. **Prerequisite:** Rank 1 Armor Proficiency .

Shield: [Red Flag] Permanent - You may use a shield.

TIER 3

First Aid: [Red Flag] Permanent - Prop Required: Medical Kit. RP: Continuously administering first aid with both hands. "Pause your Bleed Out count" This skill will end if you use any other skills or take damage. After 1 minute of roleplaying this skill continuously, you may call "Heal 1 Hit Points" on your target. Alternatively, you may spend one minute roleplaying binding limbs. After this time, you may cure a single maimed limb.

Hit Points: Permanent - Gain one Hit Point to your total.

Rank III Armor: [Red Flag] Permanent - You may wear armor that falls under the "Rank 3" category. **Prerequisite:** Rank 2 Armor Proficiency.

SHADOW

TIER 1

Dash: Short Rest - "Resist" Slow.

Rapid Search: Touch - Short Rest - "Rapid Search 1, Rapid Search 2, Rapid Search 3." The target must immediately turn over anything of value not protected by skills, spells, or items. Once the call is completed, the item hand over cannot be interrupted.

Sneak Attack: Weapon - Short Rest - Target: From Behind. "Crit, Damage 1."

TIER 2

Hamstring: Weapon - Short Rest - Target: Leg. "Slow."

Silencing Strike: Weapon - Short Rest - Target: Torso "Silence, 1 Minute."

Sneak Attack 2: Weapon - Short Rest - Target: From Behind. "Crit, Damage 2" **Prerequisite:** Sneak Attack.

TIER 3

Hidden Stash:  Permanent - You may have a small, clearly-marked pouch no larger than 2" x 4" on your person that is immune to searching. If searched or Rapid Searched, you may inform the searcher they find nothing.

Pick Locks:  Permanent - You may use a self-modified paperclip to pick locks. You may not attempt to open locks without this skill.

Set/Disarm Traps: Short Rest - This skill is required to set or disarm a Trap. You must physically disarm the trap to disable it; however, there is no guarantee disarming the trap will be a success. Some traps go off when you attempt to disarm them. You may wipe away contact poison using an implement with this skill.

Sneak Attack 3: Weapon - Short Rest - Target: From Behind. "Crit, Damage 3." **Prerequisite:** Sneak Attack 2.

WEAPONS

TIER 1

Disengage: Weapon - Short Rest - "Disengage."

Slash 2: Weapon - Short Rest - "Damage 2."

Spare Blade: Weapon - Permanent - You can possess (not wield) an additional in-game weapon.

TIER 2

Disarm: Weapon - Short Rest - Target: Weapon "Disarm."

Slash 3: Weapon - Short Rest - "Damage 3." **Prerequisite:** Slash 2.

Strong Grip: Weapon - Short Rest - "Resist" Disarm.

TIER 3

Archery/Blowgun:  Permanent - This skill allows you to use a bow/crossbow or Blowgun in combat. To use this skill, you must go through real-world training and have your equipment examined for safety before each event. You must have both feet planted on the ground when using this skill. Without the proper ability or in-game item, you may not fire a repeating NERF®-style weapon more than once every 10 seconds.

Dual Weapons:  Permanent - You can possess and wield any combination of up to two (2) one-handed weapons in battle.

Maim: Weapon - Short Rest - Target: Limb "Maim."

Pierce: Weapon - Short Rest - "Crit, Damage 1."

Slash 4: Weapon - Short Rest - "Damage 4" **Prerequisite:** Slash 3.

Subdue: Packet - Short Rest - Target: Within 5 feet - "Prone."

Thrown Weapon:  Permanent - Allows you to carry and use any number of thrown weapons.

DEFENSIVE MAGIC

TIER 1

Bark Skin: Packet - Short Rest - “Through Earth, Bestow one temporary Armor Point.”

Iron Will: Packet – Short Rest – “Through Wood, Bestow Resist Mind.”

Minor Arcane Shield: Packet - Short Rest - “Through Wood, Bestow Resist Arcane.”

Minor Earth Shield: Packet - Short Rest - “Through Wood, Bestow Resist Earth.”

Minor Wood Shield: Packet - Short Rest - “Through Wood, Bestow Resist Wood.”

Repel Undead: Packet - Short Rest - “Through Spirit, Fear to Undead.”

TIER 2

Minor Air Shield: Packet - Short Rest - “Through Wood, Bestow Resist Air.”

Minor Water Shield: Packet - Short Rest - “Through Wood, Bestow Resist Water.”

Pacify: Packet - Short Rest - “Through Mind, pacify, one minute.”

Slow: Packet - Short Rest- “Through Air, slow, one minute.”

Slow Undead: Packet - Short Rest - “Through Spirit, slow to undead.”

Spin: Packet - Short Rest - “Through Air, spin in place five times.”

TIER 3

Command (Flee): Packet - Short Rest - “Through Mind, fear, one minute.”

Command (Ignore): Packet - Short Rest - “Through Mind, Ignore me, one minute.” If the caster strikes the target, this spell is broken.

Minor Fire Shield: Packet - Short Rest - “Through Wood, Bestow Resist Fire.”

Minor Spirit Shield: Packet - Short Rest - “Through Wood, Bestow Resist Spirit.”

Pin: Packet - Short Rest - “Through Air – I pin your left/right foot to the ground, one minute.”

Snare Undead: Packet - Short Rest - “Through Spirit, Snare to Undead.”

HEALING & UTILITY

TIER 1

Alarm: Packet - Short Rest - “Through Air, Bestow Alarm. If you are killed or knocked unconscious before your next Short Rest, you may shout ‘Help! Over here!’ for 10 seconds.”

Awaken: Packet - Short Rest - “Through Water – Cure Waylay and Sleep.”

Carry Companion: Packet - Short Rest - “Through Earth, Bestow Carry Companion. You may carry people at full speed for 30 Seconds” This spell allows a person to carry and move others at full speed for 30 seconds. Follow contact rules and do not physically carry.

Cure Minor Wounds: Packet – Short Rest – “Through Life, I heal you one Hit Point.”

Flame Blade: Packet – Short Rest – “Through Fire, Bestow Enchant Weapon. State ‘Fire’ on your next attack.”

Sanctify Corpse: Packet – Short Rest – Target: Corpse – “Through Life, I prevent this body from being raised against its will.”

TIER 2

Blessed Weapon: Packet – Short Rest – “Through Spirit, Bestow Enchant Weapon. State ‘Spirit’ on your next attack.”

Cure Light Wounds: Packet - Short Rest - “Through Life, I heal you two Hit Points.”

Delay Poison: Packet - Short Rest - “Through Earth, Bestow, I stop your poison countdown for 5 minutes.”

Enhance Weapon: Packet - Short Rest - “Through Earth, Bestow Enchant Weapon. State Damage Two on your next attack.”

Frostbrand: Packet – Short Rest – “Through Water, Bestow Enchant Weapon. State ‘Water’ on your next attack.”

Magic Weapon: Packet – Short Rest – “Through Arcane, Bestow Enchant Weapon. State ‘Arcane’ on your next attack.”

TIER 3

Calm Mind: Packet - Short Rest - “Through Life, Cure Corrupt and Fear.”

Cure Maim: Packet - Short Rest: “Through Life, I cure a single Maimed Limb.”

Cure Moderate Wounds: Packet - Short Rest - “Through Life, I heal you three Hit Points.”

Dissipate Corpse: Packet - Short Rest - “Through Water, I end your death count immediately.”

Empower: Packet – Short Rest – “Through Spirit, Bestow Enchant Weapon. State ‘Spirit, Damage Two’ on your next attack.”

Free Action: Packet - Short Rest - “Through Arcane, Dispel <Pin, Snare, or Bind>.”

OFFENSIVE MAGIC

TIER 1

Arcane Blast: Packet - Short Rest - “Through Arcane, Damage Two.”

Flare: Packet - Short Rest - “Through Fire, Damage Two.”

Frostbite: Packet - Short Rest - “Through Water, Damage Two.”

Magic Stone: Packet - Short Rest - “Through Earth, Damage Two.”

Spirit Bolt: Packet - Short Rest - “Through Spirit, Damage Two.”

Windburn: Packet - Short Rest - “Through Air, Damage Two.”

TIER 2

Arcane Storm: Packet - Short Rest - “Through Arcane, Damage Three.”

Cold Snap: Packet - Short Rest - “Through Water, Damage Three.”

Fire Bolt: Packet - Short Rest - “Through Fire, Damage Three.”

Migraine: Packet - Short Rest - “Through Mind, Damage Three.”

Rock Fall: Packet - Short Rest - “Through Earth, Damage Three.”

TIER 3

Bash Undead: Packet - Short Rest - “Through Spirit, Damage Five to Undead.”

Break Limb: Packet - Short Rest - “Through Fire, Maim, <right/left><arm/leg>.”

Flame Wave: Packet - Short Rest - “Through Fire, Damage Four.”

Flay Mind: Packet - Short Rest - “Through Mind, Damage Four.”

Lightning Bolt: Packet - Short Rest - “Through Air, Damage Four.”

Sliver: Packet - Short Rest - “Through Wood, Damage Four.”



Alchemist

"ALCHEMY IS THE ART OF SEPARATING WHAT IS USEFUL FROM WHAT IS NOT." -VIAMID OF BRAEBURN

Tales handed down to each generation say the Sukh created the art of Alchemy. The masters of this art sought to transmute lead into gold. Most alchemists are nothing more than hedge mages seeking to sap the power of nature. Others are more renowned in the service of powerful lords or kings.

Some claim the art of alchemy will consume you. This claim explains why some alchemists choose to distance themselves from the world. In their solitude, they focus on their mysterious art. Most alchemists decide to join a local guild. There they can share knowledge in a community of like minds.

WHAT'S YOUR HOOK?

When you create your alchemist, think about what stirred you down this path. Is it a cure you seek to create? A solution to a problem? Have you stolen secrets and are now on the run? What got you involved with alchemy and where do you want it to take you?

BREWING POTIONS

Alchemists have the ability to experiment with components they discover to create potions, oils or powders. With the right combination of materials, you can change the world around you. To learn more about creating potions see page 88.

SKILL DESCRIPTIONS

The following are skill descriptions exclusive to the Alchemist class:

TIER 4

Aerosol Powder: Short Rest - Instead of single packet delivery, you may Burst a Powder or Hurled Potion.

Alchemist Skills

TIER 4

Cost: 40 CP Each

Aerosol Powder
Alchemist's Orb
Artisan's Devotion
Combine Potions
Hurl Potion
Identify Alchemy
Novice Alchemy
Refined Palate

TIER 5

Cost: 50 CP Each

Alchemist's Stash
Journeyman Alchemy
Lesser Alchemist Flask
Personal Stash
Preservation
Residue
Resist Poison
Sanitize Vial
Toxic

TIER 6

Cost: 60 CP Each

Augment Potion
Derive Contents
Endless Decanter
Enhanced Metabolism
Greater Alchemist Flask
Master Alchemy
Poison Immunity
Waste Not, Want Not

Alchemist's Orb:  Permanent - Prop Required: Coreless potion/bomb type weapon or Packet. Choose an Element: Fire, Water, Earth, Air, Wood, Arcane, Mind, Spirit. This choice cannot be changed once selected. State, "<chosen element>, Damage 1."

Artisan's Devotion: You may spend the appropriate amount of Labor to submit 1 additional experiment at Check Out per Event.

Combine Potions:  Permanent - Rp: spend 5 minutes combining 2 potions of the same rank. Place the unused vial in the drop bin. The imbiber of the combined potion will take the effects of both potions when drunk. These potions cannot be further combined and cannot be hurled.

Hurl Potion:  Permanent - Packet - You may deliver a potion by packet instead of roleplaying drinking the potion as normal. State the Hurl effect and then throw the Packet at your target.

Identify Alchemy: Short Rest - You may open up a potion, powder, or oil and look at the tag without needing to use it.

Novice Alchemy:  Permanent - Crafting - You may Craft Novice Alchemy Recipes.

Refined Palate:  Permanent - When you receive a numerical bonus from potions, you may add an additional plus one to that number.

TIER 5

Alchemist's Stash:  Permanent - Whenever you are searched by any means, you are not required to turn over any potions, powders, or oils. State, "You find nothing" when searched, if these are all you have on you.

Journeyman Alchemy:  Permanent - Crafting - You may Craft Journeyman Alchemy Recipes. **Prerequisite:** Novice Alchemy.

Lesser Alchemist Flask:  Short Rest - Check-In - Prop Required: A Stylized Flask or Bottle. You may turn in a Novice Potion at Check-In that you are putting into your Flask. You may use that Potion once per Short Rest for the Event.

Personal Stash: Long Rest - When you consume a novice or journeyman potion, you may immediately give the tag to another individual to share the effect.



Preservation: Between Events - At check-out, hand in a Flower, Fruit, Bug, or Animal to receive the same material at Check-in of the next event.

Residue: Short Rest - When you miss a target using a Powder or Potion, you may immediately throw that same effect a second time using another packet.

Resist Poison: Short Rest - “Resist” to a Poison effect.

Sanitize Vial: Short Rest - You may empty a potion, powder, or oil without gaining its effects to keep the glass vial. Place the tag in an appropriate craft bag in the craft bin.

Toxic: Short Rest - When Searched, state “Recoil, Poison.”
Prerequisite: Resist Poison.

TIER 6

Augment Potion: Long Rest - You may double all numerical effects of a potion you consume.

Derive Contents: Between Events - You may turn in a single potion, powder, or oil with your crafting form and learn it’s recipe if you have the skill required to make it.

Endless Decanter: Long Rest - You may Packet Chain a Potion stored in your Lesser or Greater Alchemist’s Flask.
Prerequisite: Lesser Alchemist Flask.

Enhanced Metabolism: Permanent - When you consume a potion with more than one effect, you may choose to ignore all the negative effects and gain all beneficial effects.

Greater Alchemist Flask: Long Rest - Check-In - Prop Required: A Stylized Flask or Bottle. You may turn in a Journeyman Potion at Check-In that you are putting into your Flask. You may use that Potion once per Long Rest.

Master Alchemy: Permanent - Crafting - You may Craft Master Alchemy Recipes. **Prerequisite:** Journeyman Alchemy.

Poison Immunity: Permanent - “No Effect” a Poison Effect. **Prerequisite:** Resist Poison.

Waste Not, Want Not: Between Events - When you craft two identical items, you produce an additional one.

STARTING POTIONS

At your first event as an Alchemist, you will receive two potions of your choosing from the list below. At event check-in, we will provide these potions to you, along with their respective recipes enabling you to create more of the potion with the correct components.

- **Barkskin Oil:** An oil that Bestows 1 temporary armor.
- **Minor Potion of Healing:** A potion that restores 2 Hit Points.
- **Minor Elixir of Courage:** A potion that Bestows a “Resist Fear”.
- **Minor Laborer’s Balm:** An oil that restores 2 Labor after a Short Rest.
- **Snail’s Pace Powder:** A powder that afflicts your foes with “Slow” for 1 minute.

Artificer

"MAD SCIENCE MEANS NEVER STOPPING TO ASK WHAT IS THE WORST THAT CAN HAPPEN." - ANDREL OF ESTERWICK

The Artificer is the ultimate tinkerer and engineer, but that is only the beginning. They use their understanding of the workings of Alchemy, Magic, and Blacksmithing to fuse these into creations, whether wondrous or mundane. One part explorer, one part artist, and one part mad genius, theirs is the path of creation and experimentation.

Always challenging the status quo, they seek to push the boundaries of what is possible. To this end, they often find themselves in partnership with other crafters. At the same time, Artificers guard their secrets jealously. There are a finite number of items to be crafted, resources to be utilized, and secrets to be discovered. An artificer loathes sharing these hard-won secrets, as they make up a significant portion of their prestige and position.

WHAT'S YOUR HOOK?

Almost every artificer has a rival of some sort. This rival is someone who seeks to thwart their plans, beat them to the punch, and outdo them at every turn. Was it a rival that put you on the road to adventure? Was there a particular item or knowledge you sought that put you on the way to adventure? Was it the rumor of ancient magic or enchantable riches that made you answer the call? Are you on the run after you attempted to reverse engineer something you shouldn't have and ended up destroying it?

SKILL DESCRIPTIONS

The following are skill descriptions exclusive to the Artificer class:

TIER 4

Artisan's Devotion: 🚩 You may spend the appropriate amount of Labor to submit 1 additional experiment at Check Out per Event.

Avoid Trap: Short Rest - You may state, "Resist" if you trigger a trap. Triggered area of effect traps can still affect



Artificer Skills

TIER 4

Cost: 40 CP Each

Artisan's Devotion
Avoid Trap
Breakdown
Identify
Novice Enchanting
Novice Tinkering
Recharge
Surge

TIER 5

Cost: 50 CP Each

Disable Device
Efficiency
Empower Item
Interchangeable Parts
Journeyman Enchanting
Journeyman Tinkering
Recalibrate
Use Magic Device

TIER 6

Cost: 60 CP Each

Greater Efficiency
Master Enchanting
Master Tinkering
Permenency
Reverse Engineer
Salvo
Soul of the Artificer
Waste Not, Want Not

anyone who doesn't use Avoid Trap.

Breakdown: Between Events - You may turn in one yellow-stickered item, and a crafting form to gain some of the materials used in its construction at the following check-in.

Identify: Between Events - You may turn in one yellow-stickered item to learn the properties of the object. Curses are not revealed with this skill.

Novice Enchanting:  Crafting - You may craft Novice Enchanting Recipes.

Novice Tinkering:  Event - Crafting - You may Craft Novice Tinkering Recipes. Once per event, you may use this skill to craft a Novice Recipe regardless of profession requirements. All other costs must be paid as normal.

Recharge: Long Rest - RP: 1 minute recharging an item to restore a Short Rest charge on that item

Surge: Long Rest - When using an item that allows you to deliver an effect via Packet, you may instead Burst that effect.

TIER 5

Disable Device: Touch - Long Rest - RP: 1 minute working on a yellow stickered item: "Dispel Charges for the Event." Place a yellow sticker with an X on the item.

Efficiency: Short Rest - You may expend this skill instead of spending a Short Rest charge on an item.

Empower Item:  Permanent - When you have an item attuned to yourself, you may double a numerical effect produced by that item. You may only have one yellow-stickered item empowered at any given time. You may change the empowered item at check-in.

Interchangeable Parts: Between Events - When crafting a recipe, you may substitute a single stack of a gatherable material with another material of the same rank and type.

Journeyman Enchanting:  Crafting - You may craft Journeyman Enchanting Recipes. **Prerequisite:** Novice Enchanting.

Journeyman Tinkering:  Event - Crafting - You may Craft Journeyman Tinkering Recipes. Once per event, you

may use this skill to craft a Journeyman Recipe regardless of profession requirements. All other costs must be paid as normal. **Prerequisite:** Novice Tinkering.

Recalibrate: Short Rest - When you miss a packet-delivered effect from an item, you may immediately reuse it.

Use Magic Device:  Permanent - You may ignore class, race, and level restrictions when having items attuned to you.

TIER 6

Greater Efficiency: Long Rest - You may expend this skill instead of spending a Long Rest charge on an item.

Master Enchanting:  Crafting - You may craft Master Enchanting Recipes. **Prerequisite:** Journeyman Enchanting

Master Tinkering:  Event - Crafting - You may craft Master Tinkering Recipes. Once per event, you may use this skill to craft a Master Recipe regardless of profession requirements. All other costs must be paid as normal. **Prerequisite:** Journeyman Tinkering.

Permanency:  When crafting an item, you may expend three gold pieces for a novice item, six for a journeyman item, or ten for a master item. If you pay this cost, the item will become permanent and will no longer require upkeep. This does not include items made by an architect and must be used at the time of creation. **Prerequisite:** Master Enchanter and Master Tinkerer.

Reverse Engineer: Between Events - You may turn in a single yellow-stickered item and a crafting form, to destroy the item and learn its recipe, provided you possess the appropriate skills to craft the item.

Salvo: Long Rest - Chain - When using an item that allows you to deliver an effect via Weapon, Packet, or Packet Burst, you may instead Weapon Chain, Packet Chain, or Packet Burst Chain that effect with the same Delivery Type.

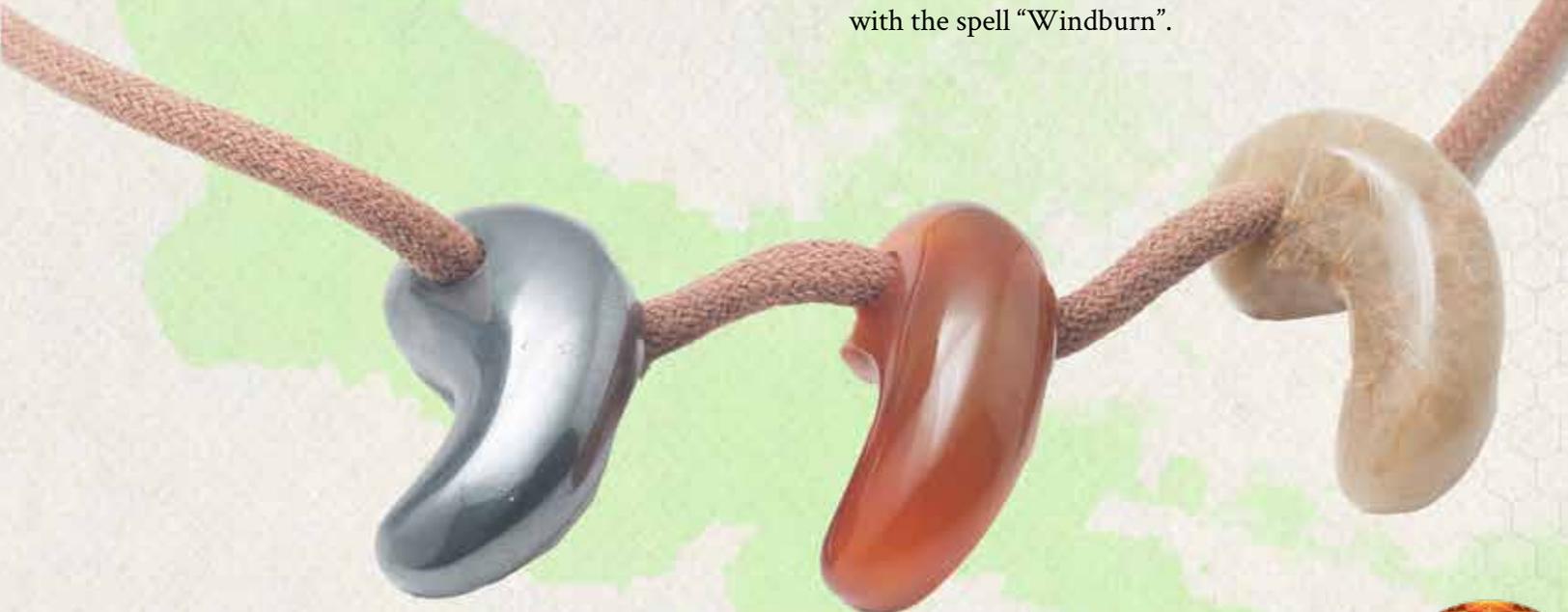
Soul of the Artificer: Permanent - You gain two extra item slots.

Waste Not, Want Not:  Between Events - When you craft two identical items, you produce an additional one.

STARTING ITEMS

At your first event as an Artificer, you will receive two items of your choosing from the list below. You will need to provide the props for these items and anything else you create. At event check-in, we will give you the formulas necessary to make these items.

- **Minor Talisman of Alarm:** A talisman imbued with an “Alarm” spell.
- **Minor Talisman of Awaken:** A talisman imbued with “Awaken”.
- **Minor Talisman of Health:** A talisman that Bestows 1 Temporary Hit Point.
- **Minor Talisman of Repel Undead:** A talisman imbued with “Repel Undead”.
- **Minor Talisman of Windburn:** A talisman imbued with the spell “Windburn”.





Bard

"LIFE HAS NO REHEARSALS - ONLY PERFORMANCES." - AIKO OF MABUCHI

In the hands of a Bard, music is melodic magic plucked from strings, uttered in song, and whispered across a reed.

A good Bard can be the backbone of an adventuring party, inspiring courage and protection from the sidelines that can turn the tide of a battle. Adventure is where Bards find their muse to inspire their poetry and song - whether real or embellished. The more they perform, the more famous they seem to become.

WHAT'S YOUR HOOK?

What made you want to jump on the bandwagon? Was it a love of song since you were a child? A mysterious stranger you saw doing something magical with music? Your parents forcing you to play an instrument that you later learned to love? What do you love about being a bard, and what roads lie ahead?

BARDIC SPELLCASTING

Unlike conventional magic, Bards perform bard songs instead of cast spells. A bard song is made up of two parts: The performance and movements.

Once a performance is selected, the Bard informs the patron (the person the spell will target) what their magic will do. Once the concert begins, so does the enchantment. You may cast Movements during the primary performance for additional benefits. The following rules apply to Bardic spell casting:

- **Performance:** Bards may have only one Performance active at a time. You are naturally affected by your own music spells, so this does not count against your number of Patrons.
- **Movements:** These are one-shot effects that you can use at any time, including during a performance. Movements will not interrupt your Performance.

Bard Skills

TIER 4

Cost: 40 CP Each

Battlefield Ballad
 Bolstering Ballad
 Cantata of Courage
 Increased Patronage
 Mending Madrigal
 Revelry
 Waylay
 Well Connected

TIER 5

Cost: 50 CP Each

Arcane Air
 Footman's Finale
 Knife Juggler
 Nimble Dancer
 Prepare Performance
 Shielding Shanty
 Solo Act
 Spare the Dying

TIER 6

Cost: 60 CP Each

Aspiring Composer
 Countersong
 Crescendo
 Master Diplomat
 Protection Chorus
 Rondo of Respite
 Second Wind Sonata
 Spell Juggler

- **Back to Back Concerts:** There is no limit to the number of times a Bard can share a performance, but movements have the limitations of Short Rests or Long Rests. You must call out to your patrons when changing your performance or adding a movement.
- **Stop the Music:** Should a bard stop their performance (someone strikes you, or you stop performing), your patrons lose the enchantment. Skills that allow you to defend with: Resist, Shell, or No Effect do not interrupt you.
- **Pump up the Volume:** If your patron cannot hear your performance, the enchantment ends. If multiple Bards are performing, that patron must be able to identify their Bard's song or the magic is lost.
- **Sold Out Shows:** A Bard can inspire two patrons to start and purchase additional uses of the Patron skill as they progress.
- **Loyal Fans:** A patron can only be under the effect of any single Bard enchantment at a time.

SKILL DESCRIPTIONS

The following are skill descriptions exclusive to the Bard class:

TIER 4

Battlefield Ballad: [Voice] - Permanent - RP: Continued Performance. State "While I perform, my Patrons Resist Shatter and Disarm."

Bolstering Ballad (Movement): [Voice] - Short Rest - RP: One minute Performing. State "To my Patrons, Bestow one temporary armor point."

Cantata of Courage: [Voice] - Permanent - RP: Continue Performance. State "While I perform, my Patrons Resist Fear and Paralysis."

Increased Patronage: Permanent - +2 Patrons. Bards start the game with 2 Patrons.

Mending Madrigal (Movement): [Voice] - Short Rest - RP: One minute of performing. "To my patrons, I heal you 2 Hit Points."

Revelry: Short Rest - "Resist" Waylay or Silence while Performing.

Waylay: Weapon - Short Rest - Armament: Dagger, Target: From behind. "Waylay."

Well Connected: 🚩 Check-in - At check-in, you may collect a list of current event rumors. The number of rumors you receive may vary.

TIER 5

Arcane Air (Movement): 🚩 Voice - Short Rest - RP: One minute of performing. State “To my Patrons – Through Arcane, Bestow enchant weapon. State ‘Air’ on your next attack.”

Footman’s Finale (Movement): 🚩 Voice - Short Rest - RP: One minute of performing. State, “To my patrons, I Bestow you ‘Damage 3’ on your next attack.”

Knife Juggler: 🚩 Permanent - You may attempt to catch or swat aside thrown weapons with your hands. If you manage to catch the weapon, you may immediately throw it back. **Prerequisite:** Thrown Weapon

Nimble Dancer: 🚩 Permanent - While you are performing, you are immune to pin, snare, and slow spells. State “Resist” if you are hit with one of these effects.

Prepared Performance: Long Rest - Self Only: You may expend a use of this skill to restore a single use of a Short Rest Movement.

Shielding Shanty: 🚩 Voice – Permanent – Rp: Continued Performance. “While I perform, my Patrons Resist Taunt and Corrupt.”

Solo Act: Voice - Long Rest – RP: Continued Performance. Self Only: “While I perform. Sanctuary”

Spare the Dying: 🚩 Voice - Permanent - RP: Continued Performance. State “While I perform, my Patrons pause their death count. You may choose to go to Dedrot’s Realm at any time.”

TIER 6

Aspiring Composer: Long Rest - You may grant your patrons the benefit of two bardic performances instead of one. When performing a Bardic Performance in this way, you cannot add a movement to your Performance.

Countersong: 🚩 Voice – Long Rest – RP: Continued Performance. “While I perform, my Patrons Resist [Keyword of your choice].”

Crescendo: Packet Chain - Long Rest - Chain, “Through Air, Damage 2”

Master Diplomat: Voice - Long Rest - “By my Voice, Through Mind, Pacify.”

Protection Chorus: Voice - Long Rest - RP: Continued Performance. “While I perform, my patrons gain Sanctuary until you move or use skills. State “Shell” to all weapon or spell attacks.”

Rondo of Respite (Movement): Touch - Long Rest - RP: One minute of performing. State “I restore one expended Long Rest skill.”

Second Wind Sonata (Movement): Voice - Long Rest - RP: One minute of performing. State “To my Patrons, restore your Short Rest skills.”

Spell Juggler: Short Rest - If you catch a spell packet, state, “Resist,” recite the spell’s incantation, and immediately throw the spell packet. You must recite the original incantation correctly, or this spell fails. **Prerequisite:** Knife Juggler



Cleric

"WHEN THE HEART BEATS ITS LAST AND THE ICY GRIP TAKES HOLD, THAT IS WHEN YOU WILL KNOW THE DOMAIN OF DEDROT."

- CALIN EDERBON, REAPER



Divine magic is said to be the power of the gods that flows through the world. Clerics are the vessels able to tap into that power and perform incredible feats and miracles. The most devout can harness this potent energy as a reward for their unquestioning faith. With it, they can help or harm as their deity so wishes.

WHAT'S YOUR HOOK?

What made you decide to follow your chosen deity? What values do you share with them that you represent to the world? What brought you into the service of your god, or does it seem more like they chose you? Were you forced to serve your god and now do so willingly? Does your god have a plan for you? Are you trying to fulfill a quest on behalf of your church?

DEDICATED TO THEIR DEITY

Clerics learn their magic through loyalty to their chosen deity. See page 77 for a list of deities.

SKILL DESCRIPTIONS

The following are skill descriptions exclusive to the Cleric class:

TIER 4

Channel Divinity:  Special - Consult the 'Dedicated to a Deity' section below for the benefits received based on your deity. **Prerequisite:** You must choose a deity to follow.

Cure Disease: Packet - Short Rest - "Through Life, I cure you of all diseases."

Cure Poison: Packet - Short Rest - "Through Life, I cure you of all poisons."



Cleric Skills

TIER 4

Cost: 40 CP Each

Channel Divinity
Cure Disease
Cure Poison
Divine Blast
Divine Blessing
Oracle
Repair Wounds
Tongues

TIER 5

Cost: 50 CP Each

Armor of Faith
Disciple of Life
Divine Inspiration
Poison Shield
Restore Limbs
Self-Sacrifice
Smite Undead
Voice of the Divine

TIER 6

Cost: 60 CP Each

Divine Authority
Divine Intervention
Divine Shroud
Final Judgement
Font of Miracles
Remove Curse
Restore Life
Split Healing

Divine Blast: Burst - Long Rest - You may Burst cast any Mind, Life, or Spirit spell you know that is not a “Touch” spell.

Divine Blessing: Touch – Short Rest – Target: Corpse Only, “Through Spirit, I grant you the divine blessing of <Your Deity>. Inform Dedrot’s Barrister of your blessing.”

Oracle: Between Events - You may ask your deity a single question, you will receive an answer at the following Check-In. The more closely the question aligns with your deity’s purview, the more information you will be provided with. **Prerequisite:** Dedicated to a deity.

Repair Wounds: Packet - Short Rest - “Through Life, I heal you 5 Hit Points.”

Tongues: Voice - Short Rest - “By my voice, through mind, we speak the same language for five minutes.”

TIER 5

Armor of Faith: Self Only - Short Rest - Prop Required: Holy Symbol. “Through Spirit, Bestow three Temporary Armor.”

Disciple of Life:  Permanent - You may cast a Tier 1-3 Healing spell, that you know, that contains a number as an offensive Packet. State “Through Spirit, Damage X” Where X is the number.

Divine Inspiration:  Special - Consult the Divine Inspiration table below for the benefits received based on your deity. **Prerequisite:** Channel Divinity.

Poison Shield: Packet – Short Rest – “Through Life, Bestow Resist Poison.”

Restore Limbs: Short Rest - Packet - “Through Life, Cure all Maimed Limbs.”

Self-Sacrifice:  Packet - Permanent - “Through Life, I take any diseases or poison onto myself.” You must know what ails the target before you can cast this spell on them. If you take on poison, you need to know where their poison count currently stands and take over from there. You cannot already have the same affliction you are taking. Afflictions received by this spell cannot be resisted or mitigated in any way.

Smite Undead: Packet - Short Rest - “Through Spirit, Damage 10 to Undead.”

Voice of the Divine: Voice – Long Rest – You may Voice cast any Heal effect spell you know that is not a “Touch” spell instead of how it is normally delivered. Example: Cure Minor Wounds - “By Voice, Through Life, I Heal you one Hit Point.”

TIER 6

Divine Authority: 🚩 Special - Consult the Divine Authority table below for the benefits received based on your deity. **Prerequisite:** Divine Inspiration.

Divine Intervention: Long Rest - Prop: Holy Symbol: At the end of your bleed out count, you awaken with one Hit Point rather than bleeding out and dying. Maimed limbs still require healing to restore them. The Execute skill negates this ability.

Divine Shroud: Self Only - Long Rest - “Through Life, Sanctuary.”

Final Judgement: Touch – Long Rest – Target: Corpse. “Through Spirit, I grant you the Final Judgment of <Your Deity>. Inform Dedrot’s Barrister of your Judgment.”

Font of Miracles: Packet Chain - Long Rest - You may Packet Chain any Mind, Life, or Spirit spell you know that is not a “Touch” spell.

Remove Curse: Packet – Long Rest – “Through Life, Dispel Curse.”

Restore Life: Touch - Long Rest - Target: Corpse Only. “Through Life, Cure death and heal all Hit Points.” This ability will bring a character who is dead (but not yet a spirit) back to life.

Split Healing: 🚩 Touch – Permanent – You may heal two separate people with a healing spell that restores a set amount of Hit Points. This ability does not include any spell that says “all Hit Points.”

DEDICATED TO A DEITY

When a cleric dedicates themselves to a deity, they will receive a unique ability from that god upon purchasing the Channel Divinity (Tier 4), Divine Inspiration (Tier 5), or Divine Authority (Tier 6) skills. Here is a list of the Cleric benefits:

ADARA

- **Divine Reckoning:** 🚩 [Tier 4] Packet - Short Rest - Day Only - State, “Through Adara, Crit Damage 5!”
- **Aforetime Blessing:** 🚩 [Tier 5] Long Rest - RP: 2 minutes of giving a rousing speech or going over the plans before an adventure. State, “Through Adara, I grant Divine Blessing, should you die in the next hour, inform Dedrot’s Barrister of your blessing.” You may then Touch up to five targets.
- **Imprison:** 🚩 [Tier 6] Packet – Long Rest – “Through Fire, Paralyze 1 minute.”

AMITEL

- **Aether Bend:** 🚩 [Tier 4] Packet – Short Rest – You may cast any single damage spell through an alternative alignment of your choice. <Arcane, Water, Earth, Wind, Fire, Wood, Spirit, or Mind>
- **Magic Missile:** 🚩 [Tier 5] Permanent - Packet - “Through Arcane, Damage 1.”
- **Silence:** 🚩 [Tier 6] Packet - Short Rest - “Through Mind, Silence.”

DEDROT

- **Speak With Dead:** 🚩 [Tier 4] Permanent - Touch - Corpse Only - State, “Through Spirit, I speak with the dead.”
- **Stop the Horde:** 🚩 [Tier 5] Packet Chain - Long Rest - State, “Through Spirit, Paralyze to Undead.”
- **Through the Veil:** 🚩 [Tier 6] Permanent - Self Only - When your death count ends, you may remain on the battlefield as a spirit if you so choose. While there, you may cast any remaining Life spells you possess. State “No Effect” to any effect that targets you during this time. You may remain on the field up to a minute or until the battle ends, whichever comes first. At the end of that time, you proceed directly to Dedrot’s realm.

ENOON

- **Grasping Roots:** 🚩 [Tier 4] Long Rest - Deep Woods Only - You may expend this skill to gain, “Recoil, Snare” against melee weapon strikes for the next 5 minutes.
- **Raise Earth:** 🚩 [Tier 5] Burst - Short Rest - State, “Through Earth, Damage 2.”

- **One With Nature:** [Tier 6] Permanent - Deep Woods Only - When you complete a Short Rest, restore yourself to full Hit Points.

IXBUS

- **Attention to Detail:** [Tier 4] Long Rest - You may submit to the craft bin, with the required materials and Labor, any recipe, as if you have the required profession.
- **Fruits of the Labor:** [Tier 5] Check-in – You may expend 2 Labor to receive a random component. You can perform this as many times as you have the labor for, up to 3 times. This does not count towards your overall Gathering limit.
- **Crafters Muse:** [Tier 6] Long Rest - Touch - “Through Ixbus, Bestow 4 Temporary Labor until your next Long Rest”. You may touch up to 5 individuals.

NAENYA

- **Shooting Star:** [Tier 4] Packet - Short Rest - Night Only - “Through Naenya, Crit Damage 5.”
- **Dark Strike:** [Tier 5] Touch – Short Rest – Night Only – “Through Spirit, Bestow Dark Strike, state “Crit” on your next called Strike.”
- **Clemency:** [Tier 6] Touch - Long Rest - Corpse Only - State, “Through Naenya, Cure Final Judgement, you now have a divine blessing, tell Dedrot’s Barrister of your blessing.”

ORORO

- **Fueled by the Storm:** [Tier 4] Self Only – Long Rest – Choose an element. (Earth, Fire, Water, Wind, Wood) For 5 minutes, spell damage from that element will instead heal an equal amount of Hit Points. State, “Resist,” to the chosen element and heal the called damage that was resisted.
- **Elemental Ward:** [Tier 5] Short Rest - You may Resist a spell cast through the elements (earth, fire, water, wind, or wood).
- **Unrelenting Storm:** [Tier 6] Chain Packet - Long Rest - Choose an Element (Earth, Fire, Wind, Water, Wood) State, “Through <Element>, Damage 2.”

RYKNOS

- **Last Stand:** [Tier 4] Self Only - Long Rest - When you drop to zero Hit Points, you may choose to activate this skill. This ability heals you to full Hit Points. After 30 seconds, you will instantly drop back to zero Hit Points.
- **War Cry:** [Tier 5] Voice - Long Rest - State, “By my Voice, Through Ryknos, Dispel Pacify.” You may use this skill while under the Pacify effect. This skill

removes Pacify from yourself as well.

- **Slay:** [Tier 6] Long Rest - Weapon. “Death.”

SCANDELEN

- **Sacred Toast:** [Tier 4] Touch - Short Rest - Prop Required: A Bottle decorated for Scandelen, Roleplay Required: One Minute pouring drink out of the bottle and raising the glasses while making a brief speech. “Through Scandelen, Heal 5 Hit Points.” This ability may affect up to 5 individuals.
- **Sleep it Off:** [Tier 5] Touch - Short Rest - State, “By Scandelen, Sleep 5 Minutes. Pause your Poison count. If you reach the end of Sleep’s duration uninterrupted, Heal 5 Hit Points, Cure Poison, and Cure Disease, and Bestow 5 Temporary Hit Points.”
- **Keep the Party Going:** [Tier 6] Touch - Long Rest - After 2 minutes of Inspirational RP restore all Short Rest skills of up to 5 people.





EGAN'S BARROW
THE LOST FOREST



Druid

"A RIVER CUTS THROUGH ROCK, NOT BECAUSE OF ITS POWER, BUT BECAUSE OF ITS PERSISTENCE." - ELDER WICKHAM OF OLDVIEW

They are the guardians of the wilds who acquire mystical powers from nature and their totem. The druids seek forest tranquility to commune with nature and become closer to their totem. Many druids remain neutral with the battles fought by others, allowing nature to take its course. The well-being of the forest is vital to druids who understand the need for a balance between nature and men.

Undead and otherworldly denizens beware. Druids see monstrous abominations as a threat to the balance of the forest and act accordingly.

WHAT'S YOUR HOOK?

What has given you such an affinity to nature that you chose to become a druid? Were you raised amongst druids or did you decide to become on when you grew older? What happened that made you choose this path in life? What made you decide to uproot your life and move elsewhere? Was it a quest? A call of nature?

DRUIDIC TOTEMS

Druids form a supernatural bond with a single spiritual entity. This entity will lend the druid some of its power in the form of a boon. In exchange, druids often make personal sacrifices in order to co-exist with their totem spirit.

SKILL DESCRIPTIONS

The following are skill descriptions exclusive to the Druid class:

TIER 4

Bind: Packet – Short Rest - "Through Air, I Bind your Arms."

Druid Skills

TIER 4

Cost: 40 CP Each

Bind
Cure Disease
Cure Poison
Elemental Echo
Nature's Remedy
Snare
Tongues
Totemic Gift

TIER 5

Cost: 50 CP Each

Drink of the Lifeblood
Elemental Shield
Mending Vines
Nature's Ally
Nature's Blight
Nature's Voice
Poison Shield
Woodland Stride

TIER 6

Cost: 60 CP Each

Pestilence
Petrify
Spell Penetration
State of Stone
Sting
Totemic Blessing
Totemic Protection
Wild Echo

Cure Disease: Touch - Short Rest - "Through Life, I cure you of all diseases."

Cure Poison: Touch - Short Rest - "Through Life, I cure you of all poisons."

Elemental Echo: Burst - Long Rest - You may Burst cast a single spell you know that possesses the Cure or Bestow Keyword.

Nature's Remedy: 🚩 Touch - Permanent - Deep Woods Only. RP: 1 minute looking for suitable herbs. "Heal 5 Hit Points."

Snare: Packet - Short Rest - "Through Air, I Snare you in place."

Tongues: Voice - Short Rest - "By Voice, Through Mind, we speak the same language for five minutes."

Totemic Gift: 🚩 Special - Consult the Totem Chart for your specific benefit. **Prerequisite:** Dedicated to a totem.

TIER 5

Drink of the Lifeblood: 🚩 Permanent - When you

successfully Execute a non-Humanoid, Heal 1 to self.

Elemental Shield: Short Rest - "Resist" an effect that is elementally aligned (Water, Fire, Earth, Air, or Wood).

Mending Vines: Packet - Short Rest - "Through Earth, I Repair your <weapon/shield>, for the Battle."

Nature's Ally: Voice - Short Rest - "By Voice, Through mind, pacify to beasts, 1 minute."

Nature's Blight: Burst - Long Rest - "Through Life, Disease."

Nature's Voice: Voice - Long Rest - You may cast a single spell you know by voice that possesses the Cure or Bestow Keyword.

Ex: Minor Earth Shield, Tier 1 Defensive - "By voice, through Wood, Bestow Resist earth."

Poison Shield: Packet - Short Rest - "Through Life, Bestow Resist Poison."

Woodland Stride: 🚩 Permanent - Deep Woods Only. "Resist" to Pin, Snare, and Slow.

TIER 6

Pestilence: Packet - Short Rest - “Through Life, Weakness.”

Petrify: Long Rest – Deep Woods only - “Recoil, Paralyze” if hit with a melee weapon.

Spell Penetration: Short Rest - You may immediately recast the same spell at a target that just resisted it.

State of Stone: Self Only - Long Rest - “Through Earth, Sanctuary.”

Sting: Sting: Packet – Long Rest – “Through Life, Poison.”

Totemic Blessing: 🏳️ Special - Consult the Totem Chart for your specific benefit. **Prerequisite:** Totemic Gift.

Totemic Protection: 🏳️ Short Rest - Prop Required: Totem. As long as your Druidic Totem is visibly worn, at the end of a Short Rest, you gain 4 Temporary Armor.

Wild Echo: Packet Chain – Long Rest – You may Packet Chain a single spell that you know that possesses the Cure or Bestow keyword.

DRUIDIC TOTEMS

When a Druid dedicates themselves to a single animal, they will receive a unique ability from that animal’s spirit upon purchasing the Totemic Gift (Tier 4) and Totemic Blessing (Tier 6). Though not required, we encourage Druids to make a personal sacrifice in honor of their totems. Here is a list of the totems that can be chosen:

BEAR

- **Ancient Vitality:** 🏳️ [Tier 4] Gain +2 Hit Points.
- **Unstoppable:** 🏳️ [Tier 6] Short Rest – You may state “Resist” to Paralyze, Slow, Root, Pacify, or Bind Legs.

LIZARD

- **Regeneration:** 🏳️ [Tier 4] Self Only - Short Rest - Heal all Hit Points.
- **Reconstruction:** 🏳️ [Tier 6] Short Rest - When you complete a short rest, you heal to your maximum hit points and are cured of all maimed limbs and disease.

RAT

- **Plaguerat:** 🏳️ [Tier 4] Weapon Delivered - Short Rest - “Disease.”
- **Contagion:** 🏳️ [Tier 6] Short Rest- When touched through a Touch Spell or when searched, you may state “To you, Disease”.

RAVEN

- **Collector of Stories:** 🏳️ [Tier 4] At check-in, you may collect a list of current event rumors. The number you receive may vary.
- **Collector of Secrets:** 🏳️ [Tier 6] Between Events – Prop Required: Something connected to the person, place, or object – You may ask a single question concerning a person, place, or object. The more focused your question regarding that person, place, or item, the more information you will receive at the following check-in.

SNAKE

- **Spitting Cobra:** 🏳️ [Tier 4] Short Rest – You may state the Hurl effect of a potion and throw it as a packet.
- **Deadly Venom:** 🏳️ [Tier 6] Long Rest - Reduce a Poison time from an item or skill you use to 10 seconds.

SPIDER

- **Web-shooter:** 🏳️ [Tier 4] Packet - Short Rest: “Bind Arms and Legs”
- **Widows Bite:** 🏳️ [Tier 6] Long Rest - Armament - Dagger or Ranged Weapon. “Crit Death.”

WOLF

- **Strength of the Pack:** 🏳️ [Tier 4] Weapon - Short Rest - “Damage 6.”
- **Pack Tactics:** 🏳️ [Tier 6] Permanent – When you cast a use of a Bestow spell you know on another Wolf druid, you may also gain the Bestow effect.

Fighter

"THE STRENGTH OF STEEL IS NOTHING COMPARED TO THE WILL OF THE ONE THAT WIELDS IT." - DAVIR DEIRSAD



Each of the scars of battle tells a story etched by the weapons that created them. Nobody understands this more than Fighters. These elite warriors are well versed in the art of weaponry and martial arts. Anyone can swing a sword or hide behind a shield. Only a real Fighter has solved the riddle of steel and uses it to master battle.

The danger of conflict is a standard part of a fighter's life. Many of these warriors live to test and hone their skills on the battlefield. It is not uncommon to see Fighters traveling from town to town as caravan guards, acting as members of the town watch, or slaying monsters across the countryside.

WHAT'S YOUR HOOK?

Injury and peril are essential parts of a Fighter's life. What made you decide to take such a painful path in life? Was it a necessity? Were you forced to learn to fight at a young age? Did combat just come naturally for you? Are you seeking a master to train you? What drives you to battle and the mastery of weapons?

SKILL DESCRIPTIONS

The following are skill descriptions exclusive to the Fighter class:

TIER 4

Chilling Blow: Weapon - Short Rest - "Fear."

Deadly Aim:  Packet - Permanent - You may deliver weapon-delivered Skills with packets instead.

Diehard: Long Rest - While in Bleedout only - "Resist" "Death" for the next five minutes.

Favored Foe:  Permanent - Armament: Weapon or Shield. You can choose one type of enemy as a foe



Fighter Skills

TIER 4

Cost: 40 CP Each

Chilling Blow
 Deadly Aim
 Diehard
 Favored Foe
 Fearless
 Parry
 Shatter
 Slash 5

TIER 5

Cost: 50 CP Each

Brawler
 Crushing Blow
 Defense
 Juggernaut
 Riposte
 Startle
 Whirlwind Attack
 Weapon Specialization

TIER 6

Cost: 60 CP Each

Action Surge
 Cleave
 Defiance
 Dual Strike
 Marked for Death
 Slay
 Studied Foe
 Weapon Mastery

you specialize in battling. Once selected, you cannot change this type. You may state “Resist” to all called melee attacks from this type of foe.

Types of Favored Foes:

- **Beasts:** Non Humanoid creatures that are a natural part of Hyraeth. Some have magical powers, but most are unintelligent and lack any society or language. Beasts include all varieties of ordinary animals.
- **Constructs:** These are creatures that are made and not born. A golem is a prime example of a construct.
- **Elementals:** Creatures that are somehow transferred to Hyraeth from the elemental planes. Some include fire elementals and earth elementals.
- **Monstrous Humanoids** - These creatures resemble the Humanoid form in only the bipedal sense. Most Monstrous humanoids are intelligent and capable of speech. Monstrous humanoids include creatures like Minotaurs and Bullywogs.
- **Plants:** The embodiment of nature brought to life. Most of them are mildly sentient and some are even carnivorous. Some examples include shambling mounds, sporemen, and treants.
- **Undead:** Creatures that were once living and returned from death in this horrifying state of being. Whether

through dark magic or curses these abominations must be stopped. Some examples include zombies, ghouls, ghosts, and vampires.

Fearless: Short Rest - “Resist” Fear.

Parry: Short Rest – Armament: Melee Weapon or Shield. “Resist,” a called weapon effect.

Shatter: Weapon - Short Rest - Target: Weapon or Shield. “Shatter.”

Slash 5: Weapon - Short Rest - “Damage 5” **Prerequisite:** Slash 4.

TIER 5

Brawler: Packet - Long Rest -Packet Chain, “Prone.” **Prerequisite:** Deadly Aim.

Crushing Blow: Weapon - Short Rest - “Weakness.”

Defense:  Permanent – Armament: Armor. You must designate a set of armor at Check-in. Each section of your designated armor has +1 to its maximum Armor Points. Designated armor is unable to be used by others.

Juggernaut: Self Only - Long Rest - “Cure Paralyze.” This ability can be used when paralyzed.

Riposte: Long Rest - You may state “Recoil damage 4” to a melee attack that you use Parry against.

Startle: Voice - Short Rest - “By my Voice, Disengage.”

Whirlwind Attack: Melee Weapon Chain – Long Rest – You may Melee Weapon Chain any tier 1-3 offensive melee skill.

Weapon Specialization: Self Only – Short Rest – Armament: Chosen Weapon Style (One-handed, Two-handed, One-handed & Shield, Dual Weapons, Bow/ Blowgun, Thrown, or Deadly Aim). You may expend this skill to restore a tier 1-3 Weapon or Shadow Skill.

TIER 6

Action Surge: Long Rest - This skill allows you to use any skill for a second time after successful use. You must perform the second use within 10 seconds, or you lose the Action Surge.

Cleave:  Weapon - Permanent - When you successfully use the skill Slay, you may immediately gain one additional use of Slay to use on an opponent within 5 feet. If not used within 10 seconds, the extra Slay is lost. **Prerequisite:** Slay

Defiance: Long Rest - Upon reaching the Dead state, you may immediately state, “I defy Death” and regain all Hit Points. After 1 minute or upon reaching 0 Hit Points, go directly to Dedrot’s Realm. During this duration, you are under the effect of “Shell All”. **Prerequisite:** Diehard.

Dual Strike: Weapon - Short Rest - Armament: Two Melee Weapons - You can use one offensive melee weapon skill against two different opponents if you strike them at the same time using both weapons. **Prerequisite:** Dual Weapons

Marked for Death: Long Rest - State “I mark you as my enemy” to your opponent. During this battle, you may Parry (as per the skill) all called weapon attacks made by your target. You may not use this skill with Riposte.

Slay: Weapon - Long Rest - “Death.”

Studied Foe: Short Rest - If your Favored Foe uses a spell, excluding Final Death, you may state “Resist.” **Prerequisite:** Favored Foe.

Weapon Mastery:  Permanent - Armament: Chosen Weapons. While wielding your weapon Specialization style, you may call “Resist” to Disarm and Shatter. **Prerequisite:** Weapon Specialization.

PARLOUS PASS
MURK LAKE



Paladin

"THROUGH OUR TRIALS OUR LIVES ARE FORGED." EXCERPT FROM CADEN'S BOOK OF LAW

The noble Paladin is a watchful hero and a sword for truth. They are heroes sworn to protect the meek and downtrodden. Paladins focus on different aspects of their cause based on the will of the gods. Although most paladins are devoted to good gods, their power comes from a commitment to justice rather than from the gods themselves.

WHAT'S YOUR HOOK?

What made you decide to become a paladin? Was it your own choice or a family tradition? Were you trained, or are your skills a divine reward? Are you adventuring to avenge someone or right a wrong?

THE PALADIN COUNCIL

When you become a paladin, you agree to follow a code of honor called The Measure. The Paladin Council enforces the conduct of all paladins using this set of rules. You'll learn more about the Measure during gameplay.

DEDICATED TO THEIR DEITY

Paladins learn their magic through loyalty to their chosen deity. You can find available deities on page 77.

PALADIN AURAS

The mere presence of a Paladin inspires those around them. These heroic knights can temporarily share a divine aura with those deemed worthy. Here are the rules of Paladin auras:

One Aura Limit: Think of auras like spells. You may cast each of these divine enchantments only once per Short Rest. Once cast as self-only, you cannot share it with others until you Short Rest. Like a paladin, a Benefactor may only be under the effect of a single Paladin aura.

Paladin Skills

TIER 4

Cost: 40 CP Each

Aura of Cleansing
Aura of Courage
Benefactors
Divine Aura
Empathic Healing
Repair Wounds
Slash 5
Smite

TIER 5

Cost: 50 CP Each

Armor of Faith
Aura of Strength
Aura of Will
Defense
Divine Blessing
Divine Fortification
Parry
Self-Sacrifice

TIER 6

Cost: 60 CP Each

Aura of Freedom
Divine Archon
Divine Purity
Dual Auras
Lay on Hands
Resolute Shield
Slay
Stand Against the Dead

Sharing Auras: You may share any available auras you have with your Benefactors. To do so:

- ✓ Gather your Benefactors and let them know the benefit of the aura you are sharing with them.
- ✓ Let them know you must always be within 10 feet and in view or the enchantment is lost.

If the Benefactor does not meet these requirements or they Short Rest, the magic ends. These abilities are why Paladins find themselves bearing bright light in darkness and leading the charge into battle.

SKILL DESCRIPTIONS

TIER 4

Aura of Cleansing: 🏳️ Aura - "Resist" Disease.
Prerequisite: Divine Aura.

Aura of Courage: 🏳️ Aura - "Resist" Fear. **Prerequisite:** Divine Aura.

Benefactors: Permanent - +2 Benefactor. Paladins begin the game with two Benefactors.

Divine Aura: 🏳️ Special - You gain the Tier 4 ability based on your deity from Dedicated to a Deity section.
Prerequisite: Dedicated to a Deity.

Empathic Healing: 🏳️ Packet - Permanent - "Through water, I heal you <number of Hit Points>." This spell allows you to transfer your Hit Points to a single target. If you give away all of your Hit Points, you immediately go to Dedrot's Realm.

Repair Wounds: Packet - Short Rest - "Through Life, I heal you 5 Hit Points."

Slash 5: Weapon - Short Rest - "Damage 5" **Prerequisite:** Slash 4

Smite: Weapon - Short Rest - "Death to Undead."

TIER 5

Armor of Faith: Self Only - Short Rest - Prop Required: Holy Symbol. "Through Spirit, Bestow 3 Temporary Armor."

Aura of Strength: 🏳️ Aura - Increase all called weapon damage by +1. **Prerequisite:** Divine Aura.



Aura of Will: [🚩] Aura - “Resist” Mind. **Prerequisite:** Divine Aura.

Defense: [🚩] Permanent – Armament: Armor. You must designate a set of armor at Check-in. Each section of your designated armor has +1 to its maximum Armor Points. Designated armor is unable to be used by others.

Divine Blessing: Touch - Short Rest - Target: Corpse Only, “Through Spirit, I grant you the divine blessing of <Your Deity>. Inform Dedrot’s Barrister of your blessing.”

Divine Fortification: Self Only - Short Rest - “Bestow X temporary Armor” X is equal to your current number of Benefactors.

Parry: Short Rest – Armament: Melee Weapon or Shield. “Resist,” a called weapon effect.

Self-Sacrifice: [🚩] Touch - Permanent - “Through Life, I take any diseases, death (except Final Death), or poison onto myself.”

You must know what ails the target before you can cast this spell on them. If you take on poison, you need to know where the target’s poison count currently stands and take over from there. You cannot already have the affliction you are taking. You cannot resist ailments received by this spell or mitigate them in any way.

TIER 6

Aura of Freedom: [🚩] Aura - “Resist” to Paralyze. **Prerequisite:** Divine Aura.

Divine Archon: [🚩] Special - You gain the Tier 6 ability based on your deity from Dedicated to a Deity section. **Prerequisite:** Divine Aura.

Divine Purity: Long Rest - “To my Benefactors, Cure All.”

Dual Auras: Long Rest - For the battle, your Benefactors may be affected by two of your Auras instead of one. **Prerequisite:** Divine Aura.

Lay on Hands: Touch - Long Rest - “Through Life, heal all Hit Points.”

Resolute Shield: Long Rest - Armament: Shield. For the battle, Choose a spell damage type (Fire, Air, Water, Earth, Spirit, Mind, Arcane, Wood) or Death. You may state “Resist” to spells of that type that strike your shield.

Slay: Weapon - Long Rest - “Death.”

Stand Against the Dead: Self Only - Long Rest - When you are dropped to 0 Hit Points by an Undead attacker, you may choose to activate this skill once you have fallen to the ground. You are healed to full Hit Points. After 30 seconds, you will drop back to 0 Hit Points.

DEDICATED TO A DEITY

When a paladin dedicates themselves to a deity, they will receive a unique ability from that god upon purchasing the Divine Aura or Divine Archon skills. Here is a list of the Paladin benefits:

ADARA

- **Aura of the Grace of the Sun:** [Tier 4] Aura - Outside Only - Day Only - You and your Benefactors may pause your bleed-out count if you are knocked unconscious from damage. You may end your bleed-out count at any time and start your death count.
- **Aura of the Tribunal:** [Tier 6] Aura - If the majority of your Benefactors agree verbally to the guilt of the accused, you may grant the accused a Final Judgment. You must use a minimum of four Benefactors to gain the effect. Touch the target corpse and state, "Through Spirit, I grant you the Final Judgment of Adara. Inform Dedrot's Barrister of your Judgment."

AMITEL

- **Aura of Potency:** [Tier 4] Aura - Benefactors may increase the damage of all damage spells they cast by 1.
- **Aura of Endurance:** [Tier 6] Aura - Benefactors may double the duration of spells they cast.

DEDROT

- **Aura of Bones:** [Tier 4] Aura - Benefactors may state, "Disengage to Undead" on all weapon strikes.
- **Soul Veil:** [Tier 6] Aura - Benefactors may state, "Resist" to all Non-Damage effects from Undead.

ENOON

- **Aura of the Forest Walker:** [Tier 4] Aura - Deep Woods Only - You and your Benefactors may pause your bleed-out count if you are knocked unconscious from damage. You may end your bleed-out count at any time and start your death count. If this would pause your time until the game is off, you must go directly to Dedrot's realm at the start of the next game day.
- **Aura of the Sacred Grove:** [Tier 6] Aura - You and your Benefactors "Resist" non-damaging effects from beasts.

IXBUS

- **Aura of the Golden Hand:** [Tier 4] Aura - Benefactors gain unlimited use of the skill Rapid Search.
- **Aura of Dross:** [Tier 6] Aura - Benefactors may state "you find nothing" when searched. Being Unconscious does not end this effect.

NAENYA

- **Aura of the Moon's Mercy:** [Tier 4] Aura - Outside Only - Night Only - You and your Benefactors may pause your bleed-out count if you are knocked unconscious from damage. You may end your bleed-out count at any time and start your death count. If this would pause your time until the game is off, you must go directly to Dedrot's realm at the start of the next game day.
- **Aura of Abeyance:** [Tier 6] Aura - Benefactors may state, "Resist" to Curse effects. This aura does not remove curses gained before being under the influence of the aura.

ORORO

- **Aura of the Tempest:** [Tier 4] Aura - Benefactors may state "Resist" to all ranged weapons.
- **One With the Storm:** [Tier 6] Aura - When selecting Benefactors: Choose Fire, Earth, Water, Wind, or Wood. Treat the damage you receive from that type as a Heal for the same amount.

RYKNOS

- **Aura of Blood:** [Tier 4] Aura - Benefactors may Heal 1 Hit Point when they successfully render an enemy unconscious through a weapon strike.
- **Aura of the Champion:** [Tier 6] Aura - When a Benefactor successfully renders an enemy unconscious through a weapon strike, they may Restore the use of any single tier 1-3 weapon skill.

SCANDELLEN

- **Aura of Purity:** [Tier 4] Aura - Benefactors may state, "Resist" to poison.
- **Bastion of the Arts:** [Tier 6] Aura - Bardic Benefactors gain two additional patrons. You receive the benefits of being the Benefactor of one of your bardic patrons without counting as a patron.





Ranger

"IF IT HAS WALKED THESE LANDS OR NOT, I CAN TRACK IT AND FIND IT." - CELERAS HEARTBLOSSOM, SHADOW WOOD RANGERS

Some believe their homes are safe, thanks to the efforts of the town guard. Those who call the forest home understand that Rangers are often the first line of defense. These silent soldiers protect the outskirts of civilization from the monsters and villains that plague the wood. Rangers are masters of stealth and camouflage, ambushing prey as silently as possible. There are things that go bump in the night and Rangers are the ones who bump back.

Some rangers are secretive loners, isolating themselves from the confines of civilization as much as possible. Others find companionship with Druids, Elves, and small communities in a neighboring town. It is in the forest these soundless guardians that hone their abilities, focusing on safeguarding the unwary traveler.

WHAT'S YOUR HOOK?

The life of a ranger can be gritty, dangerous, and unforgiving. Was it you who chose this path, or did the way choose you? Who do you call friends in the forest, and why? Are you self-taught, or is there a trainer who instructed you? Was it a need to explore that has you on the move? Are you searching for a place to call home?

PLACES OF POWER

A Place of Power is a mythical location where magic is concentrated within 20 feet of the object. Sometimes called a Fane, this red-stickered object (labeled POP) usually appears as a monolith of a bygone era. Rangers have trained to draw upon the mystical energies from these locations to empower themselves in the fight against monsters.

Ranger Skills

TIER 4

Cost: 40 CP Each

Favored Foe
 Natural Defenses
 Schelde
 Strength of the Hunter
 Tactics
 Vine Wrappings
 Walk it off
 Waylay

TIER 5

Cost: 50 CP Each

Capture
 Defense
 Herbal Antidote
 Hunter's Blind
 Hunter's Call
 Hunter's Mark
 Predator's Presence
 Snare

TIER 6

Cost: 60 CP Each

Ancient Energy
 Dual Strike
 Enhanced Metabolism
 Foe Hammer
 Hidden Weakness
 Hunter's Trance
 Retaliate
 Studied Foe

SKILL DESCRIPTIONS

TIER 4

Favored Foe: Permanent – Armament: Weapon or Shield. You can choose one type of enemy as a foe you specialize in battling. Once selected, you cannot change your Favored Foe type. You may state “Resist” to all called melee attacks from this type of foe.

Types of Favored Foes:

- **Beasts:** Non Humanoid creatures that are a natural part of Hyraeth. Some have magical powers, but most are unintelligent and lack any society or language. Beasts include all varieties of ordinary animals.
- **Constructs:** These are creatures that are made and not born. A golem is a prime example of a construct.
- **Elementals:** Creatures that are somehow transferred to Hyraeth from the elemental planes. Some include fire elementals and earth elementals.
- **Monstrous Humanoids:** These creatures resemble the Humanoid form in only the bipedal sense. Most Monstrous Humanoids are intelligent and capable of speech. Monstrous Humanoids include creatures like

Minotaurs, Bullywogs.

- **Plants:** The embodiment of nature brought to life. Most of them are mildly sentient and some are even carnivorous. Some examples include shambling mounds, sporemen, and treants.
- **Undead:** Creatures that were once living and returned from death in this horrifying state of being. Whether through dark magic or curses these abominations must be stopped. Some examples include zombies, ghouls, ghosts, and vampires.

Natural Defenses:  Permanent - Deep Woods Only - “Resist” Disease.

Schelde: Place of Power - “Resist” any weapon-delivered skill that deals called damage.

Strength of the Hunter:  Weapon - Place of Power - “Damage 10.”

Tactics: Voice - Place of Power - “By my Voice, Disengage To <Favored Foe>.” **Prerequisite:** Favored Foe.

Vine Wrappings: Short Rest - Deep Woods Only - “Resist” Shatter or Disarm.

Walk It Off: 🏳️ Self Only - Permanent - RP: One minute nursing your wounds. "Cure all Maims."

Waylay: Weapon - Short Rest - Armament: Dagger, Target: From behind. "Waylay."

TIER 5

Capture: Burst - Place of Power - "Snare to <Favored Foe>, 1 minute." **Prerequisite:** Favored Foe.

Defense: 🏳️ Permanent - Armament: Armor. You must designate a set of armor at Check-in. Each section of your designated armor has +1 to its maximum Armor Points. Designated armor is unable to be used by others.

Herbal Antidote: Touch - Short Rest - Deep Woods Only - RP: One minute searching for suitable herbs. "I cure you of disease and heal you five Hit Points."

Hunter's Blind: Place of Power - You may "Sanctuary" against your Favored Foe.

Hunter's Call: Voice - Short Rest - State, "By my Voice, To <Favored Foe>, Taunt" **Prerequisite:** Favored Foe.

Hunters Mark: Voice - Long Rest - State, "By my Voice, To <Target>, I mark you as my prey," while pointing your weapon at a target within 10 feet. Treat this marked target as a Favored Foe. **Prerequisite:** Favored Foe.

Predator's Presence: Voice - Long Rest - Deep Woods Only - "By my Voice, Through Mind, Fear."

Snare: Packet - Short Rest - "Through Air, Snare, One minute."

TIER 6

Ancient Energy: Long Rest - "Restore" a single Place of Power skill while within 20 feet of a Place of Power.

Dual Strike: Weapon - Short Rest - Armament: Two Melee Weapons - You can use one offensive melee weapon skill against two different opponents if you strike them at the same time using both weapons. **Prerequisite:** Dual Weapons

Enhanced Metabolism: 🏳️ Permanent - When you consume a potion with more than one effect, you may choose to ignore all the negative effects and gain all beneficial effects.

Foe Hammer: Weapon - Short Rest - "Death to <Favored Foe>." **Prerequisite:** Favored Foe.

Hidden Weakness: Long Rest - For the battle, you retain all uses of <Favored Foe> skills that are "Resisted." **Prerequisite:** Favored Foe.

Hunter's Trance: Weapon Chain - Long Rest - You may Chain a Tier 1-3 Weapon or Shadow Skill and deliver it To <Favored Foe> **Prerequisite:** Favored Foe.

Retaliate: 🏳️ Weapon - Permanent - Every time your Favored Foe strikes you with a melee weapon skill, you can immediately counter with the same skill. You must have Favored Foe. Retaliating does not expend the use of the skill if you possess it. **Prerequisite:** Favored Foe.

Studied Foe: Short Rest - If your Favored Foe uses a spell, excluding Final Death, you may state "Resist." **Prerequisite:** Favored Foe.



Rogue

"A THIEF IS NOT THE ONE WHO STEALS, BUT RATHER ONE WHO GETS CAUGHT." - VELIS SPIDERSHAPER

The masters of the shadows walk silently among us as passersby in the streets of nearly every major town and city in Hyraeth. Many are the epitome of their trade working for a local thieves' guild or crime family as thugs, burglars, and even assassins. But not all rogues spend their lives in the shadows. Some choose to use their highly-trained skills to help others as locksmiths, spies, and in other jobs where stealth and discretion are essential skills.

Some rogues prefer to work alone, while others are known to take on an apprentice or partner-in-crime to make taking a mark a bit easier. A wise rogue prefers soft precision over brute force, taking out targets with well-placed attacks that can turn the tide of battle.

WHAT'S YOUR HOOK?

What's your angle? Are you generally a law-abiding citizen who uses their rogue skills for the good of those around you? Are you on the run from a former master or guild? Does greed fuel your desire to adventure, or is it an adventure that made you realize that being a rogue might be the best option? What motivates you to do what you do?

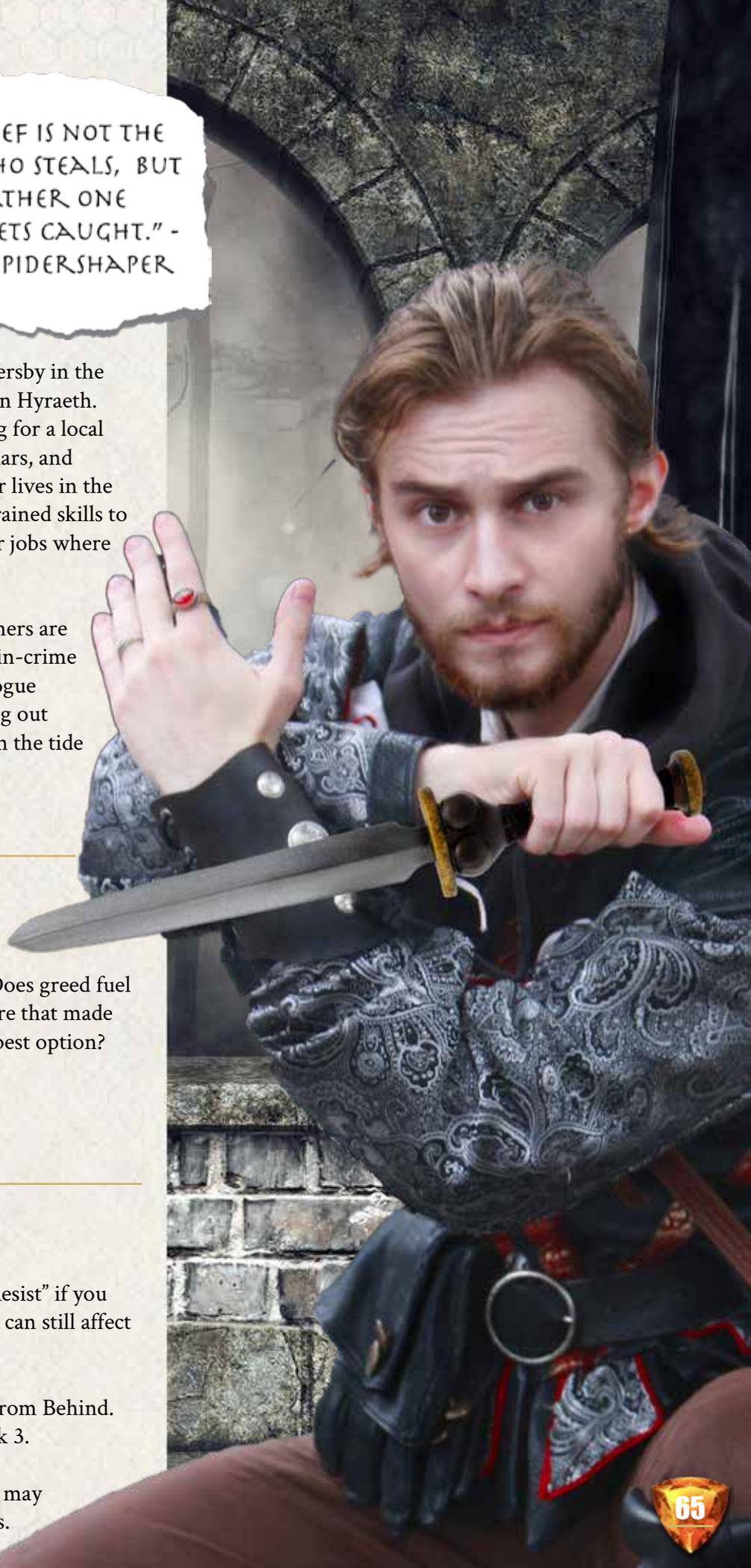
SKILL DESCRIPTIONS

TIER 4

Avoid Trap: Short Rest - You may state, "Resist" if you trigger a trap. Triggered area-of-effect traps can still affect anyone who doesn't use Avoid Trap.

Backstab: Weapon - Short Rest - Target: From Behind. "Crit, Damage 6." **Prerequisite:** Sneak Attack 3.

Deadly Aim:  Packet - Permanent - You may deliver weapon-delivered Skills with packets.



Rogue Skills

TIER 4

Cost: 40 CP Each

Avoid Trap
Backstab
Deadly Aim
Greater Hidden Stash
Lightning Reflexes
Pick Pocket
Resist Poison
Waylay

TIER 5

Cost: 50 CP Each

Dagger Mastery
Escape Artist
Knife Juggler
Master Strike
Spell Grounding
Startle
Walk it Off
Venom Mastery

TIER 6

Cost: 60 CP Each

Assassinate
Blackjack
Cheat Death
Disguise
Evasion
Fan of Knives
Penetrating Strike
Slippery Mind

Greater Hidden Stash:  Permanent - You may have a large clearly-marked pouch no larger than 8" x 10" on your person that is immune to searching. If searched or Rapid Searched, you may inform the searcher they find nothing.
Prerequisite: Hidden Stash.

Lightning Reflexes: Short Rest - "Resist" Waylay.

Pick Pocket:  Permanent - You may attempt to remove a numbered clothes pin from an NPC. If you are successful, drop the pin off at the crafting box to gain the spoils of your actions.

Resist Poison: Long Rest - "Resist" Poison.

Waylay: Weapon - Short Rest - Armament: Dagger, Target: From behind. "Waylay."

TIER 5

Dagger Mastery:  Permanent - Armament: 2 Daggers. "Resist" Shatter and Disarm. **Prerequisite:** Dual Wield.

Escape Artist: Self Only - Short Rest - RP: One minute freeing yourself. You may cure <Bind/Snare/Pin/Paralyze> that was not delivered as a spell.

Knife Juggler:  Permanent - You may attempt to catch or swat aside thrown weapons with your hands. If you manage to catch the weapon, you may immediately throw it back. **Prerequisite:** Thrown Weapon.

Master Strike: Weapon - Short Rest - "Paralyze, 1 Minute."

Spell Grounding: Short Rest - Armament: Thrown Dagger. "Resist" to a Spell Packet delivered effect. You immediately take a "Disarm" to one of your Thrown Weapons that cannot be mitigated or reduced in any way.
Prerequisite: Knife Juggler.

Startle: Voice - Short Rest - "By my Voice, Disengage."

Walk It Off:  Self Only - Permanent - RP: One minute nursing your wounds. "Cure all Maims."

Venom Mastery: Short Rest - When applying an Oil to your weapon, you may expend this skill to apply two uses to that weapon instead.

TIER 6

Assassinate: Long Rest - Armament - Dagger or Ranged Weapon. “Crit Death.” **Prerequisite:** Sneak Attack 3.

Blackjack: Weapon - Short Rest - Armament: Dagger, Target: From behind. “Sleep.” **Prerequisite:** Waylay.

Cheat Death: Long Rest - At the end of your bleed out count, you awaken with one Hit Point rather than bleeding out and dying. Maimed limbs still require healing to restore them. The Execute skill negates this ability.

Disguise:  Permanent - You can disguise yourself as another player race, a monster, or other creature by putting on the appropriate mask and makeup as required. The Disguise lasts until you remove the mask, prosthetics, or makeup. You supply any costumes, prosthetics, and makeup required for this ability.

While an individual may recognize a voice, clothing, posture, or other clues that might lead them to suspect a person is in Disguise, the illusion can't be verified by any ordinary means and only the person wearing the Disguise may remove it.

Evasion: Long Rest - “Resist” any called damage effect.

Fan of Knives:  Permanent - Armament: Two Throwing Daggers. When you use a skill with one thrown weapon, you may immediately use the same skill with the other thrown weapon. If not used within 10 seconds, the other skill use is lost. **Prerequisite:** Knife Juggler.

Penetrating Strike: Weapon - Long Rest - “Dispel All.”

Slippery Mind: Short Rest - “Resist” Mind, Corrupt, or Enslave.



Runesmith

"RUNESMITHS ARE A DYING BREED ON THE VERGE OF EXTINCTION AND THEY MAY JUST BE OUR LAST HOPE."
- SIR STEPHEN, ARCHON OF F.I.S.T.

As a lost art, you could once count the number of practicing Runesmiths in Hyreath on one hand. Working with family or close friends, the modern Runesmith carries on the craft through practices handed down by timeless tradition. Runesmiths work their magic by binding runes with various objects to create enchanted items.

WHAT'S YOUR HOOK?

When you create your Runesmith, think about what made you choose this path. Is this a family tradition that has gone on for many generations? Was it your desire to help others? Your need to create something that was both relevant and important to society on the road?

APPLYING RUNES

Runes are provided to you in the form of a small piece of paper with a description of the rune's name and ability. This piece of paper cannot be stolen and represents a rune with the proper components that is ready to be applied to the appropriate item by you and only you. When ready, the rune can be applied to the appropriate object with the required length of roleplaying. Unless otherwise specified, you may not apply more than one rune to an object at a time. See Page 91 regarding the crafting of runes.

SKILL DESCRIPTIONS

TIER 4

Artisan's Devotion: You may spend the appropriate amount of Labor to submit 1 additional experiment at

Runesmith Skills

TIER 4

Cost: 40 CP Each

Artisan's Devotion
Breakdown
Crushing Force
Field Repairs
Lesser Runic Reserves
Novice Runecraft
Repetitive Runecraft
Runic Redirection

TIER 5

Cost: 50 CP Each

Better Than New
Defense
Empowered Rune
Journeyman Runecraft
Parry
Patch Job
Runic Guard
Shatter

TIER 6

Cost: 60 CP Each

Greater Runic Reserves
Indominable Weapon
Master Runecraft
Rapid Refit
Runic Branding
Runic Mastery
Shatter Magic
Soul Forge

Check Out per Event.

Breakdown: Between Events - You may turn in one yellow-stickered item, and a crafting form to gain some of the materials used in its construction at the following check-in.

Crushing Force: Short Rest – Armament: Melee Weapon. “Crit Maim <Left/Right> <Arm/Leg.>”

Field Repairs:  You do not require a Forge to use skills from the Mender Profession.

Lesser Runic Reserves: Short Rest - You may immediately use any Novice Runecraft Recipe you have in your possession, without materials.

Novice Runecraft:  Crafting - You may craft Novice Runecraft Recipes.

Repetitive Runecraft: Short Rest - When applying a Rune, you may apply an additional use to an identical item.

Runic Redirection:  Short Rest - Choose any element: Fire, Water, Earth, Air, Wood, Arcane, Mind, or Spirit. This choice cannot be changed once selected. You may state “Resist” to that element. If you do, state <chosen

element> on your next attack. The enhancement lasts until used.

TIER 5

Better Than New:  Permanent - When you Repair a full set of Armor (Arms, Legs, Torso) to full, you also “Bestow Two Temporary Armor,” to the full armor set.

Defense:  Permanent – Armament: Armor. You must designate a set of armor at Check-in. Each section of your designated armor has +1 to its maximum Armor Points. Designated armor is unable to be used by others.

Empowered Rune: Long Rest - Double the numerical value of an expended rune or rune effect.

Journeyman Runecraft:  Crafting - You may craft Journeyman Runecraft Recipes. **Prerequisite:** Novice Runecraft

Parry: Short Rest – Armament: Melee Weapon or Shield. “Resist,” a called weapon effect.

Patch Job: Touch - Short Rest - “Bestow Four Temporary Armor Points.”

Runic Guard: Armament Required: Shield - Long Rest - For the battle, state “Resist” to any Packet delivered effect that strikes your shield.

Shatter: Weapon - Short Rest - Target: Weapon or Shield. “Shatter.”

TIER 6

Greater Runic Reserves: Long Rest - You may immediately use any Journeyman or Master Runecraft Recipe you have in your possession, without materials.

Indomitable Weapon: 🚩 Permanent – Armament: Melee Weapon - “Resist” Disarm and Shatter effects targeting your weapon.

Master Runecraft: 🚩 Crafting - You may craft Master Runecraft Recipes. **Prerequisite:** Journeyman Runecraft.

Rapid Refit: Long Rest - Touch - “Restore All Armor.”

Runic Branding: 🚩 Permanent - Prop Required - A Runic brand. Bestow effects granted to you from a rune no longer expire on a rest.

Runic Mastery: 🚩 Permanent - Bestow effects placed upon you from a Runecraft Recipe may be used twice before the Bestow effect is considered used.

Shatter Magic: Long Rest – Armament: Melee Weapon – “Dispel All.”

Soul of the Forge: Long Rest – Building Required: Forge - You may expend this skill to gain “Shell All” for 10 minutes while within 10 feet of a forge.

STARTING RUNES

At your first event as a Runesmith, you will receive two runes of your choosing from the list below. At event check-in, we will give you the recipe that must be applied to the appropriate item when you are ready.

- **Minor Rune of Dancing:** Until your next Short Rest, a weapon containing this rune may be used to swing 1 use of the “Slash 2” skill.
- **Minor Strong Grip Rune:** Until your next Short Rest, a weapon containing this rune may be used to “Resist Disarm” once.
- **Minor Rune of Arcane Defense:** Until your next Short Rest, a shield containing this rune may be used to “Resist Arcane” once, when hit.
- **Minor Rune of Armor Mending:** Until your next Short Rest, armor containing this rune may be used to repair 2 Armor Points.
- **Minor Rune of Thorns:** Until your next Short Rest, a thrown weapon containing this rune may be thrown as a “Crit, Damage 1” once.



Wizard

"IF YOU WANT TO REACH
SOMETHING GREATER, YOU MUST
BECOME SOMETHING GREATER." -
VENITIA DAWNSONG

The life of a wizard is anything but typical as you explore "the weave" of magic that permeates all things. You are one of the elite few who can tap into the unseen energies of the world and convert them into something useful.

Some wizards spend their lives in study gathering as much knowledge as they can, and impart that knowledge of mystic utterings, precise hand gestures, and Arcane wisdom to apprentices. Learning more about magic is typically the first thing on their mind, especially if that knowledge is something unknown or forgotten by the masses.

WHAT'S YOUR HOOK?

The idea of being a wizard can be enchanting, but what made you decide magic was the path you wanted? Was there a supernatural event in your life that showed you an aptitude for power? Are you naturally talented, or does it take a lot of effort to learn a spell? Does the taste of magic leave you hungry to learn more? Do you have a taste for forbidden knowledge forcing you on the run?

SKILL DESCRIPTIONS

TIER 4

Alignment Focus:  Permanent - You may cast any spell Through <arcane, air, earth, fire, water, wood, spirit, or mind> instead of its normal alignment. When you purchase this skill, you must select the alignment you will use going forward. Once selected, this choice may not be changed.

Arcane Barrage: Burst - Long Rest - You may cast any spell that you know, that does damage, as a Burst effect.

Command (Silence): Packet - Short Rest - "Through Mind, Silence, one minute."



Wizard Skills

TIER 4

Cost: 40 CP Each

Alignment Focus
Arcane Barrage
Command (Silence)
Glass Cannon
Identify
Magic Missile
Personal Spell Shield
Shatter

TIER 5

Cost: 50 CP Each

Alignment Specialization
Empowered Spellbook
Mage Armor
Meteor Swarm
Minor Globe of Invol.
Power Word Sleep
Scrying
Stone Skin

TIER 6

Cost: 60 CP Each

Alignment Mastery
Chained Offense
Counterspell
Dispel Magic
Elemental Outburst
Power Word (Kill)
Shatter Storm
Spell Penetration

Glass Cannon: Burst - Long Rest - You may convert your Hit Points into a single Arcane attack. Each Hit Point increases the damage by 3. If you expend all your Hit Points in this manner, the total damage doubles, but you immediately drop to the ground with the Death effect and become a spirit on your way to Dedrot's Realm. "Through Arcane, Damage <Hit Point x 3>."

Identify: Between Events - You may turn in one yellow-stickered item to learn the properties of the object. Curses are not revealed with this skill.

Magic Missile: 🚩 Permanent - Packet - "Through Arcane, Damage 1."

Personal Spell Shield: Short Rest - "Resist" a Through effect.

Shatter: Packet - Short Rest - "Through Fire, I shatter the <weapon/shield> in your <Right/Left> hand."

TIER 5

Alignment Specialization: Short Rest - When struck with a melee weapon, you may state "Recoil, <Chosen Alignment> Damage 2" **Prerequisite:** Alignment Focus

Empowered Spellbook: 🚩 With no weapons on your person and using both hands, you may use your spellbook to block incoming damage-causing "Through" packet effects from enemies, state "Resist," and immediately restore one of your tier 1-3 expended spells. Your spellbook must be boffer-style, made entirely of foam. It may be no larger than 9" wide and 12" tall.

Mage Armor: Self Only - Short Rest - "Through Earth, Bestow four Temporary Armor Points."

Meteor Swarm: Burst - Short Rest - "Through Arcane, Damage Three."

Minor Globe of Invulnerability: Self Only - Long Rest - "Through wood, shell against magic, five minutes." State, "Shell" to all Through effects. The shell breaks if you take weapon damage, engage in combat, or cast a spell.

Power Word Sleep: Packet - Short Rest - "Through Mind, Sleep."

Scrying: Between Events, Prop Required: something connected to the person, place, or object - You may ask a single question concerning a person, place, or object. The more focused your question regarding that person, place,



or object, the more information you will receive at the following check-in.

Stone Skin: Self Only – Long Rest - “Through Earth, Stone Skin.” State “Shell” to all uncalled damage for the next 5 minutes.

TIER 6

Alignment Mastery:  Permanent - Damage Spells of your chosen alignment that you cast deal +1 damage.
Prerequisite: Alignment Specialization.

Chained Offense: Packet Chain - Long Rest - You may cast any single spell that you know that does damage as a Packet Chain.

Counterspell: Packet - Long Rest - “Through Arcane, Bestow Resist a Through-based effect.”

Dispel Magic: Packet - Long Rest - “Through Arcane, Dispel all.”

Elemental Outburst: Packet - Long Rest - “Through <Earth, Fire, Water, Air, Wood>, Damage 10.”

Power Word (Kill): Packet - Long Rest - “Through Spirit, Death.”

Shatter Storm: Packet Chain - Long Rest - “Through Fire, I shatter the <shield/weapon> in your <left/right> hand.”

Spell Penetration: Short Rest - Immediately recast a packet spell your target resisted.

Create Your Background

The main continent of Hyraeth is known as Wayland.

The road of character creation isn't a destination – it's a journey filled with adventure, conversation, and camaraderie. Your background is an overview of your Character's life up until now. It helps you to define how you'd like to play your role in the future while creating plot hooks Myth Narrators can use to further that story.

When you start playing Myth, your Character's background is a mystery to everyone unless you choose to reveal the details. Think of this as starting your life over with a clean slate. Of course, if you're running from your past, it may eventually catch up to you. Will your new friends still accept you for who you are?

Think about your character background and how it will fit in with the overlying story of the game world. You can learn more about the current Myth campaign on our website and get tips and insight into building your Character there based on the class you plan to play.

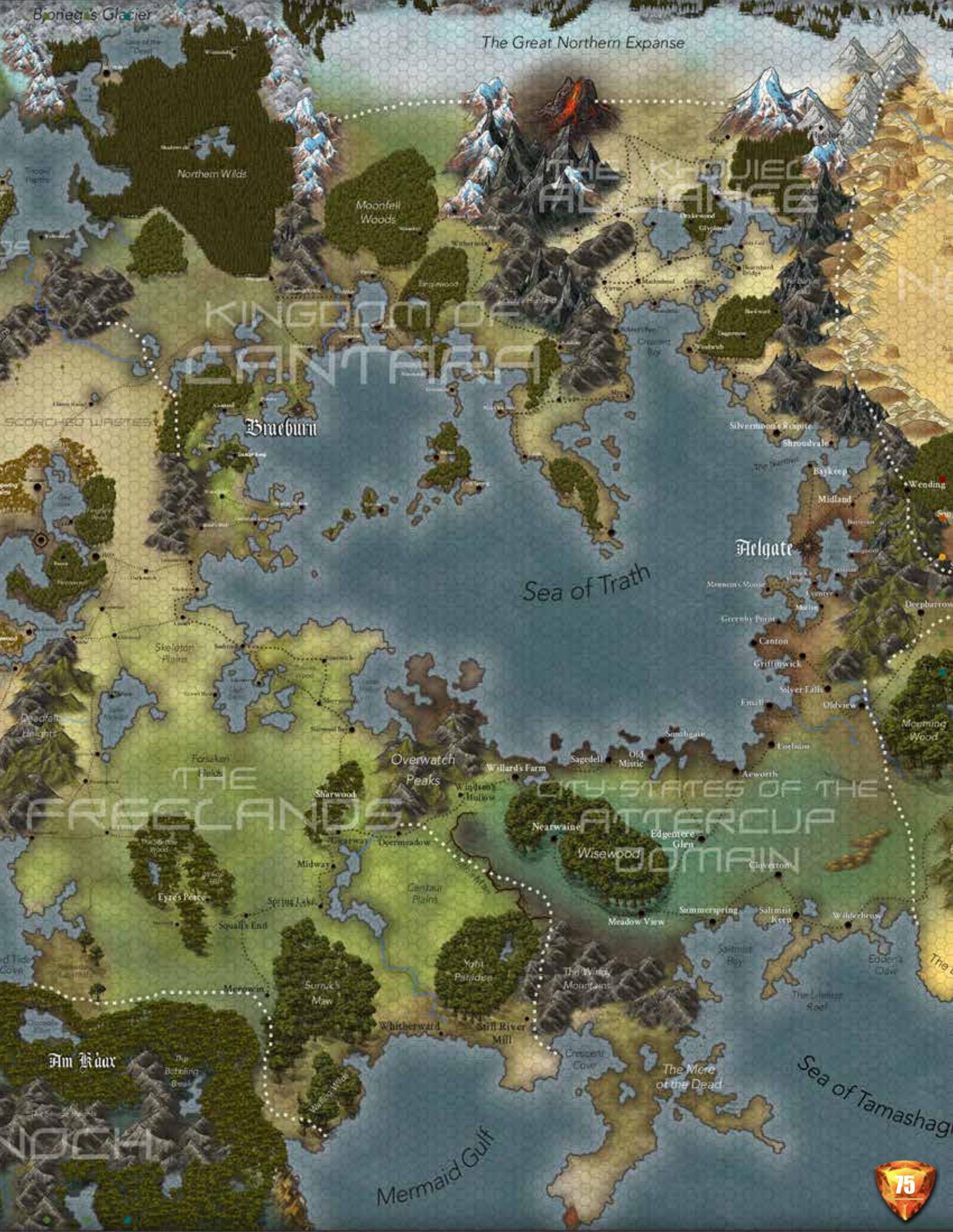
CHOOSE YOUR NAME

When you were born, your parents gave you a name. It may be the name you use now or perhaps you've chosen a new one. Whatever the case, it is likely that other players will only take your Character as seriously as the name you select. Choose wisely.

CHOOSE YOUR AGE

The great thing about roleplaying games is that you do not have to be someone your age. Be older or, if you can pull it





Boney's Glacier

The Great Northern Expanse

THE QUIET ALLIANCE

KINGDOM OF CANTARA

Braeburn

Sea of Trath

THE FREELAND

CITY-STATES OF THE ATTERCUP DOMAIN

Felgate

Mermaid Gulf

Sea of Tamashag



Am H'ax

NOCH

Northern Wilds

Moonfell Woods

Shroudvale

Skeleton Plains

Overwatch Peaks

Silvermoon's Retreat

Deadfall Heights

Forsaken Peaks

Sharwood

Nearwain

Wisewood

Menem's Moor

Red Tide Cove

Eyre's Peace

Squall's End

Surrick's Maw

Yahn Paradise

The Windy Mountains

The Mere of the Dead

Saltmist Keep

Mourning Wood

The Lament Reef

Edder's Claw

The Lament Reef

off, be younger. With the right makeup, you can transform your Character's appearance. Please note that when playing races with long lifespans, you can only be in the age range of Humans.

Decide Where You Grew Up

Were you born in a small town near the mountains? Did you grow up in the streets of an unforgiving city? Were your parents with you? Do you have siblings? Where you were born and grew up could be deciding factors that have shaped your Character.

- ✓ Visit the Myth website for the complete detailed map and location information to help with character creation.

Define Who You Are

It will help your roleplaying to outline the things that make up your Character's personality. Pick a few standout personality traits and focus on those. Is there a catchphrase your Character uses often? How about any weaknesses or flaws? Fears or dislikes? Do you have any vices, bonds, or connections to note? You don't have to define these things for your first event. Play first and make changes later.

Avoid Perfection

Overcoming flaws or limitations is what truly makes a hero. Can the Paladin, who once fell from grace, continue to overcome his weakness? Will the Cleric who failed to save the life of her friend ever stop freezing up in battle? Do you put too much trust in others? Not enough? Can't help gambling or taking risks? Part of proper character development is struggling to overcome flaws.

Going Forward

Someone is bound to ask what has brought you to town, so be sure to have a reason ready. It doesn't have to be the real reason, just a reason. What made you decide to leave where you were? Do you have a goal or mission?

Don't Forget the Hooks!

As you're writing your story, don't be afraid to make a bulleted list of key points in your background. Perhaps there is a mysterious cloaked figure you often catch a glimpse of but never meet? Maybe you are being hunted by a master of disguise that is so skilled that he could be you, and you wouldn't even know it.

RESTRICTED CHARACTER CONCEPTS

We encourage you to be creative with your history, but there are a few things to consider as you create:

- **Live in the World:** Come from a city or town that already exists in the game. This consistency helps our Narrators with plotlines.
- **Money & Power:** Don't include things like nobility, wealth, land, magic items, or anything else that would give your Character an unfair advantage over other characters.
- **Inappropriate References:** Writing rape into your Character history, discussing the action at events, or describing it, has no place in Myth.
- **Mental Illness:** In our experience, we have found the roleplaying of mental illness to be nothing more than extreme caricatures derived from movie and book tropes. Some have misused these exaggerations, pointing to their character history as an excuse for poor in-game behavior toward others. We will not accept this and will reject any histories where the character struggles with being sociopathic, has homicidal tendencies, or conditions where you want to harm others.

If you are struggling with a genuine phobia such as arachnophobia, you may write in your history that you are terrified of spiders. Instead of being OCD, you find yourself always tidying up or making sure everything has its place. PTSD might be something like; I've had difficulty coping with my family's loss and sometimes lose myself in thought or break down crying. No modern technical terms.

During the game, players may have encounters with NPCs that act crazed or insane. They do not represent real-life people with mental illnesses. These characters are oversimplifications of individuals broken by some external force or fantastic struggles.

Deities of Hyraeth

"WHEN THE HALLOWTIDE
VEIL IS THINNEST,
WHISPER YOUR HEART'S
DESIRE IN THE HOLLOW
OF THE JARRY TREE." -
HYRAETH FOLKLORE

Deities are spiritual beings that personify the most exalted and most base principles of morality, ethics, and every aspect of mortal existence. They can influence the ongoing story of the game.

In Myth, deities do not exist in a void. They watch over the realm of mortals, demanding their respect, loyalty, and obedience. Churches are formed to help enforce the will of the various gods.

To help write your character background, the following pages contain information on the game deities.

THE DEITIES OF HYRAETH

ADARA

Known as the Truthbringer, Adara is the goddess of Light, Truth, and Justice. She is also the twin sister of Naenya. Her symbol is a gold coin decorated with an image of the sun. Often depicted holding a set of scales for justice and balance, Adara is a beautiful woman with flowing white robes, bright flowing hair, and a peaceful smile.

AMITEL

Known as the Seer, Amitel is the god of Arcane magic, rituals, and knowledge. His symbol is a white disk with a blue and purple swirl of Arcane in the center. He seeks to discover the secrets of the Arcane: the tenuous magic that permeates our world, the flowing power from which he was born. Amitel bends the Arcane to his will - allowing him to blink between planes of existence and instantly





appear wherever he has opened a door.

Dedrot

Known as the Keeper, Dedrot is the god of death. Their symbol is a skull on a black field. There are many depictions of this feared deity, but most common is a hooded skeleton wearing a dark robe.

Enoon

Known as the Earthmother, Enoon is the goddess of nature and patron of druids and rangers. Her symbol is a green or red leaf worn during the proper season of the year. More than merely a symbol of life, Enoon represents the first and last breaths. Summer and Winter. She is the inevitable change that comes with all things.

Ixbus

Known as the Merchant, Ixbus is the deity of crafting, commerce, wealth, and prosperity. Their symbol is a metal disc decorated with a bag overflowing with coins. They are competitive, ambitious, and intelligent. Ixbus is known for spreading wealth and sharing good fortune with others.

Naenya

Known as the Night Queen, Naenya is the goddess of shadow, secrets, and mercy. She is also the twin sister of Adara. Her symbol is a silver coin decorated with an image of the moon. Depicted as a striking woman with fair skin, dark hair, and intense eyes, Naenya holds the sword to her sister's scales. Where Adara seeks to uphold the truth of the law in the light, Naenya is there to right wrongs and cast merciful judgment by moonlight.

Oro-ro

Known as Stormlord, Oro-ro is the deity of elemental storms. Their symbol is a wooden disk adorned with

symbols of the four elements. At the creation of the world, Oro-ro was born in chaos. There they slept beneath the ocean, dreaming as the world took shape over the millennia.

Ryknos

Known as the Warlord, Ryknos is the god of war and patron of warriors. His symbol is a sword and ax crossed against a lightning bolt. War is a means to an end for his followers - a way to achieve what one desires. Some believe Ryknos brings about war for Naenya to prevent peace from upsetting the natural balance of life.

Scandelen

Known as the Deity of Laughter or Laughing One, Scandelen is the deity of music, festivals, and beauty. Their symbol is a bottle of wine with grapes set to the side. Every time there is a festival, art created, or music performed, Scandelen benefits with power.

COMMUNICATE WITH YOUR DEITY

Utilizing the game website, you can attempt to reach out to your deity through prayer. The will of the gods is fickle. It is likely your message will not be heard, or your prayer answered, though some say that giving sacrifice and service may make the deity more inclined to do so. The preferred type of offering varies greatly from deity to deity.

Clerics who possess the Oracle skill can more directly communicate with their chosen deity, though their response may be more cryptic symbols and signs. When submitting a prayer, please mention if you are applying the Oracle skill if you possess it.



Adara



Amitel



Dedrot



Enoon



Ibus



Naenya



Ororo



Ryknos



Scandelen



Calendar of Hyraeth

Much of the Realm uses a calendar designed by the renowned scholar, Kendra Armadas, from the Kingdom of Cantara. For ease of use, the current year in Hyraeth (710) would match the current year in our world (2010).

YEARS & MONTHS

The Cantaran year, known as a “winter,” consists of 365 days which are further broken down into 12 months known in Hyraeth as “moons.” Each of the 12 months has between 28 and 31 days, which are divided up into 7-day periods known as “rides.”

Chillwind (January)

- **Sign:** The Star (Your optimistic nature is an inspirational force)
- **Special Day:** Midwinter

Snowfell (February)

- **Sign:** The Moon (Your inner world is cast and spiritual)
- **Special Day:** None

Winterwane (March)

- **Sign:** The Emperor (Loyal, Wise, Ambitious)
- **Special Day:** None

Mistmoot (April)

- **Sign:** The Hierophant (Lead from Inner Knowledge)
- **Special Day:** Springtide

Meadowrise (May)

- **Sign:** The Lovers (Dual Nature / Two viewpoints)
- **Special Day:** None

Greatsun (June)

- **Sign:** The Chariot (Your mental powers help focus energy)
- **Special Day:** None



Firemeet (July)

- **Sign:** Strength (You encourage ambition and bravery in others)
- **Special Day:** Midsummer

Firewithe (August)

- **Sign:** The Hermit (Inner wisdom reveals your greatest purpose)
- **Special Day:** None

Softsun (September)

- **Sign:** Justice (Your balanced nature can find a fair outcome to any situation)
- **Special Day:** None

Leafell (October)

- **Sign:** Death (You shed old identities to express new ones)
- **Special Day:** Hallowtide

Snowmoot (November)

- **Sign:** Temperance (Your gentleness and sound judgment benefits many)
- **Special Day:** None

Fellnight (December)

- **Sign:** The Mage (You are empowered with great passion)
- **Special Day:** None

WEEKS & DAYS

In Myth, a week is known as a ride. Rides are divided up into days as follows:

- **Moonday:** Monday
- **Twinsday:** Tuesday
- **Winesday:** Wednesday
- **Thunderday:** Thursday
- **Fireday:** Friday
- **Swordsdays:** Saturday
- **Shieldsday:** Sunday

HOLIDAYS

- **Midwinter:** Also known as the High Festival of the Moon, this is a gathering and feast where friends gather to plan the year ahead, forge new alliances, and share gifts of goodwill.
- **Springtide:** The official beginning of spring. It is often a time for relaxation before crops are planted and the days are filled with more work.
- **Midsummer:** Also known as the Long Night, is a time of feasting, games, music, and romance.
- **Aventine:** This holiday heralds the coming of autumn. It is a celebration that begins on the first day of Softsun and ends on the last day of Leafell. During this time, many travel to various towns to celebrate and feast at different festivals. The most popular of festivals is known as Hallowtide – an ancient Elven holiday adopted by many other races.
- **Hallowtide:** Hallowtide is a three-day-long celebration of music, masks, and feasting that takes place late in fall. It is a time to share with friends before the long winter comes. It is also a somber time of vigil to remember our friends who have gone on before us. Originally an Elven holiday, it has now been shared by most races for nearly three centuries. During this celebration, patrons decorate their homes (Veiling) to look abandoned as a means of tricking lost souls to pass them by. By day, they play a variety of games as a warm-up to an evening of masquerade, feasting, dancing, and friends. Some villages lead ghost tours, tell ghost stories and involve otherworldly activities. More recently, Hallowtide Festivals held in more wooded areas hold a monster hunt (The Culling) by night as a way of cleansing the forest of evening predators.





Character Equipment

AT CHECK-IN OF YOUR FIRST EVENT, YOUR CHARACTER STARTS THE GAME WITH FOUR SILVER COINS. BE SURE TO ASK FOR THEM.

By noon daily, Braeburn's Inner Market is bustling with people buying and selling goods. Merchants invite you to try things on, swing a sword, examine a wood carving, sample food, or any number of things. Almost anything you'd like to purchase is available for a price.

Perhaps your Character is from somewhere less populated like Ever's Mile – a small town with an even smaller North Market. You couldn't find everything you needed there, so you had to travel from place to place to get the gear you needed.

STARTING EQUIPMENT

When you create your Character in a tabletop game, you often get starting coins to purchase your adventuring gear. However, at Myth, you'll need to buy or create your Character's base clothing and equipment before the event to participate in the game.

CHARACTER WEALTH

Your Character's wealth is determined by more than the number of coins you possess. Magic items, rare goods, and art pieces can reflect how well-off you are, and these are all things that can be discovered or earned during gameplay.

There are many types of barter and coin throughout the realm, but the most commonly adopted currency comes from the kingdom of Cantara. Most major cities and towns accept the currency from this respected kingdom.



There is no paper currency in the realm. Coins have these denominations:

- **10 Copper (Bits) = 1 Silver (Stars)**
- **10 Silver (Stars) = 1 Gold (Crown)**

The wealthy often use a gold crown worth ten silver pieces. Common folk use silver pieces, each worth ten copper pieces. Copper pieces are often used by the poor.

Cantara also fashions trade tablets made from ingots of a particular metal in various denominations, and Cantara marks these ingots with an official seal of the kingdom. Crafting materials, general goods, and multiple objects carry a variety of values based on how rare they are.

ARMOR

The following are the armor types found in the world of Myth. Instead of a traditional Light/Medium/Heavy system, Myth uses a ranking system to represent the tiers of armor.

Rank 1, 2, and 3 armor offer 1, 2, and 3 Armor Points (AP), respectively, for each of the following locations, covered:

- **Both Arms**
- **Both Legs**
- **Torso**

RANK 1 ARMOR

Rank 1 Armor provides 1 Armor Point of durability per area covered and is fashioned from flexible materials offering some protection without sacrificing mobility. Here are the types of armor rated as “Rank 1 Armor”:

- **Hide:** Armor that consists of thick furs and pelts.
- **Leather:** Armor fashioned of heavyweight, hard or soft leather.
- **Padded:** Armor that consists of quilted layers of cloth and batting, often a gambeson.

RANK 2 ARMOR

Rank 2 Armor provides 2 Armor Points of durability per area covered, and it has more durability than Rank 1 Armor but is less comfortable maneuvering. Here are the types of armor rated as “Rank 2 Armor”:

- **Chain Mail:** Armor made from interlocking metal rings.

- **Ring Mail:** Armor fashioned from heavyweight leather with heavy metal rings set onto it. The rings must be within 1” from another ring and must encompass most of the armor.
- **Scale-on-Leather:** Armor fashioned from heavyweight leather covered in metal scales.
- **Studded Leather:** Armor fashioned from heavyweight, hard or soft leather and covered in close-set studs. Studs must be within 1” from each other and cover all of the armor pieces.

RANK 3 ARMOR

Rank 3 Armor provides 3 Armor Points of durability per area covered, and it can take more of a beating than Rank 1 or Rank 2 Armor but often makes it less agile. Here are the types of armor rated as “Rank 3 Armor”:

- **Plate:** Armor that consists of shaped, interlocking metal plates.
- **Scale-on-Chain:** Armor fashioned from chain mail and covered in metal scales.
- **Splint Mail:** Armor fashioned from vertical strips of metal that are riveted to an underlayer. The strips must encompass the entire piece.

SIMULATED ARMOR

Our goal is to present an immersive experience, but non-traditional materials can sometimes make some of the best-looking armor. When you first bring simulated armor to the game, we will evaluate its category (Rank 1, 2, or 3). You do not have to make the armor of metal or other authentic materials, but it has to mimic the material as closely as possible. Avoid bright neon or pastel colors or blatantly out-of-game-looking materials such as diamond-plated foam. Steel armor should look like steel, and hide and leather armor should look like hide and leather. We use a “what you see is what you get” system, which means if the armor looks like an armor type, it is that armor type.

REPAIRING ARMOR

Anyone can repair Armor Points with the Repair skill or the Mender Profession. Characters with crafting professions may discover items that grant them improved repair methods with the materials they use.

MIXING ARMOR

You can mix and match armor types but will only benefit from the more prominent Armor Rank for that area. For

example, you could be wearing leather bracers over your full-length chainmail sleeves; as long as the chainmail is noticeable, you'll have Rank 2 Armor for your arms. However, your limbs must match each other. So if you have a leather bracer on your right arm but plate mail on your left, you will only receive Rank 1 Armor for your arms.

UNSAFE ARMOR

You may not have real spikes, sharp edges, or anything that can cause accidental injury or weapon damage on your game armor. Myth reserves the right to deny any armor we deem unsafe.

WEAPON BASICS

The following rules apply to the use of weapons at Myth:

- **Handles:** Unless your weapon is made entirely of foam, you must always wield it with the available handle.
- **Grounded:** Unless it is your weapon on the ground, you are not allowed to use it.
- **Disarmed:** If your weapon is hit with the Disarm skill, you must drop it to the ground. You are allowed to pick it up again after five seconds have elapsed.
- **Shattered:** If your weapon is hit with the Shatter skill, you must drop it to the ground and cannot retrieve it till after the battle. If there is a lot of traffic in the action, you may move your weapon to safety to prevent breakage.
- **Maimed:** If one of your arms is hit with a Maim call, you cannot use it for anything. If you use a weapon, you may drop it or hold it vertically behind your back.

WEAPON LIMITS

Your Character's chosen skills determine how many weapons you can possess at any time.

- **Archery and Blowgun:** Purchasing this skill will allow you to carry a bow, crossbow, or blowgun in addition to your melee weapon.
- **Dagger:** This skill lets you have a dagger and your regular weapon.
- **Thrown Weapon:** This skill allows you to have any number of throwing weapons in your possession.
- **Untrained Weapon Usage:** This skill lets you have a single one-handed or two-handed weapon.
- **Spare Blade:** This skill allows you to carry, but not wield, an extra weapon.

Weapon Type	Total Length
Dagger	12" to 18"
One Handed	18" to 48"
Two Handed	48" to 66"
Staff or Polearm	48" to 76"
Throwing Weapon	Up to 8"
Thrown Javelin	24" to 36"

- **Dual Wield:** This skill allows you to wield a one-handed weapon in each hand.

BORROWING A WEAPON

In the heat of combat, your weapon will likely be Disarmed or Shattered. Should you find yourself defenseless, your allies can lend you one of their extra weapons. You may only grab weapons or arrows off the ground if they are yours.

TWO-HANDED WEAPONS

You must have both hands on a Two-Handed or Polearm weapon to make attacks. If one of your arms becomes unusable (Maim, for example), you may still use your Two-Handed weapon to block attacks, provided one end remains near the ground.

WEAPON SPECIFICATIONS

The previous table gives the required size ranges for boffer weapons at Myth. Be sure to check the dimensions before ordering anything online. Myth will reject weapons that offer an unfair advantage by exceeding length requirements.

Important: All weapons must be safety checked and measured during event check-in, even if they are new. You are welcome to bring backup weapons if your weapon fails inspection.

SWORD TETHERS

A weapon tether designed to circumvent the Disarm or Shatter skill is not allowed at Myth.



EXOTIC WEAPONS

Please contact us first if you want to bring an exotic weapon into Myth that fits outside our usual array of weapons. We will consider unique weapons on a case-by-case basis.

LATEX-STYLE WEAPONS

Molded foam swords are the future of weaponry in live roleplaying games. When made by the proper manufacturer, these weapons are consistent in quality, long-lasting, and far less likely to break in battle. These qualities mean safer gameplay for everyone and fewer sword replacements for you.

Important: Before purchasing, you should check with the game staff for approved weapon sources to avoid disappointment. Myth reserves the right to reject any weapon, including those from approved sources, as needed.

BOWS & CROSSBOWS

Myth requires inspection of all bows and crossbows during check-in. Here are the types we allow:

- **Real Bows & “Zingr” Bows:** Myth allows real bows with a draw weight of up to 25 pounds. You can only

use these styles of bows during daylight hours. When using these bows, you should fire at half-draw or less when closer than 30 feet. Safety arrows are required when using a real bow, and the arrowhead must be flat, not rounded.

- **NERF® Bows & Crossbows:** These toy-style bows and crossbows are designed to fire all-foam arrows or bolts. They should be made to fit the game’s look by painting over bright colors. Plastic-tipped darts and bolts are not allowed at the game. You may use this style of bow day or night.
- **Flinger Bows:** Using an unstrung bow, you can fire flinger arrows with your finger. You may use this style of bow day or night.

SHIELDS

Shields are for blocking only and may never be used to attack or push an opponent. Here are other important notes regarding shields:

- **Preventing Attacks:** You must have your shield to block attacks. If your shield is on your back (or elsewhere), all hits against it count as melee damage to that area.
- **Turtling:** Do not crouch low to the ground and hide

behind your shield. Do not lean forward while holding your shield far ahead from your body. Do not hold your shield against your body, resting your chin above it. These actions all make combat unsafe, resulting in accidental headshots.

- **Spells and Crit attacks:** Shields do not block any attack with the “Through” or “Crit” keywords.
- **Safety:** Your shield must be checked for safety at event check-in before you may use it. Myth reserves the right to reject any shield that does not meet safety or size requirements.
- **Shield Sizes:** Measure your shield’s width and height at the widest point in either direction. Add the width and height together for the total size. For example, a 19.6 inches wide and 27.5 inches high shield would total 48 inches, and your shield may be no larger than 64”.
- **Shield Materials:** You can only make shields of foam, plastic thinner than 10 mm, or quarter-inch plywood. Remove all hard corners. No metal cores are allowed. You must use piping insulation on the edges of plastic or wood shields.

Contact us if you want to purchase a LARP shield online or want advice on the one you are making. We are here to help.

SLOTS

We use an abstract “slot” system to represent how your Character may be able to act while wielding items or wearing armor. The following rules apply regarding holding things in your hands and wearing armor:

Hand Slots:

- Shields must take up a hand slot to count as protection, regardless if it’s strapped to your forearm or held in your hand. While wielding this shield, you cannot have anything else in that hand.
- Weapons must be held in your hand by their grip to deal damage or be used for skills. Two-handed weapons must be kept in both hands to be used.
- You may hold and shoot a one-handed crossbow from a single hand, but reloading it requires the other hand to be free. This rule stands even if you use a weapon with multiple pieces of ammunition, such as a toy foam dart gun modified to look like a fantasy crossbow.
- Potions, Trinkets, and other consumables must be held in hand to use unless otherwise stated.
- Spell Packets take up a hand slot. You must have a free hand to cast a spell requiring one.

Armor Slots:

- You have three armor slots; Arms, Legs, and Torso.
- Special Items may require equipping to one of these slots. If that is the case, you take whatever that particular item offers armor points.
- You only receive armor points for the type of armor most noticeable in a slot, and both limbs within a place must match in rank.

Attunement Slots:

- You may only attune to two magical items a game.

ITEMS AND CRAFTING

MATERIALS

Myth represents magical ingredients with faux plants, insects, gems, and minerals. Anyone may gather these materials while adventuring, utilizing a Profession, trading with others, searching the fallen, or through more nefarious means. You can find more information regarding this in our Profession Addendum.

You must turn in all living materials at checkout (plants, animals, bugs, and fruit), as this is when they expire. Some abilities allow you to carry living materials from event to event, and inanimate objects such as gems, ores, or skins last indefinitely.

Trade Goods

You can make trade goods with Professions, buy them from others, or discover them on adventures. We represent trade goods with an item card, and you must provide the physical object when necessary. Once you have the physical object, please submit it to the Craftmaster for an appropriate yellow sticker. If you have a physical object, you can use the item.

Item cards contain the following information:

- **Item Name**
- **Item Type:** What kind of item it is (Weapon, Trap, Clothing, etc.)
- **Charges:** How often or how many times you can use the item.
- **Properties:** If the item has any unique features or grants the use of a skill.
- **Restrictions:** Who can or cannot make use of this item.



ALCHEMY

We represent potions, powders, and oils with potion vials. Alchemists mix these concoctions from various flora and fauna. If you have the Identify Alchemy skill, you may open an alchemical bottle to identify it. Without this skill, opened mixtures become used by the reader. Vials from consumed alchemy products are considered used and must be turned into the drop bin as soon as possible.

- **Potions:** The user drinks potions. The effects are generally immediate but sometimes may need to be triggered. To use a potion, you open the vial and pull out the paper to read the effect. If using the skill Hurl Potion, refer to the Hurl effect on the tag instead.
- **Oils:** These are topical fluids applied to a person or object. To use an oil, you open the vial and pull out the paper to read the effect. You may then spend five seconds roleplaying the application of the oil to the correct object.
- **Powders:** Powders are an alchemical solution that mimics a magic spell. Powders have a short period of potency once the vial is open. You must throw this magic dust within a minute or lose it. To use a powder, open the vial and pull out the paper to read the effect. You then have one minute to throw a spell packet and call out the effect noted on the tag.

ENCHANTED CHARMS & INVENTIONS

We represent inventions and charms via item cards along with a physical object. These are trade goods augmented to produce a specific mechanical ability. To use an invention or charm, you must be actively wielding or wearing the yellow-stickered prop with the corresponding item code. After physically touching the item, you may immediately use the skill or spell as described on the card. Consumable items are spent upon use and must be turned in at the drop bin as soon as possible. Items that have charges have conditions in which they refill charges as noted on their item card.

ATTUNING ITEMS

Before use, you must attune yellow-stickered items that are permanent (as listed in the charge section). You can do this during check-in with any Identified item.

- **Item Limit:** All characters may only attune two permanent items to themselves. Some skills may increase this limit.
- **Stacking Items:** You may not gain the same benefit

from multiple items. If a ring grants you +2 Hit Points and a cloak grants you +4 Hit Points, you will only gain the more significant advantage.

- **Restrictions:** Some items may have limitations in the notes section that an item is only usable over or under a certain level or by a specific race or class.
- **Curses:** An item that is cursed may not be unattuned unless you first have a Remove Curse spell cast upon you. Some items will require you to take additional steps before they can be unattuned.

TOOLS & ADD-ONS

Some Items may be a Tool or Add-on that assists with quality-of-life enhancements or offer other unique benefits. Some may have special restrictions to activate them, and tools provide enhancements to Professions such as jeweler's loupes, pickaxes, fabric shears, etc. Add-ons can be much more elaborate and may involve a large setup or hard-to-come-by props. Examples include an advanced alchemical laboratory, a copper still, a forge, or a kiln.

ARTIFACTS

Artifacts are potent relics and items of note beyond rational comprehension. Each has rules, and you may discover them using the Identify Item skill or in-game through various methods. Each Artifact is unique, and there is no catch-all way to express the scope of what they can potentially do. You may not break down Artifacts for materials or recipes.

CRAFTING POTIONS, RUNES, & ITEMS

You may create items for your class during the event or at checkout. Here is how to go about it:

During the Event

- **Parts:** You must have the physical copy of a recipe on hand to craft, and you will also need to have the appropriate materials. Specific recipes may have additional restrictions noted on their instructions. You must also have the Labor available to perform the work. Novice work takes 2 Labor, Journeyman takes 4 Labor, and Master takes 8 Labor.

Notes: Except for experimentation, Alchemy, Artificing, and Runesmith recipes do not require Labor to create.

- **Time:** Once you have everything you need to craft the recipe, spend five minutes per rank of the item

roleplaying its creation. A Novice item takes 5 minutes, Journeyman takes 10 minutes, and a Master takes 15 minutes.

- **Drop Box:** When you have finished roleplaying, take your recipe to the crafting drop box in the tavern and fill out the provided bag according to the posted instructions. If everything is in order, the staff will return it to the crafting box with your completed item. Please allow no less than one hour to pass before claiming your product.
- **Failure:** If you do not meet the requirements to perform the work you are doing or have not provided the correct materials, the materials will all become lost, and your bag will be returned as empty or, in the case of a recipe, with just the recipe.

Note: Artificers, Blacksmiths, Leatherworkers, etc., must provide the physical representation of the item they are creating. This yellow-stickered item will become the property of Myth, and you may not use the thing without physical representation.

Example: Ash is a Journeyman Alchemist and has a recipe to create a Light Healing Potion. As the recipe requires, they take a glass vial and a single Scandelen's Fiddlehead and begin to roleplay in the necessary building, preparing the herbs and adding them to the vial. After five minutes, they take the materials and recipe to the Crafting Box. With everything in order, Ash goes off on an adventure to thwart some Gnolls who have been stealing a farmer's prized sheep. When they return an hour or so later, the Light Healing Potion is ready for them at the drop box.

During Checkout

Crafting at event checkout brings unique possibilities. By informing the Craftmaster, you can create items you already know in much the same way you would during the event. Checkout is also your opportunity to experiment if you so choose. Here is how to go about experimentation:

- **Skill:** You may not attempt to craft items or experiment outside your Profession(s).
- **Form:** Fill out the crafting form as required using the "Experiment" section to demonstrate your intent.
- **Materials:** For each experiment, you must accurately complete the Experiment Form, or it will fail. It is your responsibility to ensure it is accurate.
- **Labor:** You must have Labor available. It takes 2 Labor to create a Novice item, 4 Labor for a Journeyman, and 8 for a Master item.

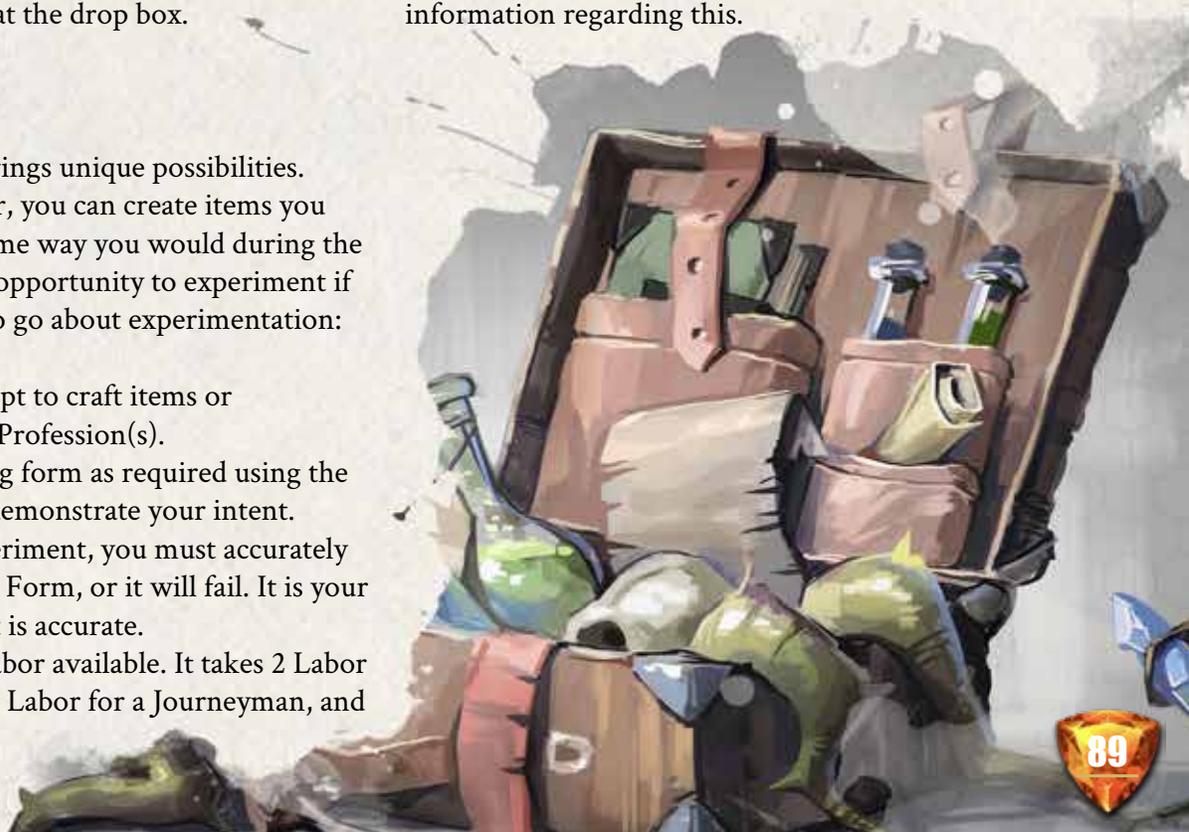
Notes: Except for experimentation, Alchemy, Artificing, and Runesmith recipes do not require Labor to create.

At your next event, you will receive the results of your experimentation in your character check-in packet. If you are successful, you'll have a new recipe and item. If your experiment didn't work as planned, you would receive guidance on a single aspect, allowing you to decide how to move forward and possibly succeed next time.

Example: Ash is an Alchemist and decides to experiment. Using their Journeyman Alchemy, they combine a glass vial, Dedrot's Fingers, and a Crimson Eye. They add 4 Labor and clarify on the experimentation part of the form that they are trying to create a powder that will ensnare their foes. At the check-in of their next event, Ash discovered a recipe for "Soul Cocoon Salve." While not what they expected, the salve allows them to Shell against attacks made by undead foes.

Upkeep

At the end of the year's final event, you must turn in all non-consumable yellow-stickered items at checkout. You may only retain the item if an individual with the corresponding Profession submits its upkeep cost. If you are not at the last event of the year, any item requiring upkeep is destroyed. We note upkeep on your item card, and you may have particular circumstances to maintain them. Refer to the Profession Addendum for more information regarding this.



Casting Spells

FANTASY IS HARDLY AN ESCAPE
FROM REALITY. IT'S A WAY OF
UNDERSTANDING IT."
- LLOYD ALEXANDER

In the world of Myth, spells are the harnessed energy that flows through all things. Spellcasting is saying the right things with the proper motions to create something truly magical.

Spell Tiers

Every spell in Myth has a set level ranging from Novice (Tier 1-3) to Master (Tier 4-6). A spell's level and a character's level do not correspond.

Learning Spells

Before anyone can use a spell, they must learn that spell. Provided your class allows for it, any spellcaster can purchase any Tier 1 – 3 spell in this rulebook. Spells that are Tier 4 or above require the spellcaster to be the specific class that contains the advanced spells they wish to learn.

CASTING A SPELL

Rules that apply to all Spellcasters:

- **Reciting the Incantation:** You must recite your spell incantation at an average pace and speak clearly and loudly enough so your target can hear and understand it.
- **Throwing Spell Packets:** Gauge the distance of your target and throw your spell packet at a reasonable speed after finishing your incantation. The goal is to hit the mark with the bean bag – not hurt your target with it.
- **Note:** It is your responsibility to make sure you are obeying the spell casting rules and stopping your incants should you fail to cast correctly or are interrupted.





CANCELING SPELLS

You may cancel any spell you cast that has a duration at any time before it ends. State, “I dispel my <name of spell> spell.”

STACKING SPELLS

Spells that provide benefits on attacking, defense or other attributes don’t stack with themselves even if the benefit provided comes from two different sources or spells.

If a more powerful version of a beneficial spell is present upon the target, the more powerful spell takes precedence. For example, if you have a spell that provides you with two Armor Points and then have someone cast a spell on you that gives you three Armor Points, the three points override the two points.

Note: Spell stacking also applies to magic items that provide similar benefits.

GETTING HIT WITH SPELLS

If you’re not a spellcaster, you’re encouraged to learn all of the spell incantations. If you would rather not, all you need to do is pay attention to the words the spellcaster is saying and act them out if you get hit. For example, a Druid might

state, “Through Air, spin in place five times,” and then throw a spell packet at you. If the spell packet hits, you must act out the magic by spinning in place five times.

If you’re not sure what was said or how to react to the spell, use the “Clarify” rule with the spellcaster to ask.

LEGAL SPELL TARGETS

If you are struck by a spell anywhere except your head, throat or groin, the spell takes effect. The packet strike includes hitting anything you are holding, carrying, or wearing.

INTERRUPTED

While casting a spell, the magic is lost if you take damage or are affected by anything that would prevent you from ultimately casting your spell.

MAKING SPELL PACKETS

Out of game, a spell packet is a small beanbag made from a 6-inch square piece of fabric, string, and a specific type of birdseed. For safety, we have included the proper method of constructing these packets on our website. Within the game, a spell packet represents the magical force you summon to your hands that can visibly be seen, but not disarmed or stolen.

Part 2: Playing Myth



At this point, your head is likely spinning with the possibilities. You may have already created your first Character or thought up many possible ones. There are costuming ideas scratched onto some paper, and you may try to finalize them by finding vendors. Your first event at Myth may be just around the corner, and we want to make it positive and memorable.

In this section of the guide, we cover the following:

- ✓ **Arrival at Myth:** You've arrived at Myth. Here is what you need to know before the game starts.
- ✓ **Game On:** The action starts, and the fun begins. Here is what everyone who participates needs to know.
- ✓ **Game Over:** You're tired and maybe a little sore. Here is what happens once the game ends.

ARRIVAL AT MYTH

We may always look back fondly at the excitement we felt arriving at our first Myth event. We may have spent weeks or months preparing our outfits, Character, and weapons. To say we were beyond excited might be an understatement. We could not stop talking about the possibilities, and our energy and enthusiasm rolled over to friends.

There is a lot to consider for your first event, and we want that experience to be positive and memorable. We will



address any arrival questions you have here. If we miss something, contact us.

WHEN CAN YOU ARRIVE

Players and Cast are welcome to arrive on-site as early as 5:00 pm on the Friday of an Adventure Weekend.

SETTING THE STAGE

We need your help to transform a rustic camp into a medieval-fantasy town. This transformation means moving props to where they go, setting areas up, and getting things ready before the others arrive. Setting up is a rewarding part of the fun as we set the stage for our weekend of adventure.

Setup begins as early as noon on Friday of the event. Let us know when you arrive so we can sign you in and assign you a task. We want to reward you with XP for being part of the community effort.

YOUR CABIN

During your weekend stay at Myth, your cabin is your home away from home. If you know where your assigned place is, you may stow your gear right when you arrive at the event. Players must select a cabin or other sleeping assignment when they sign up for an event. Ask us if you need to find out where your cabin is when you arrive or need to switch places for any reason. We will be happy to help you.

You may drive your car to your cabin if the trails are not muddy, and you can ask anybody on staff if it is ok to do so. Once you know where your cabin is, try to drop your things off and return your vehicle to the parking area as soon as possible. Moving helps make space for others to bring in their stuff. Once you are parked, return to your cabin to get into costume and decorate as needed.

TENTS & CAMPING

Please let us know if you plan to sleep in a tent during the event. Period tents are welcome to be set up inside the game area within designated tenting locations, and you should set up modern tents out-of-play. We must know where you are staying in the event of an emergency.

If monsters attack your in-game tent during the event, please make every effort to move away from the area to

avoid camp hazards (fires, tables, chairs, ropes, tent pegs, lanterns, etc.).

IT IS TIME TO CHECK IN

Player check-in typically takes place from 5:00 pm to 9:00 pm on the Friday of the event. The start time is subject to change, and we'll announce those changes on our social media platforms. Be sure you are in costume and have the weapons you plan to use during the event. Here is what happens when we check you in:

- **Attendance List:** Let us know your first and last name so we can check your name as attending.
- **Donations:** If you have donations requested by the game, this is where you turn them in. Be sure your name gets checked off on the donations list so we can credit you with XP.
- **Cabin Assignment:** If you are checking in and need to know where your cabin is, we will show you. If you still need to assign a place at this time, we will work with you to find a suitable location based on available space.
- **Waiver:** If you are new (or still need to sign), we will ask you to complete a Waiver Of Responsibility. This form acknowledges that you understand there are risks involved in the sport of LARP. If you are 16 or 17, your parent or legal guardian must cosign this waiver.
- **Starting Coins:** If this is your first event, we will provide you with four silver pieces.
- **Character Sheet:** Our website has a convenient printer-friendly version of your sheet available to print on your own. We don't provide your character sheet at events.
- **Weapon Safety Check:** We check your melee and throwing weapons for safety, even if they are new. Please store unapproved weapons in your car to prevent accidental use. Using a weapon that didn't go through a safety check is a severe safety violation and grounds for immediate suspension.
- **Weapon-like Props:** You may have weapon props in your sleeping area for decoration but may never carry them on you during the game. We do not allow you to carry metal weapons except small knives designed for practical purposes. An actual walking stick is permitted if you are yellow arm banded, but you cannot use it for anything but aid in walking.
- **Archery Safety Check:** We will check bows for draw weight. All projectiles, crossbows, arrows, darts, etc., will be safety checked.
- **Armor Check:** We will check your armor to be sure it is safe for the game and award Armor Points as needed.

- **Resources:** If your Character starts the event with any Profession resources, potions, or other items, you will get them now.
- **Banking:** If your Character has any coins gained through militia pay, gambling winnings, or other incomes, be sure to ask for it now. Myth does not have an Out-of-Game banking system.
- **Courier Debts:** If you have recently sent a courier, you must pay the debt at check-in.

PAYMENT AT THE DOOR

We recommend paying online before the event, but understand sometimes this is not possible. All Player slots are awarded on a first-come-first-served basis until we reach event capacity. Know you may arrive to pay at the door only to find all places claimed. If you are paying at the door, it is cash only. Sorry, no checks, credit cards, or IOUs.

PARTIAL EVENTS

All events must be paid in full, even if you can only make part of the game. Consider casting if you would rather not pay the full fee for a partial event.

NEW PLAYER WORKSHOP

To help make your experience as a new player even better, we conduct a New Player Workshop around 8:00 pm. When you check in, ask where and when we are holding the New Player meeting. This workshop is not mandatory, but we encourage you to be there in costume with your weapons if you can.

OPENING MEETING

On Friday evening, around 9:30 pm, we start our opening meeting. In this short time, we will cover important announcements, answer any questions, and update you on anything you need to know. We address safety concerns here, so all Players must attend this meeting.

ARRIVING AFTER THE GAME STARTS

Once game check-in hours end, you will need to visit Game Operations to go through the check-in steps and receive Opening Meeting announcements. If this is just before the game starts, please be patient as we ramp up for the opening. We will get you into the action as soon as possible.

Important: Once the game begins, we no longer allow vehicles on site. You'll have to hand-carry your gear to your cabin or wait until the game shuts down in the evening before you can drive to your place.

GAME ON!

Game on is the moment we're all waiting for. As the lights dim and the tavern music begins, you can almost cut the excitement with your sword. Players and Cast switch to the mindset of their characters, and those characters jump right into the action. It is an experience you'll look forward to every time you attend Myth.

This section covers what you need to know from when the game starts to when it stops. This section is one of the essential parts of this guide as it covers game safety and combat - two things that encompass the game from start to finish.

COMBAT AT MYTH

Whether you're battling bandits on a bridge, a mythical creature in the woods, or even a group of evil characters in town, combat will eventually erupt at Myth.

A typical combat encounter is a clash between two or more sides involving swinging weapons, parries, dodges, spell casting, fancy footwork, and an incredible full-body workout. Between combat and walking, you can often measure the success of your event by how sore you are once it is over.

When it comes to battle, there is no need to roll initiative at Myth, nor will you need dice to determine if your weapon hit or your opponent's spell took you out. Your real-world skill with your boffer weapon and the game skills you've learned by attending events will help tip the scales of battle in your favor. This combination is going to make for some impressive stories later on.

YELLOW ARMBANDS MEAN NO COMBAT

You should not engage people wearing yellow armbands in combat under any circumstances. Rather than fight them, state, "I kill you," while pointing a weapon or spell packet at them. While bleeding out, you may use the Execute skill on them if available.

If you put yellow armbands on at any point during the game, you may not remove them for the remainder of the event. Yellow armbands must be highly



CRITICAL SAFETY CALLS

Of all the calls in this guide, these are the most important to know right away:

- **Game Stop:** Shout, “Game Stop!” and remain standing. If you hear someone else shout Game Stop, you should also shout it as you take a knee. This forces gameplay to halt and puts the focus where the issue is. This call should only be used for serious emergencies such as injuries, losing your glasses in a fight, or medical problems. A Game Stop for a medical emergency can only be ended by production staff.
- **Caution:** Shout, “Caution!” to someone if they are doing something that could result in injury. For Example, “Caution! Watch the rocks behind you.” Treat Caution like a Game Stop between you and the person you notified without the need to take a knee.
- **Clarify:** State, “Clarify” if you are unsure what was said or how something works. For example, “Clarify. I couldn’t understand what you said through your mask” or “Clarify. How does that work?” Clarify cannot be used for asking if someone is an NPC or player, asking what something is, etc.
- **Play On:** If you call a Caution or Clarify, you are the one to resume gameplay. Countdown 3, 2, 1, and then state, “Play on!” You may not use this moment to get the jump on your opponent.

reflective, modern, and have LEDs for night use. We ask that if your clothing doesn’t contrast well against the armband, you add material under the band to make it stand out.

All Players and Cast must supply their yellow armband. If you need a yellow armband and are concerned about your safety in combat, you should evaluate whether attending the event is safe.

THE FATE OF THE PARTY

If you are part of a group and things get too much to handle physically or mentally, put your hand on your head and state, “fate of the party.” Using this option ties your fate to whatever happens to your group and allows you to walk out of the scene. If your group dies, you also die. If they live, you can rejoin the party once they resolve the combat.

The fate of the party can only be used in modules or locations you could not otherwise walk out of. You may not use it to avoid combat, where you could typically flee.

Important: Please treat someone with their hand on their head as if they are out of game.

NO COMBAT ZONES

For various reasons, we designate certain areas of the campus with no combat zones. We will make these areas with a sign stating, “No Combat.” You are still welcome to enter these areas, don’t fight or cast spells while there.

PHYSICAL CONTACT

With a lot of roleplaying comes the possibility of physical contact, whether intentional or accidental. Some people are more comfortable with physical contact than others. If you wish to roleplay with someone physically, ask, “Do you consent to physical roleplay?” before going forward. You are not allowed to wrestle, physically pick someone up, or do anything else that can be dangerous, regardless of the comfort level between those involved.

Important: Some game mechanics require a quick touch. If you are uncomfortable with someone touching you for any reason, state, “No Touch.” You can withdraw consent anytime; permission for game-related physical contact does not mean approval for inappropriate touching.

MAKING A MELEE ATTACK

Throughout the event, be sure you take the time to inspect your weapon for safety. Tears and obtrusions can happen unexpectedly, and the safety of our friends should always be paramount. We recommend bringing a backup weapon if something happens to your main one, and be sure to get the backup checked before use.

Here are things you need to know when making a melee attack:

- **Charging:** When you rush into combat, you must leave plenty of time to slow down before you clash. You don’t want to force someone to run back to prevent bodily contact.
- **Physical Contact:** During melee combat, the only thing that should strike your opponent is your weapon or spell packets. Do not make physical contact with another participant during battle.
- **Lightest Touch:** Our goal with a weapon swing is

- the lightest touch. During the excitement of battle, it's likely others will hit you hard enough to feel it.
- **Dangerous Targets:** Do not intentionally attack the head, neck, hands, groin, or feet of your opponent with a melee or projectile weapon (spell packets still count everywhere except your head, neck, and groin). We consider these to be invalid targets, and they do not count as damage when struck. If you repeatedly hit invalid targets, Myth staff may take action. Please be aware that some characters may use real musical instruments, which may not be used to block attacks. Please avoid swinging at instruments.
- **Check Your Swing:** State, "Check Your Swing," if someone is striking you too hard with a weapon. You shouldn't wield your sword like a baseball bat; instead, ensure your attacks aren't exceeding a 90-degree angle. While they look convincing, you are hitting actors and friends.
- **Blind Swinging:** Do not spin as you swing to attack an enemy who comes up behind you, as this can result in accidental injury. We ask that you look before you swing at all times.
- **Machine Gunning:** You cannot strike the same area on your opponent more than once before needing to attack another site. Once you strike a secondary target, you can hit the first area again. Rinse and repeat as needed.
- **Calling Skills:** To use a combat skill you have earned, state the appropriate call to your opponent and immediately attack them. You must complete the call before making contact with the target. For example, you can use the Maim skill if you decide it is essential to prevent your enemy from running away. You state, "Maim!" to your opponent and attempt to strike them on a limb afterward.

TAKING HITS

The bruises, aches, and pains from a busy weekend are trophies you can take home. Here are some simple things to know about getting hit in combat:

- **You're Going to Get Hit:** While the lightest hit counts at Myth, others will likely hit you with enough impact to feel it.
- **Lightest Touch:** If someone hits you in a valid target area, you must count the hit even if you don't think the strike was hard enough.
- **Invalid Target Hits:** We'll repeat this for good measure - expect others to strike you in invalid target areas if you're involved in a battle. It comes with the territory and could happen more than once in an

- encounter. If someone consistently hits invalid targets, report it to the Production Staff. Do not take matters into your own hands.
- **Extended Body:** If you're wearing a backpack and a weapon strikes it, you will still take damage as though someone hit you in the back. The same goes for other non-armor accessories and clothing that may block other areas of your body.
- **Spell Targets:** If a spell hits you anywhere, including your cloak, weapon, shield, hands, or feet, you are affected. Spell packets to the head, throat, and groin still do not count.
- **Trapping Weapons:** You may not intentionally block melee weapons with invalid body targets or use your body to entrap a weapon.
- **Wear Protection:** We suggest proper eye and groin protection to help prevent a potentially serious injury.
- **Defeating Your Opponent:** Each time you strike your adversary, they lose an Armor Point or a Hit Point. Once they get down to 0 HP, they drop into bleed-out. It is essential to note that any called damage spell or skill is treated as a torso hit, regardless of where it hits.

BLOCKING OR MISSING ATTACKS

If you swing a called skill at your opponent and miss, you have used the skill. You also use your skill if your opponent successfully resists or blocks your attack.

DAMAGE OR EFFECT

All attacks do damage or have an effect, but never both. For example:

Damage: If you are struck anywhere by a weapon or spell, you lose hit points in this order:

Armor

- **Temporary Armor**
- **Spell or Skill created Armor Points**
- **Regular Armor Points**

Hit Points

- **Temporary Hit Points**
- **Spell or Skill created Hit Points**
- **Regular Hit Points**

Effect: Attacks that cause an effect do not cause damage unless stated. For example, If the Maim skill strikes you on the leg, you don't lose a Hit Point; instead, you can no longer use that limb.

ROLEPLAYING WOUNDS

Everybody wins when we take our roleplaying to the next level because the game becomes more immersive and fun. We encourage roleplaying to the hilt when struck with an attack.

RANGED WEAPONS

Anyone may attempt to hold up their melee weapon to block a Missile or Thrown weapon, but you may not try to swat it out of the air or use your hands to stop it without the proper skill.

MOVING THE FALLEN

To carry someone, state, "I carry you," and walk with them by your side at a heel-toe pace. When carrying a character, you may only wield a dagger and may not cast spells.

SEARCHING THE FALLEN

Knowing you may not physically touch someone to search them is essential. Here is how you should search:

- **Roleplay it out:** Lower yourself to be within arm's length of the target and hover your hands over them. The idea is to make it appear like you are looting the target.
- **Declare your actions:** State, "I search you," and the individual must hand over any treasure or respond with, "describe your search."
- **Describe Your Search:** You must tell the person you are searching where you look, "I search your head," "I search your boots," "I search your sleeves." You get the idea. The fallen must give up any item in a stated area.
- **Rapid Search:** The "Rapid Search" skill allows the user to find any treasure on you after stating this call. You must turn over anything valuable on your person immediately unless hidden by a skill. After making the call, the item handoff cannot be interrupted, no matter how long it takes.
- **Going too Far:** You may not "gut" people to search for loot as it may never be "swallowed" or hidden on your person anywhere taboo to touch.
- **Hidden Items:** Only the Hidden Stash skill or certain magical items will allow a character to hide something on their person. You can not have secret compartments in your clothing, pouches, or other accessories that bypass searching. If someone were to search your robe, you would have to hand over any items in an inside pocket.

IN-GAME THEFT OF ITEMS

You don't have to be a rogue to steal in-game items. All crafting materials and items with yellow or blue stickers are fair game to take. Items with red stickers or nonmaterial items without a red sticker, such as props, cannot be taken.

If you successfully acquire a yellow-stickered item, there are a few ways to get an item card for it, assuming one is required. You need to get it Identified between games for a magical item. For a non-magical thing, you can turn it in at checkout to receive the item card.

WHAT IF I AM ROBBED?

If you suspect someone has robbed you, you may take any appropriate in-game actions your Character would. If you cannot locate your lost yellow-stickered item, you must turn in the associated item card at the event checkout.

TAKING PRISONERS

Sometimes it becomes necessary to restrain a target to prevent them from getting away. You can roleplay "restraining" someone with rope, string, vines, shackles, etc., by holding their wrists or ankles together for 30 seconds while acting out the binding. After the time passes, state, "I bind your <arms/legs> and hand the target the binding that represents the restraint. You can only bind wrists or ankles, requiring separate roleplay times.

Important: Under no circumstances should anyone be restrained with real shackles or tied up with rope. No form of game restraint should prevent the target from being able to get out of it immediately. It is poor sportsmanship to circumvent respawns by holding NPCs as prisoners.

THAT IS A PROP

If you are wearing something people aren't supposed to take from you, state "prop" to let the searcher know they can't take it. This rule allows you to have cool costume accessories without worrying about people taking them unless you want them to.

STATES OF HEALTH

Throughout a battle, your Character takes damage from attacks. This damage reduces the total number of Hit

Points you start with. Below are the various states of your Character's health:

- **Maximum Hit Points:** This is the total number of Hit Points you begin with and have purchased. Your Character's overall Hit Points cannot exceed its maximum Hit Points without magical aid.
- **Helpless:** During the game, you may find yourself unconscious, paralyzed, or unable to use your arms and legs. If you are immobilized, you may be finished off with the Execute skill or Searched.
- **Poisoned:** If someone hits you with "Poison" and no duration, you have five minutes before you fall to the death state. You may not use skills or items while poisoned, but you may use potions. This call can also have a more specific time called out.
- **Bleeding Out:** When your current Hit Points drop to zero, you fall unconscious and are bleeding out. You must now count to 300 quietly to yourself. If nobody heals you before you reach the end of your bleed-out count, your Character is hit with the Death effect.
- **Death Effect:** When your characters reach the end of their bleed-out count, or someone hits them with a skill or spell that causes the Death effect, they are considered dead. You must lay on the ground until everyone clears the area, or you finish quietly counting to 300. Only a Cure Death effect can bring you back from the Death state.
- **Spirit:** While traveling to Dedrot's Realm, spirits may not stop to interact with the living. Spirits must move with their weapon or hand on top of their heads to show they are in spirit form. Characters cannot see or interact with spirits but may "feel a cold breeze" when souls pass by. Some characters can see and interact with these invisible ghosts.

TEMPORARY HIT POINTS AND ARMOR POINTS

You can acquire Temporary Hit Points and Temporary Armor points – small bursts of protection that further shield you from dying in battle. You can obtain these Temporary Points through Skills, Spells, and many Items. Here are some notes regarding Temporary Points in both forms:

- Temporary Points are the first Points you lose when taking damage.
- You cannot stack similar effects. The higher amount wins out.
- Temporary Points allow you to go over your maximum amounts.

HEALING DURING BATTLE

When a skill or ability heals you, the healing surge stops the bleed-out count and revives you. If you were unconscious by waylay or sleep magic, healing wouldn't awaken you.

PLAYING DEAD

Being dead means no speaking, grunting, deliberate coughing, breaking twigs, or anything else to draw attention to your body. The exceptions to this rule are warning someone with a Caution command such as, "Caution! You're about to trip over me" or the Alarm spell.

CHARACTER DEATH

Being a hero can be challenging. Sometimes you end up taking a dirt nap despite your best intentions. Fortunately, death might not be the end of a would-be hero. When your Character meets their demise, you must immediately make your way to Dedrot's Realm, also known as Arcanestå. Once there, here is what you should do:

- **Knock on the Door:** Knock on the Nethergate and wait to be summoned into Arcanestå.
- **Speak the Truth:** Once in Dedrot's Realm, you must answer all of the questions asked of you truthfully.
- **Once Inside:** Make your way to the table. It is there Dedrot's Barrister will determine your fate.
- **Dedrot's Gamble:** Dedrot's Barrister will have you roll two six-sided dice. You will total the two dice, and if you reach 15 or more with your total, your Character is permanently dead. Should your roll contain a one, you must reroll that die along with a new additional die as part of your total. You must repeat this process every time you roll a one until no ones appear.
- **Ways to Game the System:** You can improve your odds for Dedrot's Gamble in several ways. You can find, receive, or purchase specific abilities and use them in the Arcanestå:
- **Capped Dice:** Players in their first game may reroll ones without splitting the dice. There is no chance a new player at their first game can Perm.
- **Good Fortune:** Remove one die from your total roll. You can remove one dice for each Good Fortune card you redeem, but you must redeem the Good Fortune cards before starting your rolls.
- **Binding:** With this card, you can change one of the dice in your total to match another to create twins or triplets.
- **Blessing:** Let Dedrot's servant know you have



a Blessing before you roll. If you roll a one, roll that die again. You may only use a Blessing once per visit.

- **Final Judgment:** Let Dedrot's servant know you are under the effect of Final Judgment before you roll. You will perform your initial roll with three dice rather than two.
- **Graven Miracle:** If you reach or exceed 15 points and Perm, you may turn in this card to escape permanent death.
- **Failing the Gamble:** If you roll 15 or higher, your Character's story has come to an unfortunate end, and your spirit moves onto the afterlife. You must turn in all in-game items on your person. After this, you must gather and turn in any in-game items and coins you have hidden in the world. You may start playing a backup character or finish the remainder of the event playing as an NPC!
- **Returning to Life:** Provided you do not roll a 15 or above and Perm, you return to the land of the living with no memory of how you died and only the skills and Hit Points you entered with (Minimum of 1). If you roll any of these combinations of dice in your total roll, it has a special meaning:
 - **Roll Twins:** If you have two identical dice rolls in your total, you gain memory of how you died.
 - **Roll Triplets:** If you have three identical dice rolls in your total, you gain the memory of how you died, and your Hit Points are fully restored.
 - **Saved By The Bell:** If something kills your Character just before the game ends on a Friday or Saturday night, you must go to Arcanestå at game-on the next day. If something kills your Character on Sunday and the game ends, you do not have to go to Dedrot's Realm.

INTERACTING WITH OBJECTS

As you explore the game, you will undoubtedly come across items you are meant to take with you and props intended to be left where they are. Myth marks game props with various stickers to show you how to interact with the item appropriately.

- **Red Stickers:** Anything with a red sticker should be left where it is. We make an effort to sticker all immovable props.
- **Yellow Stickers:** You may take anything with a yellow sticker.
- **Red & Yellow Stickers:** If an item has a red and yellow sticker, you may handle the object, but it may not leave the immediate area. Putting it back where you found it is preferred.

- **Blue Stickers:** If you touch an item that has a blue sticker, you must immediately search the object for documentation that will give you more details.
- **Strength Stickers:** If a sticker of any color has a number on it, that number represents the number of individuals it will take to move the item from its location. Some magic items and potions can increase the strength of an individual.
- **Disabled Items:** Stickers with an X on them mean the item has been disabled. The color of the sticker still determines how you interact with it.

LOCKS & LOCKPICKING

At some point in the game, you will encounter a locked chest or door that you must bypass. Here are some notes regarding lockpicking:

- **Lockpicking Skill Required:** You must have the pick locks skill to attempt to pick a lock.
- **Lockpicks:** Unless you have an in-game item that allows you to use an actual lockpick, you must use a paperclip fashioned into a pick to pick locks.
- **Red Stickered Locks:** You may not attempt to pick locks with red stickers.
- **Breaking Locks:** Locks can not be smashed or broken off, nor will any form of strength allow you to remove a lock.
- **Combination Locks:** Some locks may have a combination, but these still require the lockpicking skill to open.

FORGERY

No character may forge coins, materials, or other in-game items for out-of-game reasons. Anyone may attempt to forge non-magical in-game documents.

RESTING

While adventurers are more robust than the average person, no one can spend every waking moment of their day exploring the forest, fighting monsters, and searching for treasure. We all need to rest or take time to sleep, heal our wounds, refresh our minds, and get ready for another day. Here is how Myth handles resting:

- **Short Rest:** After a battle, you need a short break of at least 15 minutes of uninterrupted rest to reset any Short Rest skills. A Short Rest must take place where you do nothing more strenuous than eat, drink, read, talk, play a board game, or perform the First Aid skill

on yourself. Unless otherwise noted, the tavern, a cabin, an encampment, a Place of Power, or any fire pit on the campground are acceptable resting points. The short rest is interrupted if combat breaks out nearby during your rest.

- **Long Rest:** At the end of a long day of adventuring, we find ourselves retiring to our guild halls, homes, and camps for a night of rest at game off. Our Short and Long Rest skills and Hit Points (unless you are Diseased) renew when the game starts again in the morning.

POISON

In Myth, you can deliver poison via weapon (oil poison), object (contact poison), or specific in-game Items with Item cards. We do not “spike” food or drink in the game to prevent real-world waste. Regardless of how you come into contact with poison, the rules are generally the same:

When you are affected by poison, you must immediately begin a poison countdown. The default count is five minutes, during which time you cannot cast spells or use skills. You fall to the ground at the end of your count, struck by the Death effect.

- **Contact Poison:** We represent contact poison with petroleum jelly. If your fingers or body touch an object with contact poison, you must immediately begin your 5-minute poison count as described above. You cannot transfer contact poison that is affecting you to others.
- **Oil Poison:** State, “Poison!” when using oil poison to attack an opponent. This attack must be on your first swing, or the poison is lost. If the oil poison strikes, your poison is five-minutes, as shown above, or the amount of time called in the poison attack.

TRAPS

While nobody knows who spends their life trapping dungeons, you might stumble into one as you explore. Before you start going on dungeon modules, be sure you refresh your memory on the effects of the various traps you mind find there:

- **Acid Traps:** This squirt-gun-style trap does “damage 2” to whoever the liquid hits. A shield can block the acid, but anyone hit by the splatter still takes the damage.
- **Buzzer Traps:** You are under the Weakness effect as long as you can hear the buzzer sound.
- **Flash Trap:** A quick flash of light sends a surge of

electricity that paralyzes everyone within 10 feet of the source for 10 seconds. If the source is strobing, you remain under the Paralyze effect until it stops.

- **Mechanical Traps:** Scything blades, falling rocks, darts shooting from the walls, and other similar mechanisms, represent some of the mechanical traps you may encounter. If a mechanical trap strikes your body, you take “Damage 2.”
- **Snap Traps:** Snap traps are blue-stickered items that require you to read the attached note to see what has happened when you trigger it.
- **Popper Traps:** These represent caltrops that affect the foot that triggered them with the “Maim” effect.
- **Wire Traps:** This string trap has bells attached. You must look at the attached note when the bells ring or the wire breaks.

Important: While the Avoid Trap skill allows the user to sidestep the effects of a trap, the trap will still affect anyone struck without the Avoid Traps skill.

GAME OVER

Checkout runs from 8:30 am to 10:30 am on Sunday. During this time, you can turn in things to Identify, perform experimentation, and do anything else that may require checking out. There are no late checkouts, so please be prompt.

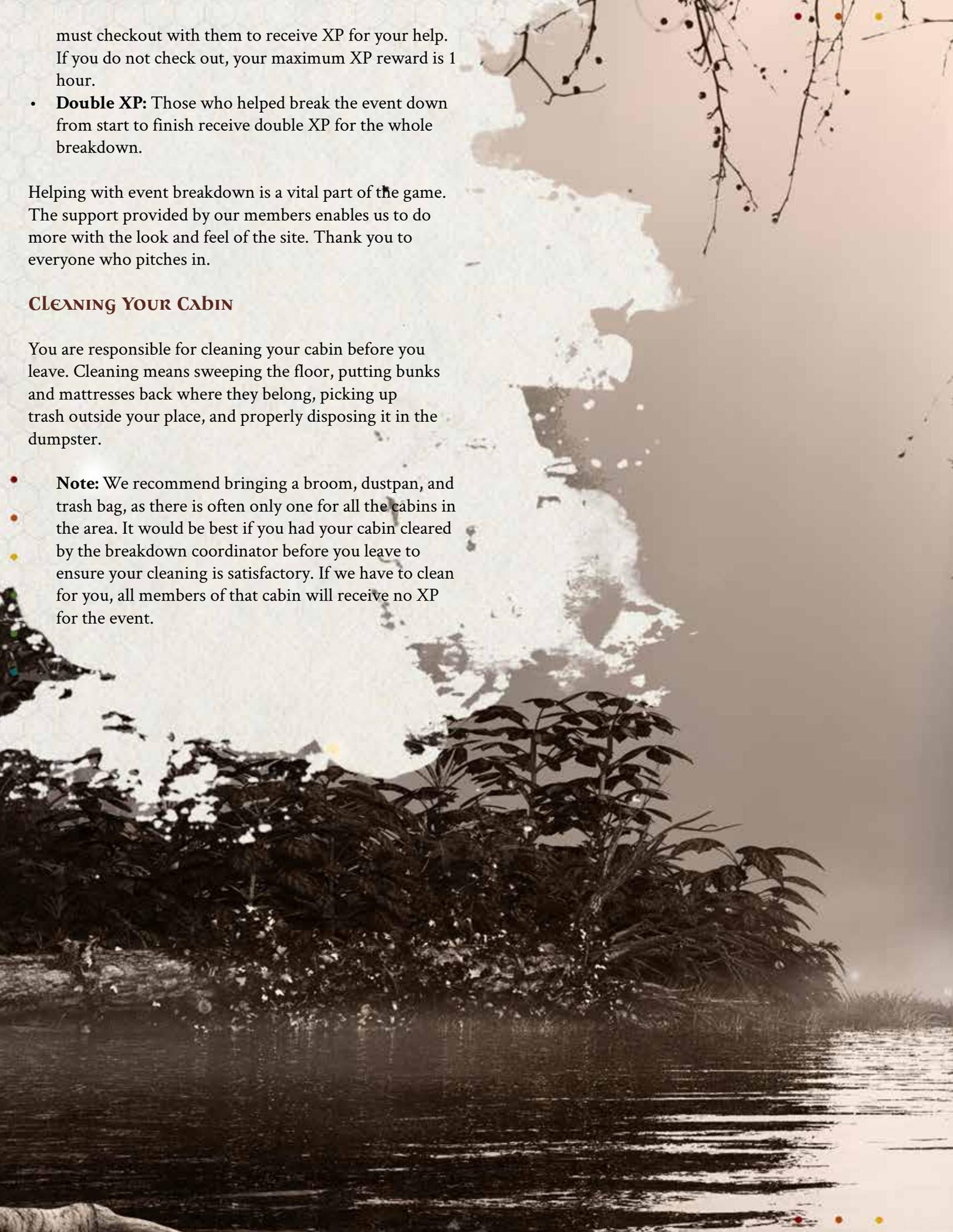
Myth Adventure Weekends typically end at noon on Sunday, followed immediately by a closing meeting. Here, we recap the event and update you on exciting things to come.

EVENT BREAKDOWN

Myth is a community event that relies on the contributions of its Players and Cast. The game rewards XP for taking part in the breakdown process. Here is what you need to do to help and get rewarded:

- **Sign up:** You must sign in with the breakdown coordinator. They will assign you a task to complete. If you are familiar with specific tasks, let them know when you sign in.
- **Next Steps:** Once you complete the assigned task, let the breakdown coordinator know, and they will provide you with a new project. This process repeats until there are no further tasks. If you need to leave before finishing, please let the coordinator know.
- **Checkout:** Once there is nothing left to do, the breakdown coordinator will sign you out. You





must checkout with them to receive XP for your help. If you do not check out, your maximum XP reward is 1 hour.

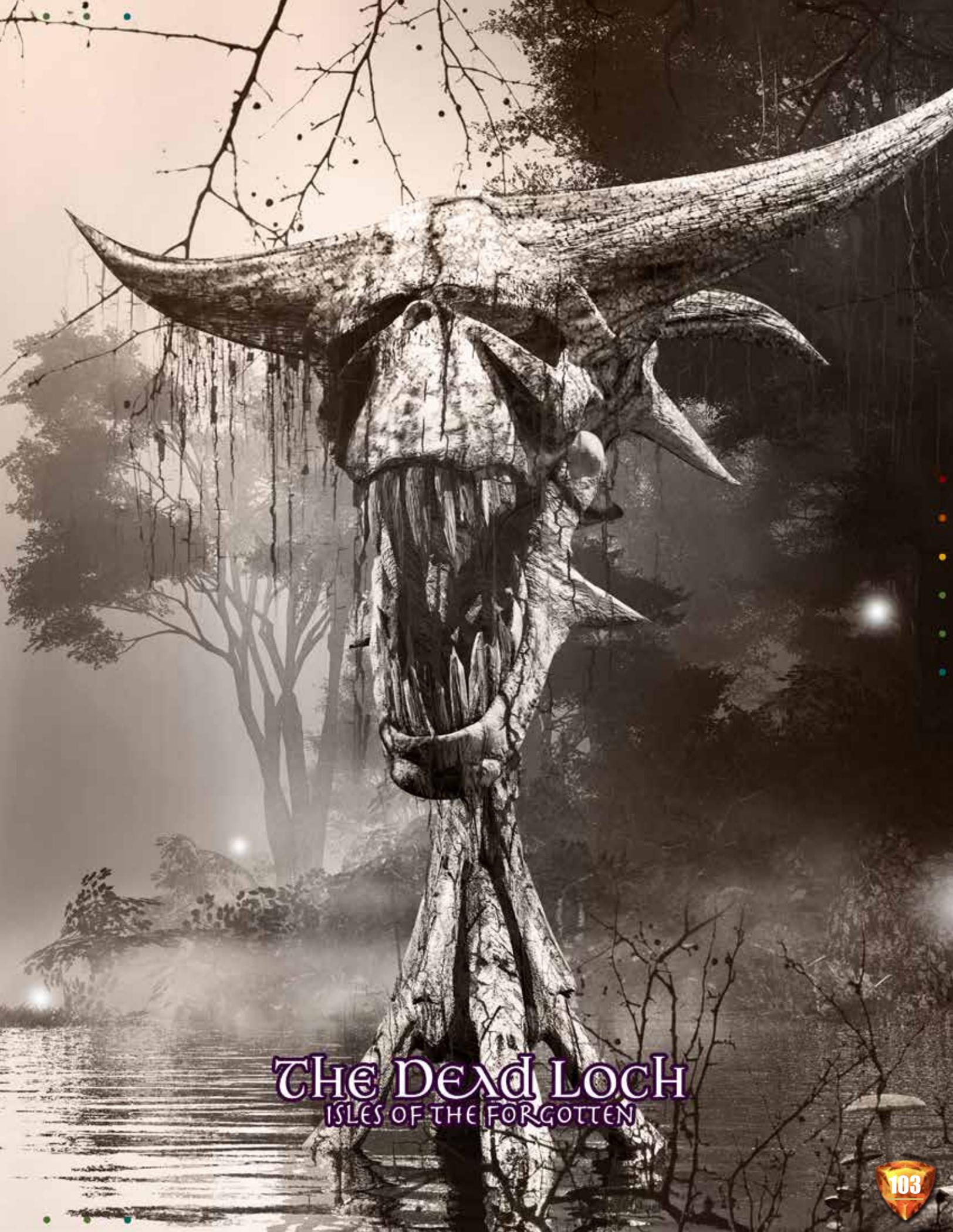
- **Double XP:** Those who helped break the event down from start to finish receive double XP for the whole breakdown.

Helping with event breakdown is a vital part of the game. The support provided by our members enables us to do more with the look and feel of the site. Thank you to everyone who pitches in.

CLEANING YOUR CABIN

You are responsible for cleaning your cabin before you leave. Cleaning means sweeping the floor, putting bunks and mattresses back where they belong, picking up trash outside your place, and properly disposing it in the dumpster.

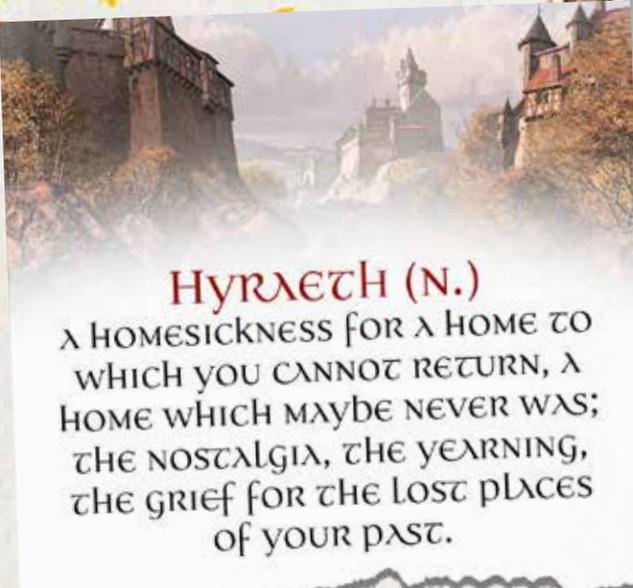
- **Note:** We recommend bringing a broom, dustpan, and trash bag, as there is often only one for all the cabins in the area. It would be best if you had your cabin cleared by the breakdown coordinator before you leave to ensure your cleaning is satisfactory. If we have to clean for you, all members of that cabin will receive no XP for the event.



THE DEAD LOCH
ISLES OF THE FORGOTTEN



Your Home @ Myth



HYRLÆTH (N.)

A HOMESICKNESS FOR A HOME TO WHICH YOU CANNOT RETURN, A HOME WHICH MAYBE NEVER WAS; THE NOSTALGIA, THE YEARNING, THE GRIEF FOR THE LOST PLACES OF YOUR PAST.



uring Myth Adventure Weekends, most players will find themselves sleeping in rustic camp cabins on bunk beds. Please treat your cabin with respect for your fellow players, Myth, and the camp. Our goal is to leave everything in better condition than when we arrived.

IMMERSE YOUR CABIN

While the event is running, your cabin is an in-game area, so you will likely have Cast and other players visiting your home. Take the time to bring the right props to stand out, transforming your rustic cabin into an alchemy shop, mages guild, or something else that makes it an exciting destination worth visiting. It will make the game even more fun.

IMMERSE YOUR CAMP

Some players are more of the woodsy type. You like the forest's peace at night, and your encampment is often a destination for curious travelers drawn to an evening fire. As with cabins, consider making your campsite fit the part. Make sure you're using a period tent, and keep



anachronisms out of sight as much as possible.

CAMPFIRES

Production staff must approve any campfires before you make them, including the location of the fire and who will be the designated fire watch. Here are the rules for being a fire watch:

- **Put it out:** The fire watch ensures it is out when no longer in use, confirming the coals get raked and cooled.
- **Bucket o' Water:** The fire watch is responsible for having a bucket of water available to put the fire out quickly should it be necessary or no longer in use.
- **Safety:** You are responsible for ensuring no one gets injured by the fire. That means making sure combat stays away.
- **Stay There:** If combat erupts and something kills the fire watch, they must stay with the fire regardless. Being a fire watch is an out-of-game responsibility, but it does not mean they are immune to damage or exist outside of the game.

Important: There should be no combat right near a fire. If fighting erupts, please move it away from the campfire immediately.

OUT-OF-GAME AREAS

Under your bunk is considered out of the game within a cabin. You are also welcome to keep a wooden foot locker, clearly marked as "Out of Game," in the open. You should not hide in-game items under your bed or in anything designated as Out of Game.

SLEEPING OUT OF GAME

Sometimes you have to leave the game early for work, or you don't feel well and need rest. You can take yourself out of play by placing a glow stick above your bed, symbolizing you are out-of-game and should be left alone.

Note: If you are sleeping out-of-game, you can't magically appear in the game or call for help if a monster or thief is in your cabin doing what they do. Also, you cannot use your knowledge that they were in your House against them (metagaming).

PROPS & STEALING

As hard as we try, Myth can only put stickers on some

things to determine whether they are stealable. Please consider this:

- **Stealable:** You can take game coins, gems, yellow-sticker items, crafting materials, and other in-game treasures found on players or monsters. If you are searching and the target states "prop," you can't take that item.
- **Not Stealable:** You can only take props used to decorate a cabin or campsite if they are yellow-stickered. If there is doubt, it's best to avoid taking something and ending up suspended from future events.

LOCK IT DOWN

We encourage you to bring a sturdy foot locker with a combination lock to safeguard your keys and things you might not want to lose while searching the forest and battling monsters. Please mark this foot locker as "Out of Game" to prevent accidental searching. Your car's trunk is another option to protect valuables. Just keep in-game items out of your vehicle or out-of-game footlocker.

Myth is not responsible for anything that may be lost or stolen at events.

Note: While we consider Myth the family we choose, there will always be those among us who don't share this philosophy. Please be sure to lock down your out-of-game valuables.

GUILDS AND HOUSES

Many organizations and groups across Hyraeth have their own goals, responsibilities, and leadership structures. These groups can be organizations such as the great Spires of Madrona or smaller mercenary bands that operate within a small community. They could also be an entire network of doctors and clerics working together to discover new ways to care for the wounded or a federation of warriors fighting for glory and entertainment across the lands. There are two types of groups a player can be an official part of; Guilds and Houses.

Guilds

Guilds represent powerful factions across Hyraeth that vie to control resources, power, and status. Myth creates these NPC-controlled guilds to further the game stories, and you may discover the existence of these guilds through in-game avenues.

JOINING A GUILD

You may learn of a guild's existence through friendly banter with a traveling merchant or a mysterious letter detailing a secret group. Regardless of how you know of the guild's existence, the joining method is the same. Suppose there is yet to be a local chapter already established. In that case, you must write a courier to a known representative within the group requesting membership and develop a local branch with at least four other like-minded individuals. If a local chapter already exists, you must seek out the guild master and request membership.

RUNNING A LOCAL CHAPTER

A larger guild will expect you to uphold its regulations at a local chapter. Guilds have different leadership structures and varying guidelines for members to follow, but the usual punishment for failure to enforce these is the revocation of membership.

HOUSES

Houses are player-created organizations containing members with a singular purpose or goal. These groups often work within a local noble's lands and are commonly hired to address various things.

Houses consist of a minimum of five and a maximum of 15 members. The leader of the House is called a Thane; the rest are Retainers. To create your House, the House Thane must sign and draw up a House charter, including the names and signatures of all five or more proposed members. Once the proper authority approves and signs the message, they will notify you of your House status. Players may only be a Retainer of a single House.

MEMBERSHIP

To become a House Retainer, you must accept the invitation of the House's Thane. Once signed, the Thane will need to notify the local leadership of your membership.

The Thane may remove any of their Retainers at any time by notifying the Retainer and the local leadership. If removed, a Retainer may not join another house for three events.

DECORUM

Houses must act professionally as a sanctioned group of the local Nobility. If a House is disruptive or causing issues, the Nobility may remove its approved status and dissolve the House. Wearing the sigil or citing yourself as a Retainer of a disbanded House is a punishable offense.





Part 3: Expectations

"GREAT THEATRE IS ABOUT CHANGING HOW WE THINK AND ENCOURAGING US TO FANTASIZE ABOUT A WORLD WE ASPIRE TO." - WILLAM DEFOE

We strive to provide our members with a safe environment free from negativity by fostering a sense of friendship and play in a supportive community. We intend to host barbeques, training days, and other events that foster a sense of camaraderie.

It is your responsibility to read, understand, and follow Myth's Code of Conduct as it details the game's expectations for all participants. Failure to follow these rules may result in corrective measures.

The organizers of Myth strive to provide all participants with an environment that is as safe and inclusive as possible. We understand our membership is made up of a diverse community of friends each with different cultural backgrounds and life experiences that create unique expectations. With this diversity in mind, we want to set clear expectations right away.

RULE #1

Participation in Myth is a privilege, not a right. This means Myth reserves the right to remove or ban anyone from our events at any time. We will always strive for good judgment and fairness with this rule, but have no qualms about removing or banning people who don't follow the rules or fit into our community.



AZURA'S ARCHIVE OF SHADOWS

LOCATION UNKNOWN

MYTH CODE OF CONDUCT

Here we define the Myth Code of Conduct – what is and isn't acceptable behavior as a member of our community. These policies apply to everyone at the event including Players, Cast, Staff, Independent Contractors, and anyone else involved in the event in some way.

The code is more than a set of guidelines. It is our way of setting clear expectations as we touch upon the major points that keep the game ethical, polite, and fair to all of our members. We realize that it isn't possible to define everything, so Myth reserves the right to determine if a member's conduct is outside the bounds of the positive community we strive for:

The following are infractions that may result in immediate suspension from the event without refund and/or banning from future events.

- **Real World Laws:** Violation of any federal, state, or local laws. This includes but is not limited to out-of-game threats, sexual harassment, non-consensual sex acts, stalking, hate speech, slander, destruction of property, theft, harassment, etc.
- **Safety:** Doing things that endanger yourself or others. This includes but is not limited to striking people too hard with your weapon, climbing trees or buildings, forcing doors open, etc.
- **Game Compliance:** Not following the instructions of the event organizers or camp personnel. This also includes but is not limited to failure to follow game safety rules, not following the spirit of the rules, and blatant cheating such as forging coins and game items.
- **Drinking and Drugs:** Showing up to the game or participation in the event under the influence of alcohol and/or drugs.
- **Disruption of the Game:** Consistently going out character or doing things that interrupt the flow of the game, game workshops, and fun for others. This includes but is not limited to driving your vehicle on site during the event, calling "game stop" or "caution" for no reason, being in game play but out of costume.
- **Respecting Boundaries:** Participating in Myth does not constitute consent to words or actions that would require consent in everyday life. Respect the verbal and touch boundaries of all members. This includes but is not limited to describing sexual scenes, use of the word rape, and unwanted, deliberate touching. It is also inappropriate to go into unseemly detail while searching.
- **Harassment:** Harassment applies to how members

treat other members during and between events. We will gauge your out-of-game treatment of individuals along with your in-game treatment of a character or group. How Myth event organizers define and interpret "harassment" may be different than the legal definition. This means we do not require tangible proof to take action upon a complaint of harassment. Anyone asked to stop harassing someone else must stop immediately. Harassment includes but is not limited to:

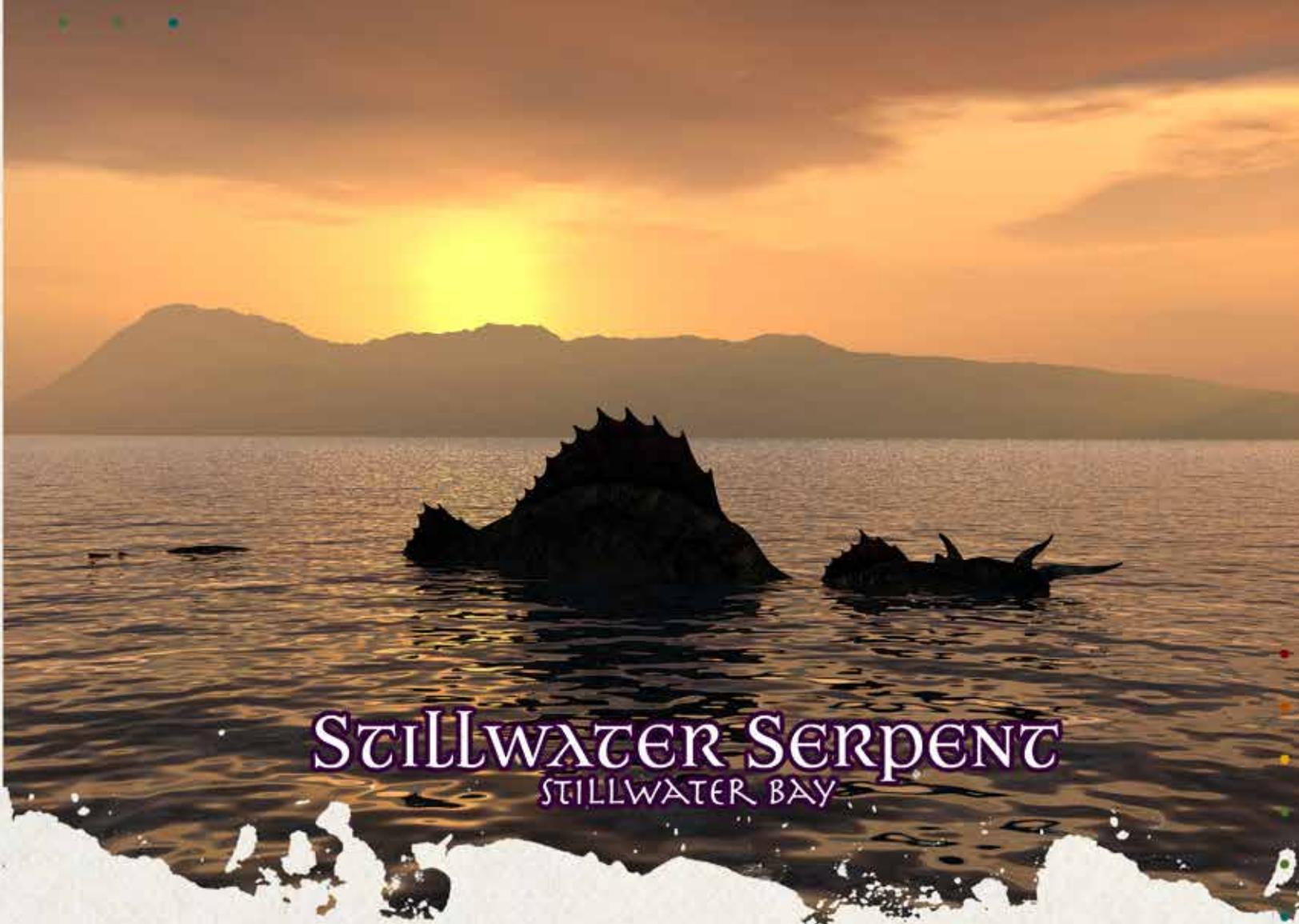
Intimidation: Physical or verbal intimidation or abuse;

Personal Attacks: Any verbal comments, imagery, or gestures that disparage someone based on gender, gender identity/expression, sexual identity, disability, physical appearance, body type, pregnancy, race, ethnicity, age, religion, political beliefs, geographic origin, or socioeconomic status.

- **Photography:** Non-consensual photography or videography is forbidden at Myth events. Myth's approved photographer has consent to photograph all members, and will remove any posted images from our social media as requested by the individual. Myth's photographer will also make an effort to avoid shooting individuals who do not wish to be photographed. All other members must have consent to photograph other members. Please do not detract from the experience of others.
- **Sexual Harassment:** Inappropriate sexual attention, whether verbal or physical, or unwelcome attention after being asked to stop. "That was my character, not me" does not fly at Myth.
- **Slurs:** Use of racial or derogatory slurs is forbidden. This includes making derogatory jokes.
- **Black Face Paint:** "Blackface" is a symbol of racism in many places and costuming with full black face paint is too close to that symbol to meet our standards of a positive, welcoming environment, even though this costuming choice is not typically designed with racist intent. Other dark colors are permitted, and black face paint can be used for partial-face markings or as a base layer underneath as mask. Members who violate this rule will be asked to correct it before being allowed to continue to participate in Myth.

DISGUISE

Unless you have a skill that allows for it, you may not change the physical appearance of your character. For example, you can't wear a wig if your character normally doesn't wear one. The same goes for adding temporary Elf ears if you are playing a Human.



STILLWATER SERPENT

STILLWATER BAY

FORGING GAME ITEMS

You may not attempt to forge or duplicate in-game items. This includes introducing copies of game coins, potions, gems, magic items, jewelry, etc. If you are not sure, it is better to check with the game than to receive disciplinary action.

PLAYER VERSUS PLAYER

When resources are limited and not everyone can have something, there will be Player versus Player conflict. This competition occurs in board games, video games, at sporting events, and also at Myth. There will be competition for things and rivalries between groups. We encourage you to treat in-game rivals with out-of-game respect.

We will not tolerate petty, out-of-game vendettas, or real-world actions taken against other players. We are all villains in someone else's story. If your rivals know who you are and the situation allows for it, be an adult and touch base with them.

BE EXCELLENT TO EACH OTHER

We strive to make Myth a community of friends playing a game together. Our goal is to foster a positive play environment that will translate into new friendships, networking opportunities, and a break from everyday life. To make this work, we kindly ask this:

- **Be Kind:** We understand that in a large community, not everyone will get along. If you have nothing good to say about a person, it is best to say nothing. Avoid them and do not engage in trolling, flaming, or creating unnecessary tension at the game.
- **Don't Swear:** If you must unload on another character for in-game reasons, don't use modern-day vulgarity. It's crude, low-brow, and it impacts our community.
- **Harassment:** If you see someone being harassed and they aren't standing up for themselves, don't assume it's being taken care of. Let the staff know. If it is a staff member doing the harassment, bring it to the next person above them.

ILLEGAL DRUGS & ALCOHOL

Being under the influence of alcohol or illegal drugs at Myth is forbidden. Do not use them or have them in your possession.

FIRST AID

For your safety, Players and Cast should bring their own primary first-aid kit with band-aids, sunblock, insect repellent, tweezers for ticks, etc.

HELP YOUR FRIENDS

In a game of collaborative storytelling, it is important to remember that we “win” when we involve others in the story. When we include others, we forge new friendships and strengthen existing ones - preventing members from feeling left out or like an extra in your story.

How you make others feel about themselves says a lot about you. Making the game enjoyable for everyone – players, cast, and Narrators – is the reward we all share. Whether we are good guys or villains, we should take the fun of others into account, striving to make events as memorable as possible.

CHALLENGE YOURSELF

Whether you're a player or a cast member, set the example and be the person who is always on the go. Explore the woods, hunt for components, look for monsters, create your own fun, and get others involved. Be the person everyone knows has something going on, and you'll always be busy.

NEW KIDS ON THE BLOCK

We were all new to Myth at one point and had to become familiar with the game rules and setting. Make a conscious effort to welcome new members to the community and offer your support. Once the game is on, consider chatting with them in the tavern to learn more about their character, invite them to come along on a component hunt, or find another way to involve them. If everyone does a little something, it all adds up during the event.

STAY IN CHARACTER

Your time at Myth is short in comparison to your time in the real world. While you are playing, focus on being your character and save the out-of-game chatter for game-off or

between events. The more you are in your role, the more everyone around you will do the same.

METAGAMING

Metagaming is the use of knowledge gained outside of the game within the game. There are times when you aren't allowed to use specific knowledge. Here are those instances:

- **New Character:** If you are playing a new or different character, any insight you had from your previous role no longer applies.
- **Unconscious or Dead:** While we are roleplaying being unconscious or dead, we are really still kicking out-of-game. Anything you hear or see while you are in this state is considered out-of-game and should not be repeated.
- **Sleeping Safely:** If you have a glow stick above your bed to sleep out-of-game, anything you see or hear in your cabin during this time shouldn't be repeated or used by your character.
- **Cast:** If you were cast or staff, you should not repeat what you have seen or heard to players, nor should you use that knowledge in any other role you play.

WHEN METAGAMING IS OK

If you are at home and another player tells you something they did while they were at the game, we consider that knowledge to be in-character and can be used at the event. Players can undoubtedly make an agreement to keep specific information out-of-game. It is not up to Myth to enforce that agreement. If you are concerned with a secret being shared, do not share it with anyone.

LOST AND FOUND

If you find an out-of-game item that doesn't belong to you, please turn it over to Game Operations as soon as possible so the rightful owner can claim it.

We regret that items left behind after events will be disposed of. This means your underwear, costuming, toiletries, towels, etc., left in bathrooms will be tossed out. Please be responsible and pick up after yourself.

DESIGNATED SMOKING AREAS

Smoking at Myth is only allowed in designated smoking areas. If you are uncertain where these areas are, please be sure to ask the staff. Please dispose of your butts properly.

Remedies for Inappropriate Behavior

Myth is a private event. This means we (the organizers) can uninvite and remove participants from the game at any time for any reason without refund. It is always our intention to address reasonable misunderstandings between members as an opportunity to seek understanding, change inappropriate behavior, and increase trust between members and also with Myth. Often times this involves issuing a warning, monitoring the situation, and giving an opportunity to apologize and make a positive change.

With any bias removed, remedies for inappropriate behavior are determined solely by Myth management. In rare circumstances, Myth may make the transgressions and remedies public if deemed necessary for the safety of the community.

It is our intention to be clear on the issues before transgressions are made. In some instances Myth organizers may choose to involve the police and/or pursue legal action. Myth staff and required committees will be updated on the details of all corrective actions as needed. Aside from that, our corrective actions are simple:

- ✓ **Warning:** We use verbal warning to remind members of game rules and policy. Warnings are added to your character profile and won't have any long-term effects unless you accumulate several in a short span of time. Any actions, including verbal warnings, are recorded by the staff.
- ✓ **Suspension:** For more serious infractions we will suspend a member from participating in Myth for a certain number of events. During the suspension, the member may not attend Myth events or use the game message board. The staff reserves the right to suspend any member without refund during the event.
- ✓ **Ban:** Members who break real-world laws, ignore game policy, retaliate against other members when reported for infractions, and/or are disruptive to the game may find themselves on the outside of Myth permanently. We appreciate all our friends and hope it never comes to this, but sometimes our paths in life must go separate ways for the better of everyone.

IF YOU SEE NEGATIVE BEHAVIOR

If you see someone acting in a way that harms the positive spirit of the Myth community, take action. If you are willing to do so, discuss the issue with the individual privately in a non-confrontational manner and without accusation. This will help prevent potential embarrassment that may set them on the defensive.

If you don't feel comfortable with the idea of talking to someone, please let us know. At events reach out to the Game Manager as soon as you can. After events, contact us at support@mythlarp.com. See "Reporting Issues" on page 116.

LEAVING SITE DURING THE GAME

Whether you are a Player or Castmember, you are welcome to come and go from the Myth event. Please be sure to notify Game Operations when you are leaving and return. This helps if an emergency arises.

IN THE GODS WE TRUST

Out-of-game religions are not allowed at Myth. Please stick with our fictional pantheon. Out-of-game religious jewelry should remain out of sight.

REPORTING ISSUES

- ✓ **Before the Event:** If you know someone is violating the Myth Code of Conduct and you are concerned for your safety or the safety of another member, please email us at support@mythlarp.com as soon as you can. The sooner before the event, the better. Our team monitors this email and will address issues confidentially. While our preference is to receive all information first-hand to avoid rumor and hearsay, we understand that not everyone is able to self-report for various reasons. In instances where retaliation is feared, we will accept reports concerning a friend that do not reveal the identity of the victim.
- ✓ **At the Event:** Anyone can report violations of the Code of Conduct to the Myth Organizers during the event. They will promptly address the issue as deemed appropriate (calling law enforcement, for example). If you see something happening to someone else (harassment, threatening, or personal attacks for example) you may report this as well.
- ✓ **Between Events:** You can email support@mythlarp.com to reach the event organizers via email directly or through the Myth Facebook page.

WHAT WE EXPECT FROM YOU

Myth is an active community of friends participating in an interactive story. Before, during and after Myth events, we expect all members to treat each other with dignity, respect, and understanding.

We understand there is no such thing as a truly “safe” space, but we strive to make Myth events as safe as we can for all members. It is our goal to be inviting and supportive of our members in a space where members can feel comfortable and express themselves. To that end, we ask that all members respect each other and look out for each other to create an environment of equity and respect.

WHAT IF YOU ARE ACCUSED?

If you are approached by someone regarding your actions, please follow these simple steps:

- **Listen:** Consider what is being said to you without jumping on to the defensive. What you are doing might appear different to other members than to you.
- **Apologize:** It isn't hard to apologize and discontinue the action you were taking.
- **Involve the Staff:** If you feel the interaction you're having with the other member isn't getting calmly resolved, please ask a staff member to mediate.



NO HATE POLICY

We are dedicated to providing a tolerant and welcoming atmosphere to everyone who wishes to participate in Myth and follow the rules. Those rules include respect for all people regardless of ethnicity, gender identity or presentation, national origin, socioeconomic background, citizenship status, religious beliefs, political affiliations, or sexual orientation.

We will not tolerate harassment or bullying from any source.

We have no tolerance for those who advocate or show support for any hate group. We define a hate group as “an organization that - based on its official statements or principles, the statements of its leaders, or its activities - has beliefs or practices that attack or malign an entire class of people, typically for their immutable characteristics.” We will use our resources, support from the SPLC and Anti-Defamation League, and our judgment and dedication to our customers’ safety to identify and remove supporters of hate groups from our events.

If you have concerns during an event about any of these matters, please contact any staff member immediately so they can be acted on safely by management. If you have concerns before the event, please reach out to support@mythlarp.com.



You are an adventurer capable of doing things few dare to dream. In a world filled with monsters, the call goes out for heroes to restore balance to the realm. Will you and your friends become legends or end up another stone marker in the heroes graveyard? Time will tell.

If you like fantasy-driven tabletop adventures, imagine the thrill of actually being in one. Myth is an epic live roleplaying game that allows you to step into the action. Solve puzzles, discover treasure, explore dungeons, battle monsters with foam weapons, and interact with other adventurers in a realistic setting.

Your Story Begins Here...