

LARP Works L.L.C. Presents



The title 'Mordavia' is rendered in a large, black, gothic-style font. The letter 'M' is particularly large and features a green and yellow leaf-like pattern inside its upper loop. A circular compass rose with a green star-shaped needle is positioned between the 'M' and the 'o'. The word 'rdavia' follows, with a small black spider on the 'o' and a cluster of green and yellow leaves on the 'a'. The entire title has a subtle drop shadow.

V0.69

Special Thanks

Special Thanks to Matthew and Chris Chauvin, Teddy Blanchard for many long days and hours spent deliving this version of the rulebook to the players. Thanks to all of our players for their patience and support.

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Foreword

“In order for there to be a game, there must be players.”

This is the official Player Rulebook for “LarpWorks Presents: Mordavia.” LARP is a game in which the players act as if they were the character they play. This includes character traits, beliefs, and histories that may be different from a person’s “out of play” life. These things are considered, “In-Play” and players, with safety in mind, are allowed to play that role the best way they see fit. LarpWorks was founded on the idea of coming together to enjoy role-playing experiences. Larpworks strives to facilitate a safe, comfortable, and immersive environment to help the player feel connected to the world of Mordavia with the character they created.

LarpWorks official “Mordavia” is held at Fontainebleau State Park, Louisiana. Players spend time as their characters from “game-on” at 10:00p.m. on Friday, until “game off” at 4:00a.m. Sunday Morning. During this time players are considered “in-play” and must follow the rules within this book. The game runs on “the honor system” with storytellers acting as moderators. Following the rules is incredibly important to the game. Every game has their cheaters, but cheaters cheat themselves and everyone else of a legitimate non-orchestrated organic roleplay experience. This will be stressed again in the closing notes at the end of the book. Players are expected to attempt to dress and act accordingly their specific character. The rest of this rulebook is dedicated to the advantages players get and their ability to acquire them.

This rulebook is the culmination of years of dedicated work. Many friends came together to make the first “LarpWorks Presents: Mordavia” episode on the weekend of April 19-21, 2013. LarpWorks runs 6-8 Mordavia episodes a year that are divided into two “Chapters”.

What can I expect at a Mordavia event?

Contact staff before going to a Mordavia event. Players are expected to arrive between 6p.m. and 9p.m. Staff will guide you through the check-in process and give you all your “tags” and “character sheet”. “Tags” are small pieces of paper that are signed by staff and represent in-play items. The “character sheet” represents your character’s in-play status. Once you have all your in-play gear it’s time to prepare your bunk and sleeping area. It’s a good idea for people coming together to select a common sleeping and storage area. This is also the best time to get some early eats from the delicious on-site catering.

The event officially begins at opening ceremonies where the hosts of the event will go over any changes, in-play developments, and other announcements. Opening ceremonies is held at 10p.m. on the first day of the event. New players will be directed to a “newbie mod” to go over the rules and safety checks one last time. All other players will continue getting set up and getting in costume and makeup for the game. A time for game-on will be declared in opening ceremonies.

Players are expected to play their character to the best of their abilities while the game is on. Characters in Mordavia are of many wondrous fantasy races with many diverse abilities. Each race has their own history and each player is expected to have a back story (*Ch. 2 Character Creation*). Staff will present themselves as various characters in the game world called “Non-Player Characters” (NPCs). These NPCs provide opportunities to learn more about the world and role-play your character in new ways. NPCs can provide beneficial help to your character’s goals or become nefarious evil-doers who must be stopped at all costs.

During the second day of the event the game is “reset” and all characters report to staff and get new tags as necessary. This is considered the “changing over of a day” and resets all “per-day” abilities. You’ll read more on what abilities these affect later. For now, just know that you’ll need to “check-in” again during the second day of the event. Reset times are announced at opening ceremonies and during reset.

The game portion of the event ends at about 2a.m. on the third day of the event, with most important things happening before 12a.m. Players may finally rest peacefully knowing their character is safe. The next morning starting at 9a.m. players are expected to check out, gather their belongings, and be off the site by 11a.m.

Live Action Role-Playing and Mordavia

LARP is an acronym which stands for Live Action Role-Playing. A LARP is a game where the players and Storyteller staff interact with each other based on a rule system and fictional story. “Mordavia” is the dark medieval fantasy world in which this game takes place. Players create characters for Mordavia using this rulebook. The rulebook gives players simplified physical attributes and advantages such as spells and combat maneuvers. They can use these abilities to interact with the game world and enhance their character.

Introduction

The Age of the Mists, The World of Mordavia

Before the Mordavia of today existed, the entire world was covered in a thick mist. This time was called The Age of the Mists and it was an age of mythic deeds and legendary beings. The wonder of Creation was at its height; there was no death from natural causes, no death from old age, unlimited potential for magical discovery and progress. Such was the power of this age that even young children wielded magics, mastering spells that would make mages of today cower in fear, by the time they were mere teenagers.

The most powerful of these casters were the Humans who were the greatest Arch-Masters of each school of magic. They came to call themselves 'Solomonari' or 'Enlightened Ones'. The Rise of The Solmonari was a time of unbridled magical accomplishment, where the only limitation to the doings of a Solmonari was that of their own imagination. However, such power eventually came at a terrible price. A great war broke out between the Solmonari of Necromancy and the rest of their brethren. The power unleashed in the war was so devastating that the final battle ended the world as it was known. The Solomonari were utterly destroyed, most of the world was devastated, most sentient life was wiped out, and the mists were cleared out and surround what is today, Mordavia. The swirling magical vortex of mist became known as A'Tul, 'The Beyond'. This event has been called 'The Cataclysm'.

The Age of Reclamation, Beyond the Cataclysm

The survivors of The Cataclysm quickly discovered that all of the highest magic, along with those able to wield it, had been lost to The Cataclysm. The races quickly fractured from their unity against the threat of Necromancy and fell into their own societies. Vampires and Demons made their own Kingdoms, Humans and Gypsies formed into various clan, family, and city-state societies, Elves retreated largely to the forest of Seraph Csalit, Half-Orcs spread around as bandits, warrior nomads, mercenaries, or piracy, Created were mostly deactivated in The Cataclysm and formed no society or culture to speak of. Zhana, as a race, found themselves enslaved to any group or individual that took slaves.

In the 6th and 7th Century ATC (After The Cataclysm) three powerful Human city-states arose. They were the City of Orag Magoz in the lands of Noctu, Deragon Keep in the lands of Deragon, and Alcyon Keep in the lands of Alcyon. Orag Magoz was the seat of magical power, Alcyon Keep boasted the largest standing, best equipped, and best trained military, and Deragon Keep was the traditional headquarters of The Order of The Right Hand of Gebelizis, or simply, The Order. In the year 667 ATC, after several years of harassment and warfare against an unknown enemy, seemingly of Necromantic origins, but one who fought with economics and politics more than undead, the world of Mordavia found itself on its knees, preparing for the death blow. Finally, at Deragon Keep, the Greater Vampire Lord, Maravis, ancient enemy of The Order from before The Cataclysm, revealed himself. In one final confrontation in the halls of Deragon Keep itself, Maravis was utterly destroyed by heroes of The Order who had discovered the ways of ancient sects of The Order and used that knowledge to defeat him. However, the Vampire did not die before unleashing a terrible curse upon the lands of Deragon that would make it impossible for life to exist there and would animate anything that was unfortunate enough to die within its borders. This curse still persists today and is known as The Sul Wastelands.

Once again devastated, the people of Mordavia turned to the leader of the heroes of The Order, a Human from the Alcyon Family, named Eckhart. Having already been promoted to the rank of Grandmaster of The Order, Eckhart rode his popularity to establish the Kingdom of Mordavia under his rule, and founded the Alcyon Dynasty. To make up for the loss of Deragon Keep and as a testament to his own power, King Alcyon I oversaw the construction of the City of Sargon, which would serve as his Imperial seat of power, and renamed the lands of Deragon accordingly. For each of their individual roles as races against the threats of Necromancy both before The Cataclysm, and again against The Great Enemy – Maravis – all of the current Races of The Kingdom were given official status as citizens. The Kingdom of Mordavia would persist under The Alcyon Dynasty for over 1000 years.

The Age of Mordavia, The Gypsy Event and The Tax Wars

It was the evening of the Winter Solstice, the year was 1830. The Alcyon Dynasty was at the height of its power and perhaps at the height of its arrogance and opulence. Secure in the fact that Necromancy had been relegated to a passing threat of a bygone age of barbarism and strife, The Alcyon Dynasty could never envision a world in which their power would be threatened by something other than the forces of Heros and Necromancy. It was this lack of foresight that led to their destruction. Darkness began to fall and with the rising of the full moon, The Kingdom of Mordavia was at war with itself. Thousands upon thousands of Gypsies, many of whom did not even know of their cursed heritage, became mindless bloodthirsty monstrosities that tore apart all in their way. The scene was the same in nearly every court of nobility across the Kingdom. Not even the Royal Court of King Alcyon was safe. Even though the tragedy, now known as The Gypsy Event, only lasted 12 hours, it was enough to destroy much of The Royal Family and political infrastructure across The Kingdom.

Unable to maintain power on such a large scale, The Alcyon Family was forced to retreat its power back to a single Principality, leaving Noctu and Sargon to the control of their own Princes. In order to avoid a costly and unwise civil war, the Prince's decided to maintain the status quo in every possible way, essentially making each of them 'king' of their own Principality. While this seemed to be the most amicable solution for long term prosperity, there was a single problem that ended up nearly undoing the entire Kingdom.

As it is written in the King's Law, it is The King who was responsible for collection and allocation of taxes. With no sitting King and no heir apparent with the new political order instituted by The Princes, the Royal Guild Masters stopped paying Royal taxes. In their mind, they were breaking no laws and could do what they wished. The result was massive monopolies, unregulated commerce of all kinds, and a severely under-financed governmental system. Conflict between guilds and their loyal nobles was common. In fact, it was the standard way of doing business and settling any disputes, especially those of a financial nature. Indeed, the lack of a real central authority and the endless small scale conflicts of this time period are what earned it the moniker of The Tax Wars. At the top of the food chain were the Guildmasters of the 8 greatest guilds of Mordavia, collectively known as The Mother Wheel, for it was this council that decided the true state of Mordavian affairs.

In order to insure food and goods for their serfs, and to insure their own power, nobles began to pay tribute to various guilds and the guilds essentially ruled Mordavia until the ascension of Prince Tepesh XIV in the year 1912. At only 17 years old, The Mother Wheel assumed that the young Prince would be a pushover. Instead of the usual niceties and paying of lip service, The Mother Wheel walked brazenly into the coronation proceedings and began making their demands for tribute. The young Prince begged The Mother Wheel to return in 5 days with everyone that they could bring: friends, family, business partners, masters of guilds beholden to The Mother Wheel, and other supporters and servants of all kinds. The Prince promised them a banquet fit for the coronation of a dozen kings and servants ready to fulfill their every request. Taken in by how easily they had won, The Mother Wheel returned in 5 nights, with a full entourage that brought the number of guests to an even 100 people.

The young Prince welcomed his guests graciously and personally sat them in his great hall. However, after the first round of casks were drained and the Mother Wheel was contented in their victory, the young Prince stood upon his thrones dais and made a bold claim that all those present were traitors to the Kingdom of Mordavia. With that, the great hall was sealed off and members of the Prince's hand picked Royal Guard swarmed into the room from hidden locations. To their large surprise and great horror, everyone present was slaughtered. Prince Tepesh then issued a Royal Decree confiscating the material wealth and assets of all the guilds and all the families that were represented at the dinner, for The Kingdom.

Instead of keeping all of the wealth for himself, Prince Tepesh XIV split all of the wealth evenly in 3 parts between each Prince. They then decided to further split these resources and put them under the care of nobles in their court, who would in turn split the resources amongst their own court, all the way down to the lowest ranking Lords. By doing this, each Prince essentially gave out a loan of wealth to their subordinate nobles and demanded profitable returns on them, which cycles all the way down to the lowliest of Lords as well. This allows for more easily accountable flows of wealth and places the responsibility of wealth generation in the hands of all nobles, not just a select few. Furthermore, it was decreed that all guilds must operate either with a noble as the Guildmaster or with the express sponsorship of a noble or noble family. Even so, all guilds must obtain Royal permission to exist.

Mordavia Today, The Magical Renaissance and The Frontier Town of Kel

With the settling of The Tax Wars, the Kingdom of Mordavia was able to get back to the business of governing its own affairs. Many large urban areas began to be refurbished, nearby townships and farms saw new investment from local nobles, guilds began fair trading practices and commerce began to flow around the Kingdom more openly and productively for everyone. New techniques in construction, warfare, and combat were developed, even as old and forgotten knowledge was rediscovered.

Specifically, in the 1920s, the Magic School of Binding was brought back to the public at large. Previously held as a secret magic by the powers of the world, this magic coming back into the world allowed for a greater understanding of the 'Wheel of Magic' and how all magics relate to one another. This opening of knowledge lead to a revolution in Grey Magic with the development of the spell 'Scribe Scroll'. With this spell, the rate of learning of magic spells by all casters was exponentially increased. Combined, these two events have allowed for what is being called 'The Magical Renaissance', as magic is being understood at a more in-depth level and by more people than has ever been known in the post-Cataclysm world.

The game of Mordavia takes place primarily in a Frontier Town in the forests of Eredeti. Eredeti is the largest forest in Mordavia and lies within each of the three Principalities. The town has been founded on the heels of a Royal Decree issued by Prince Tepesh, "We will establish footholds across the Unprotected Lands in order to secure our prosperity and influence".

This is where your adventure as a character begins!

Chapter 1: How to Play

Contact staff before your first event. We can be found at www.larpworks.com in the community section, or on our official Facebook page. This will streamline the character creation process and give you a chance to ask any questions you may have regarding the rule-book. Please bring your own foam weapons, costumes, makeup, bedding and other materials of comfort for a two-night stay. New players should alert staff as soon as they arrive for check-in.

Living and Dying

Characters in Mordavia must survive in order to continue playing the game and make their mark. We track life, death, and the character's status in the game world in order to figure out if you're alive or resting in pieces. The following is the system for understanding if your character is alive or dead.

Living

Health: Characters in Mordavia have Health Points (HP). HP represents your character's ability to endure physical damage. Weapon damage, spell damage, healing, and certain status effects will alter your current amount of HP. The Racial Advantage, "Constitution", increases your maximum health. This can be bought unlimited times and increases your HP depending on your race.

Armor: Armor acts like HP. Armor Points are depleted before HP when taking damage. The "Pierce" tag-line ignores armor and affects your HP instead. If you have at least 1 Armor Point you may negate any Ailment tag-lines. Armor Points cannot be regained until your Armor is repaired. Armor may be repaired by PCs or NPCs with the necessary advantages to do so.

Natural Armor: Natural Armor is considered Armor for all intents and purposes, however, Natural Armor Points are regained through healing instead of repairs.

Temporary HP: Temporary HP gives your Character an extra temporary amount of HP. This HP is added to your current HP. This HP counts as regular HP for all purposes. All Temporary HP is used before your regular HP and you lose all Temporary HP once the ability that grants it has ended.

Healing: A healing effect ends with the tag-line "Heal". The number said before this tag-line is how much HP is restored by the effect. The "Life" tag-line heals a dissipating character. The Undead may not be normally healed. A Vampire who is brought back with "Life" must drink blood immediately or return to bleeding.

Life: Any Life effect carries the tag-line "Life". A player who is dissipating and hit by a "Life" tag-line stabilizes at 1 HP.

Resurrection: A character who reaches the end of a 'Dissipating' count, without receiving a 'Life' spell, suffers a 'Character Death' and experiences 'Resurrection'. All characters start with 5 Lives that can be lost before suffering 'Permanent Death'. Immediately upon entering 'Resurrection', all In-Play items in the characters possession are left on the ground where the death took place, and that character must IMMEDIATELY report to The War Room for further instructions.

Dying

Attacks: An 'attack' is a specific offensive action against a target that directly reduces a targets total Health Points. 'Attacks' can be either physical or non-physical.

A 'physical' attack is any attack that has the 'Damage' tag-line at the end of the attack verbal. Physical attacks can be blocked with shields or weapons. These attacks are usually delivered with a weapon. E.g. - 'One Iron Damage'.

A 'non-physical' attack is any attack that DOES NOT have the 'Damage' tag-line at the end of it. Non-physical attacks CAN NOT be blocked. These attacks are usually delivered with a spell packet. E.g. - 'Five Fire'.

Damage always reduces from your armor first, then your Health Points. E.g. - Marty has 10 HP and 5 Armor. He takes '3 Iron Damage' twice. After the first strike, his Health Points remain at 10, but he now only has 2 remaining armor. After the second strike, his armor is gone and he has only 9 Health Points remaining. You may continue to take damage to your Health Points until you reach 'Bleeding'.

Bleeding: You are considered "Bleeding" when your HP is reduced to zero. Bleeding characters can not use advantages and must crawl slowly and whisper with struggle. The character begins a 60 second bleed count, after which they begin to dissipate. Special effects like "First Aid", "Suspend Metabolism", halt the bleed count. Healing tag-lines brings a character out of bleeding.

Death Blow: Death Blow is an action that any player may take against anyone who is: bleeding, unconscious, poisoned, or otherwise unable to defend themselves. You must say "Death Blow One, Death Blow Two, Death Blow Three" with your weapon on their chest. This effect is considered to have "Pierce" (Pg. X)

Dissipating: 'Dissipation' is a 5 minute count that begins after a player's 'bleed' time has expired, a successful 'Death Blow', the 'Instant Death' Maneuver, or other specific abilities. Dissipation can only be stopped with a 'Life' spell, animation spells, or similar abilities. Animation suspends the 'dissipation count'.

Permanent Death: Players may resurrect four times before they suffer permanent death. The character is permanently dead and may not return to the world of the living. All of the character's items remain where the soul passed on. Please report to the war room to make a new character.

Making War

Melee Combat

Melee combat focuses on the dealing of Physical Attacks and use of Combat Maneuvers. These attacks and Maneuvers revolve primarily around the use of an assortment of melee weapons and/or shields.

Characters may start the game with any weapon and armor they have physical representation (phys-rep) for. All of the items come In Play as Tier 1 material items. All weapons and armor *must be safety approved by staff before they may be used in game*. Any weapons or armor with sharp edges, entangling parts, or safety concerns may be denied. If you have questions, contact the staff for instructions on proper phys-rep construction.

Melee combat is represented through the actual swinging of weapons and the speaking out loud of an attack verbal. The verbal for a weapon strike or any other physical attack is "amount of damage" + "tag-line" + "damage". *e.g. "One Iron Damage", "Two Wood Damage", "Three Fire Damage", "Four Poison Damage", "5 Charm Damage"*.

Daggers: All Daggers have a base damage of one. The maximum length for a dagger phys-rep is 24 inches.

One-Handed Weapons: One-Handed weapons have a base damage of one. The maximum length for a one-handed weapon is 44 inches.

Two-Handed Weapons: Two-Handed weapons have a base damage of two. The MINIMUM length for a two-handed weapon is 60 inches. Bows are considered Two-Handed weapons but have no length requirement. Pull tension on Bows must not exceed fifteen pounds.

Throwing Weapons: Throwing weapons have a base damage of one. The maximum length for a thrown weapon is 12 inches.

Claws: Creatures and characters who use claws must have a phys-rep as though they were any other weapon. Claws may be either gloves with long, foam fingers or foam cylinders which are carried like daggers. Claws deal a base damage of one and must be between six and twelve inches. Claw damage tag-lines have no material in them. *i.e. "1 Damage"*

Strength

Strength is a passive ability that modifies certain attacks or is used to defend against certain other attacks. Strength increases the base damage of all melee attacks. Strength must be used to break objects as well to break out of Bind spells and effects. Rip an item Tag to signify that it has been broken. One Strength or more is required to carry a person and three Strength to run with them. 'Disarm' effects are negated by Strength equal to the number at the end of a 'Disarm' tag-line. *E.g. - 'Disarm +2'* would be negated by 2 Strength. The 'Disarm' and 'Knockout' Combat Maneuvers are both modified by a character's passive Strength.

Spell Combat

Spell Combat is engaged in by the speaking of 'spell verbals' and then throwing 'spell packets'. Any part of a character's body or costume may be hit with a spell. Casters may move while casting the spell unless otherwise noted. Casters may also cast spells as long as they are conscious and able to continue casting spells, even in combat. A Spell Verbal must be fully completed before throwing the spell packet, and the spell packet must be thrown no longer than three seconds after completion the verbal. A character must have the spell inscribed in a Scroll or Spell Book (In-Play items!). *i.e. "The Spell Name – School of Magic – Spell Verbal – The Rulebook's Spell Description"*. All Scrolls and Spell Books must be approved by the War Room before the episode begins.

Searching

Characters may Search other characters who are unconscious or incapacitated. A character searches another character by initiating a search count. "Searching 1, Searching 2, Searching 3... Searching 10". Searched players must hand over all In-Play gear to the searching character including item tags and Kopeks. You may also search characters who are willing to be searched.

Staying Alive

Armor

Armor phys-reps must either be the actual material the armor is representing or resemble it. Armor granted at character creation is Tier 1 Armor. The number of Armor Points granted by Armor is calculated by the location of the armor on the body and the tier of the material from which the armor is made. **Armor is bypassed by any attack with the “Pierce” tag-lines, or “Knockout” tag-lines.**

A shield is a padded phys-rep to block physical weapon strikes. A shield may only be arm's length from the base of the armpit to the tips of the fingers) and may only be one-half the player's height. Shields do not contribute to your character's Armor Points. **Any attack with the “Damage” tag-line may be blocked by a shield.** The “Massive” tag-line may not be blocked.

Armor Points by Location:

- Head – 3
- Face – 1
- Neck – 2
- Shoulder – 3 (each shoulder)
- Upper Arm – 2 (each arm)
- Elbow – 1 (each elbow)
- Wrist – 2 (each wrist)
- Hand – 1 (each hand)
- Chest/Back – 3 (each front/back)
- Groin/Buttocks – 3 (each front/back)
- Thigh – 3 (each thigh)
- Knee – 1 (each knee)
- Shin – 2 (each shin)
- **Foot – 1 (each foot)**

Defensive Abilities

Absorb: A character with the ability to Absorb an attack or spell says, “Absorb” upon being successfully attacked. Absorbed attacks heal the character for the attack amount and any damage or effect is negated. The 'Pierce' ability specifically bypasses 'Absorb'.

Dodge: Dodge is a racial and combat advantage. A character says “Dodge” within three seconds of a successful attack and negates any weapon strike or spell which would otherwise hit them. Characters can't dodge attacks in the back or ones they don't see. The 'Innate' ability specifically bypasses Dodge.

Flub: When a player says a tag-line or verbal incorrectly or inaudibly, hits someone in a sensitive area such as the groin or face, or swings with excessive force, anyone may call “Flub” on them. The spell/strike has no effect and is considered failed and any Spell or Maneuver Points are wasted. If you “Flub” something, any tags spent performing the failed action are wasted.

No Affect: Any character who is immune to an attack or ability must say “No Affect” against their immune status. e.g. A vampire is hit with a “Poison” tag-line, and is immune. The vampire says “No Affect Poison”. A Zhana who is 'Uncharmable' and hit with a 'Charm' would say 'No Affect Charm'.

Reflect: 'Reflect' is a special ability that not only negates an attack or ability but also returns that attack or ability upon its source. Upon being hit with a successful attack or ability, you must say 'Reflect' and the attack or ability is then treated as targeting the original source.

Resist: “Resist” means that you have the ability to negate a specific attack or status effect. This also indicates that your character has an Advantage, item, or spell which specifically allows this to happen. A character hit with a successful attack or ability may say “Resist” and negate the effects. The 'Pierce' ability specifically bypasses 'Resist'.

Toughness: Toughness negates an amount of physical attack damage to both Health Points and Armor, equal to its own rating. Toughness has no affect on non-physical attacks. A tag-line delivered by a physical attack has no effect if the attack does not exceed your toughness. Toughness resolves before other factors of an attack.

Knowing the Enemy

Weapon strikes or thrown packets may deliver certain tag-lines. These tag-lines determine an effect upon successful attacks. The next page contains all of the in-play effects that can effect a player. “Binds” are considered “Active Enchantments”, similar to the self-only effects later in the rulebook. These “Active Enchantments” are “Enchantments” that last five minutes instead of an hour.

Chapter 1: How to Play

Instant Effects

Instant effects are tag-lines effects which occur on a successful attack.

Lethal – Any “Lethal” tag-line which brings a character to zero HP causes the character to drop to dissipating and skips bleeding.

Knockout Damage – Knockout damage which exceeds toughness causes the “Knockout” ailment. All knockout damage goes through armor.

Disarm – A “Disarm” tag-line forces a character who holds a weapon hit by it to open their hand. Characters with strength equal to or greater than the attack resist it.

Death – This is a special status effect that deals no damage and bypasses all armor and health points. If effected by 'Death', you immediately go to 'Dissipation'.

Magic – This tag-line indicates the source of damage is “Magic”.

Holy and Vile – The “Holy” tag-line causes any damage dealt to an undead creature or character to be doubled. The “Vile” tag-line causes any damage dealt to a living creature or character to be doubled.

Fire, Sonic, Water, and Massive – These elemental tag-lines deal damage and can affect elementally attuned characters. The “Massive” tag-line cannot be blocked.

Innate – An attack with the “Innate” tag-line may not be dodged using the Dodge ability. It may still be physically dodged. 'Innate' attacks are considered to be 'unseen' by observers.

Pierce – 'Pierce' tag-line attacks may not be resisted or absorbed, and bypass any armor or toughness a character may have.

Binds (5-Minute Duration)

All Binds are Active Enchantments. Binds can be broken with a sufficient amount of strength. The strength needed to break the Bind is indicated in the verbal. A character who succeeds in breaking a Bind must say “Break” to nullify the effect.

***A Note on Role-Play Effects:** All Ailments have priority over Enchantments. Charm and Pacify are removed by Dominate and have no effect on dominated characters. Pacify and Enrage negate one another. All other effects occur simultaneously.

E.g. A Charmed and Pacified Human is struck with a “Dominate” and obeys commands without regard to the other enchantments. This same Human is then struck with “Innate Enrage” and will attack regardless of commands given to him. A final Pacify leaves him Dominated, but not Enraged.

Bind Footsteps – A character with bound footsteps may not move their feet from the ground, but may defend normally.

Bind Body – A character with a bound body may not walk, or use their arms.

Entangle – An entangled character may not walk or use their arms. The entangle can be broken by an ally. The ally must act as if they are cutting the player's binds and perform a cutting count: “Cutting 1, Cutting 2, Cutting 3,... Cutting 10”.

Enchantments (1-Hour Duration)

Enchantments affect your mind and can be dispelled by magic. Enchantments persist on a character in 'Dissipation' until they Resurrect.

Charm – A charmed character must follow the caster or charmer and protect them, and role-play as if the caster is their best friend. The enchantment ends when they are attacked by their charmer or their charmer attacks their friends. A Vampire Drinking blood is not considered an attack. Charmed characters being drained of their blood may break away before dropping to bleeding.

Cower – The target of a cower is overcome with fear and can not look at the caster or take action against them. The enchantment is broken if the caster attacks the cowed character.

Dominate – The target of a Dominate effect must do whatever the caster says. Target must make their best efforts at whatever the command. There are no restrictions on commands.

Pacify – A Pacified character is removed of Enrage and Berserk. The character may not take offensive actions and will not act aggressively. The enchantment is broken if the target is attacked or threatened.

Slow – Slowed targets must walk and can not use the Dodge ability.

Silence – Those under the affect of silence may not speak in-play verbally or cast spells. They may still attack and call weapon tag-lines normally.

Ailments (5-Minute Duration)

Ailments are active effects on your body. Ailments are removed when a character falls to dissipating or otherwise specifically removed.

Cripple – Any arm or leg hit by a cripple tag-line may not be used. No weapons or items can be held and the player may not lift that limb.

Enrage – Characters suffering from Enrage must attack every target around them starting with the closest player. An enraged character may choose not to use abilities, but must melee attack until the effect ends.

Fatigue – A fatigued character suffers a minus two penalty to strength and must walk.

Knockout – A knocked out character may not be shaken awake. They may not hear, see, smell, or otherwise observe the world around them.

Petrify – The target of a petrify is frozen in play and cannot move or speak.

Poison – A poisoned character may not use any abilities and must move at a slow crawl. Poisoned characters who have their five minutes transpire immediately become dissipating.

Sleep – The target of a sleep effect may not talk or move. Any amount of damage will awaken a sleeping character. A sleeping character may be shaken awake by performing a shaking count: “Shaking 1, Shaking 2,... Shaking 10”.

Special (Ailment/Enchantment)

“Innate Zhana Dust” is a special packet delivered ability. It is the only Innate ability which can be seen (a powdery substance) and it is a combination of an ailment and an enchantment.

Zhana Dust – Targets affected by the Zhana Dust immediately fall asleep as per the ailment. A Zhana Dusted character who is awakened is then charmed, as per the enchantment, to the first person they see. A character who is not affected by the sleep is not affected by the charm.

Chapter 1: How to Play

Phys-Reps

A Phys-Rep is a physical representation of an in-play item. *e.g. Costumes, Armor, Latex Weapons, Boffer Weapons, Trinkets, Jewelry, etc.*

All Phys-Reps must be safety approved by Staff before the game begins.

Players may “Steal” items from one another in-play, but must return the Phys-Rep to that player.

In-Play Items and Tags

All in-play items require a Tag. Tags are the in-play representation of an item. Players who do not have a tag for their item do not have that item in-play.

Stealing an item in-play is the act of stealing this tag by any means. Tier 0 items do not require tags (Pg. X)

Barriers, Containers

Barriers are colored sheets of cloth with an affixed scroll. A barrier can be passed after meeting the requirements listed on the scroll.

A Container card (placed on a box) or a Door card (placed on a door) represent in-play containers and doors. The requirements to pass are listed under the flap. (Pg. X)

Locks

Doors and Container cards can only be locked with in-play locks. A character who sees an in-play lock cannot pass through, open the container, or read the rest of the card without meeting the requirements. (Ch. 7)

Doors CAN NOT be locked Out Of Play for any reason. This is a safety hazard and is illegal when using rented property for camp groups.

Traps

Traps are tags which can deliver attacks. A character who sees a trap, even at a glance, sets it off. A fired trap delivers the attack normally and can be reacted to according to the character's abilities. Rip any Trap Tags to show that they have been set off.

Traps are most often found under Door and Container cards but can be placed anywhere. After setting off a trap, rip the tag.

Items that Do Not Require Tags and How You Can Use Them
Cabin Decorations and Costuming
Phys Reps for various things

Glossary of Terms

“In-Play (IP)/Out-of-Play(OOP)”

“In-Play” is a reference to anything within the game world. “Out-of-Play” is anything outside of the game world. OOP discussions at the episode are highly discouraged. One hand on top of your head indicates “Out-of-Play” or “This is an Out-of-Play discussion” if signaled briefly. Anyone wearing a white headband is considered Out-of-Play.

“Storytellers”

Storytellers are Staff members who are in control of the story and plot devices.

“Player Character” (PC) and “Non-Player Character” (N.P.C.)

A PC is your or another player's character. A NPC is any character played by a storyteller or crew member.

“Pulling Tags” or “Pull your Tags”

All Maneuvers, Spells, and Racial Abilities have tags which must be ripped when they are used. This is the method used out-of-play to keep track of your in-play advantages. Give the tags to anyone you use abilities against (if possible) or a storyteller. All players must pull tags as soon as they can when they use abilities. A one-use item such as Alchemy, or an item that is broken must be ripped. Traps that have been set off must be ripped. Only storytellers may sign off and date approved new tags.

Item Tags – White and Green

Trap and Lock Tags – Pink

Barrier Tags – Pink

Spell Point Tags – Blue

Maneuver Point Tags – Red

Racial Ability Tags – Yellow

“The War Room”

The War Room is an Out-of-Play location where the staff materials and logistics is located. Non-player characters originate from this location. Players proceed to the war room in order to initiate their crew time, have weapons inspected, have armor points calculated, have spell books/spell scrolls checked and signed, or to report their character's death.

“Crew/Crew Time”

Crew is the term used to refer to players and specific staff members who do general work for the game. “Crew Time” is an optional part of every event. Crew time will be logged, and players who have done crew may receive an In-Play reward for your service. Usually crew time is not mandatory for the event.

“Medic vs. Healer” *SAFETY CONCERN*

A “Healer” is an in-play character with healing abilities. Players who require a healer yell “Healer!” to alert them to your in-play injured status. Players who have been actually injured out-of-play yell “Medic!” to alert others and staff. It is vital to safety to not confuse these.

“Medically Out Of Play (MOOP)” *SAFETY CONCERN*

Players who cannot participate in physical activity due to medical reasons are considered “Medically Out-of-Play” (MOOP), indicated by a bright Orange headband, and cannot participate in combat or defend themselves. Other players may Death Blow the MOOP character and it cannot be stopped by the MOOP character. Please alert staff to any important medical conditions.

“Game Holds”

Situations happen in play and out of play which call for a pause in the game. This is a “Hold”. Holds are permitted if there is a medical emergency; someone is hit in a sensitive area, or if there are rule discrepancies. Anyone can call a hold. Please keep holds to a minimum as they break immersion. *e.g. Something happens in play; “Hold!”; Players take a knee; “Ok, 1, 2, 3 Lay-On!”*

“Verbals”

All verbals are considered to be in-play if you can hear them. Hearing a damage verbal is akin to hearing active combat. Hearing a spell verbal is literally hearing a spell caster cast that spell. The only exception to this rule is the “Innate” tag-line. (*e.g. A character throws an “Innate Enrage” packet. All players must act as if they didn't see or hear the packet thrown.*) This exception does not apply to the ability “Zhana Dust” because you are actually throwing a dust-like substance.

Chapter 2: Character Creation

The most important aspect to a player of Mordavia is their character. This chapter will dictate the rules and guidelines for creation of a new character for use in the Mordavia world. A character's attributes are recorded on the character sheet and given to players at check-in. Players are encouraged to read these rules and create their own character for staff to review before the game in order to streamline the check-in process.

Character Concepts and Goals

The first thing a new player should do when attempting to create a new character is think about what kind of concepts they have for their character. Players may also want to look at the rest of the rulebook and decide based on what is available. Every character must have a somewhat defined concept and goal for their character to work towards. This must be approved by Storyteller Staff. Nearly any concept can be suggested to staff. *e.g. A sly and sneaky rogue; A hardy warrior; Someone in-touch with their history; A drifter; An honest merchant; a skilled craftsman; A powerful spell-caster*

The next step is to choose a race that fits well with that concept. A character's race is the first and permanent choice which affects the rest of that character's life. Race can either be a framing story for character goals or something they try to avoid. How your race affects your character's goals is up to you, but everyone in the game world will see you as that race and have certain expectations and opinions. Races are covered in the next chapter. The races are: *Created; Elf; Demon; Gypsy; Half-Orc; Human; Vampire; Zhana.*

Character Goals are required for every new character in Mordavia. Character goals can be simple or complex; specific or general. Good character goals are ones that are idealistic and represents the character's inner virtue or moral code or lack thereof. Good examples of character goals are: *To be the strongest warrior in the land; To be a master cleric of white magic; To be a skilled craftsman and craft rare devices; To steal as much wealth as possible; To avenge their father's death; To destroy all Gypsies; To spread peace and love.*

The Advantage System

Advantages are listed in the four advantage lists: *Racial Advantages; Combat Advantages; Universal Advantages; Spell Advantages.* All advantages may be gained only once except where noted in the description of the list. The advantage lists are broken down into Tiers. Tier one advantages are the only advantages available at character creation. Gaining access to higher tiers of advantages requires a character to meet certain requirements for each list. Higher tiers of racial advantages can be accessed by raising your character's tier which is based on their level (see chart below). Higher tiers of combat advantages can be accessed by raising your character's tier and having a minimum of 4 advantages of the previous tier. Grey Magic is a single advantage which allows access to the Magic Wheel (Ch. 5). The Magic Wheel provides access to all the tiers of spells available to characters. Higher tiers of spell advantages are accessed when a character has all of the spells of the previous tier unless they are human, which need one less.

Character level is based upon the number of Advantages obtained. One advantage is equal to ½ a level. Each race has automatic starting advantages that do not count towards level. Players are then given six new advantages to spend to make their character. The first two of these advantages must be chosen from the Racial Advantage List (Ch. 3). The second two of these advantages must be chosen from the Universal Advantage List (Ch 6). The last two advantages are able to be spent in any list of the player's choosing. Choosing these first six advantages represent a character's history.

| Tier | Advantages | Level |
|-------------|------------|---------|
| Novice | Tier 1 | 0 - 4 |
| Adept | Tier 2 | 5 - 9 |
| Journeyman | Tier 3 | 10 - 14 |
| Master | Tier 4 | 15 - 19 |
| Arch-Master | Tier 5 | 20+ |

Players gain one new advantage for attending an event. Players gain an additional advantage if their character did not die that event. Players also gain an additional advantage for attending every episode in a chapter. A player may pay the cost of one event they missed that year to gain one advantage. This is called a back-pay and is reserved for when players are unable to attend.

Character Background and History

All players must create a background and history for their character. A character's first six advantages represent the first six phases of their life before coming to the game. Players must define in a few sentences how these advantages shaped their character culturally in their early life. The first two are the earliest childhood advantages and are based on the Racial Advantages. Players then continue with their Universal Advantages, writing about when their character was old enough to work. The last two advantages give an idea of the choices a player's character has made in their adult life and how they relate to their goals. Story Telling staff will help with the creation of your character's history if a character history is not prepared by the second event attended.

Character histories may be as complex and diverse as a player wants it to be. Entire fictional stories and bloodlines may be created with family trees and unique family traits and historic accomplishments. These are just basic guidelines to help new players create character backgrounds at creation. Character backgrounds are important because they allow staff to gain an insight into a player's concept for their character and what that character might be interested in. All character histories must be approved by staff.

Chapter 3: Races of Mordavia

There are numerous races in the world of Mordavia. Only eight races are available for players to choose from at character creation. Each race has its own unique strengths, weaknesses, and unique personality traits. Players are not restricted by the race's personality traits, but most NPCs will adhere to their specific racial personality traits. These traits and the race's specific advantages are listed in their own specific section. Most races have unique make-up requirements the player must wear to play. Those make-up requirements are stated above each race's advantage progression table.

The racial advantage "Constitution" may be bought an unlimited number of times. Numbered advantages must be purchased in order.

Attunement for races is chosen at race selection. Attunement is to a specific school of magic and players must choose one of two effects:

Empowering Attunement - Access to a new tier of the Attuned Magic allows a Character to gain a Spell of that Tier for free; No scroll is required

E.g An Elf Purchases "Grey Magic" and gains a free Tier 1 White Spell.

Diversified Attunement - Characters may choose a new starting school of Magic other than their attuned magic. They may also purchase advantages from their attuned school and ignore Magic Wheel restrictions for their attuned school.

E.g. A Demon chooses Alchemy for their starting magic school and purchases 'Grey Magic' and a Tier 1 Alchemy spell. This Demon may still purchase spells from Black Magic, ignoring the Magic Wheel restrictions. However, no free spell is gained.

Map and List of Important Places

Created

Created aren't born, they're found. First discovered just before The Cataclysm, there isn't much known about the origins of this race. Due to their half-golem bodies, Created require magical energy to survive and function normally. A Created *must* consume 1 Magic Potion per day equal to their character tier, or become motionless statues. For centuries on end, such Created littered Mordavia. Today, however, many are beginning to wake up and walk around, seemingly pursuing some unknown agenda.

Created make excellent companions and gain special abilities when they've bonded to a master. Their special powers lead many people to believe they were built to be slaves. Created slaves are a high value commodity in more nefarious circles. There are those Created who choose to be masters to no one and disregard their natural abilities, but they are few and far between. Created usually take a back-seat to their master's will and many historical accomplishments of Created have been attributed to their masters.

The Created are thank-less, hard-working, and loyal. Hardy bodies, Alchemical Attunement, and endless utility have made them popular bodyguards. Staunch dedication to their work and their masters makes them potent allies, and many Created find themselves mingling with high society on a regular basis, where their skills are most desirable.

Make Up Requirements: Exposed skin must be covered in interconnecting grey/silver lines. Golem arms/appendages are encouraged.

Starting Advantages *Description*

| | |
|-------------------------|--|
| Alchemy Attuned | Created are naturally Attuned to Alchemy Magic (Pg. X) |
| Constitution | All Created start with +1 HP |
| Consume Ore | Created may eat an ore point on a 10 count to restore health <i>e.g. "Eating 1, Eating 2, ... 10"</i> ; Ore heals HP equal to its Tier cost in kopeks: <i>i.e. 1, 2, 3, 5, 10</i> |
| Golem Body | The created are part Golem and start with +5 Natural Armor |
| Hardened Body | Created skin is made of an organic metal granting them a natural +1 Toughness. |
| Magic Potion Dependency | Created must drink 1 Magic Potion per Character Tier each day or become constantly under the effect of a "Slow" enchantment. Created will slowly deactivate and become statues if they do not consume enough Magic Potions; A Created brought to dissipation status is deactivated once brought back to life |
| Pure Body | Created may "Resist" one ailment per day. |

Novice Advantages

| | |
|-----------------------|---|
| Constitution | Gain an additional +9 HP |
| Efficient Digestion | Double the healing bonus from Consume Ore |
| Master's Magic Cannon | Once per day a Created may expend a max of 5 SP (Ch. 6) or 5 HP to a max of 25 to throw an "Innate X Magic" packet; Each 5SP or 5HP contributes 10 damage towards X |
| Calm Master | Once per day "Innate Pacify" to Master only |
| Pure Soul | This character can not be raised as an undead. Golden eye-shadow must be worn once gained |
| Servitude | A master must accept a Created as their servant; A servant may not harm his master under any circumstance; A master may have multiple servants; A master may not be in servitude to a servant |
| Transfer Vitality | Transfer H.P. to living targets. Touch your target and say "Transfer vitality 1, transfer vitality 2...transfer vitality 10 (X Heal)." Your target heals X H.P. and you lose X H.P. X may be any amount of H.P. you have, but can not be an amount that would reduce you below 0. |
| Upgrade Body | Created use 30 points of required ore to gain +15 Natural Armor; This may only be done once per tier. |

The Created

Adept Advantages **Description**

| | |
|-----------------|--|
| Emboldened Soul | Once per day gain a “Resist” death; anything bringing a Created to dissipation brings them to 1 HP |
| Hardened Body 2 | Gain +1 Toughness |
| Hydraulic Limbs | Gain +1 Strength |
| Mechanical Mind | Gain +1 rank in Prospecting and Researching |
| Pure Body 2 | Gain an additional “Resist” ailment per day. |
| Servitude 2 | A Created may transfer any number of IAs (pg 7) to their master; Gain +1 damage to weapon damage when in the presence of your master |
| Upgrade Body 2 | Created use 30 points of required ore to gain +15 Natural Armor; This may only be done once per tier |
| Weapon Meld | Created may choose a weapon and connect it to their hand at will; “No Affect” all disarm tag-lines |

Journeyman Advantages

| | |
|-------------------------|---|
| Hardened Body 3 | Gain +1 Toughness. |
| Hydraulic Limbs 2 | Gain +1 Strength |
| Master's Spell Battery | Gain +2 Spell Points; Transfer a SP to the master on a transfer count “Transfer 1, Transfer 2, ... Transfer 10”; This may be done as many times as desired or until the Created has no SP |
| Master's Magic Cannon 2 | Gain a second use of Master's Mana Cannon; The minimum amount of SP or HP is raised to 10; The maximum is raised to 50 |
| Mechanical Mind 2 | Gain +1 rank in Prospecting and Researching |
| Pure Body 3 | Gain an additional “Resist” ailment per day. |
| Transfer Life | Created may touch their master to grant “Life” (Pg. X); The Created immediately drops to dissipating; Requires a transfer count; “Transfer 1, Transfer 2, ... 10” |
| Upgrade 3 | Created use 30 points of required ore to gain +15 Natural Armor; This may only be done once per tier |

Master Advantages

This level of power has rarely been heard of, let alone seen, since The Cataclysm.

Arch-Master Advantages

This level of power is the stuff of myths and legends and are only known about in the form of stories.

Demons

Demons hail from a treacherous northern region known as “The Demon Kingdom”. This Kingdom was established shortly after The Cataclysm and has remained almost completely isolated from the rest of Mordavia. However, in the past century or so, multitudes of Demons have begun to migrate south into The Kingdom of Mordavia, where they have been feared and mistrusted ever since.

Though physically potent beings, the combat and magical prowess of Demons is not the source of fear for most other races. Demons have an obsession with secrets and are insidiously good at finding them...*all* of them. It is because of this trait, above all else, that Demons are feared across Mordavia.

Demons are creatures of order, discipline, and a rigid hierarchy. Black Magic is part of their very essence and they are incredibly potent Black casters. Demons are drawn to adventuring because it is the most direct path to wealth, fame, and power. Most Demons are not content to sit idly but prefer a life of action. Those Demons who shy away from excitement of that kind are often spymasters, information brokers, and schemers of the highest order...and likely some of the most dangerous individuals in Mordavia.

The Demon race originates in the mysterious and unknowable Abyss, and know themselves to be the first race. The Abyss, an endless, cavernous world effused with Black Magic, whispers to Demons in their dreams, uttering terrifying secrets. However, physical access to The Abyss has long been lost to the Demon race. It was lost long ago in the Age of Mists, shortly after the Demons came across the hapless Humans and the Elves who enslaved them.

Make-up Requirements: A minimum of two horns worn on the head and all exposed skin colored red with angular black runes upon it.

Starting Advantages *Description*

| | |
|---------------------|--|
| Constitution | All Demons start with +8 HP |
| Black Magic Attuned | Access to a new tier of Black Magic allows a Demon to gain a Black Spell for free; No scroll is required |
| Demonic Skin | Once per day Demons may “Resist” a Spell, Coating, or Non-Physical attack (except the “Disarm” maneuver) |

Novice Advantages *Description*

| | |
|----------------|---|
| Constitution | Gain an additional +8 HP |
| Abyssal Secret | The Abyss reveals random secret to you every episode |
| Demonic Claws | Grow claws upon your hands with a base damage of 1; Clawed characters cannot wield weapons |
| Demonic Mercy | This ability is used by offering a character mercy; Once per day “Charm Pierce” (Pg. 9) an agreeing character |
| Dream Walker | Communicate with any one character through a dream by using an IA; This IA is unable to be tracked |
| Resilience | Add an additional +1 minute to your bleeding and dissipation counts; Once per day “Resist” a “Death” effect |
| Strength | Gain +1 Strength |
| Toughness | Gain +1 Toughness |

Elves

There are two types of Elves in Mordavia: Elves as they see themselves and then Elves as everyone else sees them. Elves consider themselves the “First Race”, and therefore, the natural protectors and teachers of the “lesser” races, especially Humans – whom the Elves liberated from Demonic enslavement in The Age of Mists.

Elves generally view themselves as inherently superior. Elves are often polite but have the propensity to be perceived as arrogant, aloof, haughty, morally superior, sarcastic, or any combination thereof. Elves do not often understand the finer points of sarcasm or condescension and usually engage in both equally without noticing. Elves are also famous for often helping where they aren’t wanted, or are not even needed, and giving unsolicited advice.

The Elven race believes that it originates from the lost city of Elvanult where they developed White Magic and are supposed to have set down the first rituals in multiple schools of Magic. Naturally attuned to White Magic, Elves are superb healers and tend to shy away from militarism as a culture. However, Elves have fought many historic battles against Demons, Half-Orcs, and Necromancers. To compensate for their lack of a warrior tradition and the physical strength of their historic allies, Elves developed the greatest weapon-smiths ever seen.

Today, the historic forest home of Mordavian Elves, The Great Forest Serapf Caslit, has been under relentless assault from organized war-bands of Half-Orcs hailing from the Southern wastelands of Morgrim. Many Elves have been slaughtered and the survivors are faced with the choice of fleeing to another land, joining The Order of the Right Hand, or venturing into A'Tul to search for the lost city of Elvanult.

Make Up Requirements: Elongated Ears, Pink or Red Blush on Cheeks

Starting Advantages **Description**

| | |
|---------------------|--|
| Constitution | All Elves start with +7 HP |
| White Magic Attuned | Elves are attuned to White magic. |
| Resist Enchantment | Elves may “Resist” one enchantment per day |

Novice Advantages

| | |
|-----------------------|--|
| Constitution | Gain an additional +7 HP |
| Accuracy 1 | Once per day add the “Innate” tag-line to a ranged attack |
| Dodge | Once per day “Dodge” one attack from the front. |
| Holistic Mastery | Once per day use “Suspend Metabolism” (Pg. X); First Aid (Pg. X) now only requires a 50 second count |
| “...of Elven Quality” | Items of Elven Quality gain an additional “Resist Shatter” by spending one extra IA during crafting |
| Pure Soul | This character can not be raised as an undead. Golden eye-shadow must be worn once gained |
| Ranged Precision 1 | Gain +2 additional damage with the ranged weapon of your choice |
| Sleepless | Gain an additional IA and gain an additional “resist sleep” |

Elves

Adept Advantages Description

| | |
|-----------------------|--|
| Accuracy 2 | Once per day add the “Innate” tag-line to a ranged attack. |
| Artisan | Gain +1 rank in weapon crafting and textile crafting |
| Dodge | Once per day “Dodge” one attack from the front. |
| Efficient Healer | Gain +5 HP when removing an ailment |
| Holistic Mastery 2 | Once per day use “Suspend Metabolism” (Pg. X); First Aid (Pg. X) now only requires a 40 second count |
| Persistent Enchanting | Once per day reset the duration of all non-ritual enchantments on your character and your character's items. |
| Ranged Precision 2 | Gain +2 additional damage with the ranged weapon of your choice |
| Resist Enchantment | Once per day “Resist” one enchantment |

Journeyman Advantages

| | |
|--------------------|--|
| Accuracy 3 | All ranged attacks now add the “Innate” tag-line. |
| Artisan 2 | Gain +1 rank in weapon crafting and textile crafting |
| Dodge | Once per day “Dodge” one attack from the front. |
| Holistic Mastery 3 | Once per day use “Suspend Metabolism” (Pg. X); First Aid (Pg. X) now only requires a 30 second count |
| Medic | First aid now is a “10 Heal” instead of a “1 Heal” |
| Ranged Precision 3 | Gain +2 additional damage and once per day add the “Pierce” tag-line to the ranged weapon of your choice |
| Resist Enchantment | Once per day “Resist” one enchantment |
| Sleepless 2 | Gain an additional IA and gain an additional “resist sleep” |

Master Advantages

Arch-Master Advantages

Gypsy

Gypsies are the most infamous of the races of Mordavia. More feared by Humans than even Demons or Vampires, Gypsies are known to be Necromantically cursed beings who are scoundrels, brigands, and should never be trusted. They are particularly nefarious because they have no physical characteristics that distinguish them from Humans in any way, except for their uncanny ability to calm and seemingly communicate with animals. Most terrifying about the Gypsy curse is that it can be temporarily transferred to anyone.

That being said, in reality, not *ALL* Gypsies are evil, though these Nature attuned free-spirits tend to be rambunctious and fun-loving, preferring to gather in groups. Many Gypsies shun their nature and choose to assimilate into Human society. Some Gypsies, born into Human cities, do not even initially know that they are a Gypsy. Such a lifestyle is dangerous, however, as Gypsies are not protected by The King's Law in any way and are likely to be killed if discovered.

Gypsies who leave Human society can be found in any isolated geographical location: swamps, forests, caves, mountains, etc. The densest population of Gypsies are found in the Forest of Eredeti. These Gypsies are almost exclusively organized into clan/family structures and operate like animal packs in terms of hierarchy.

Make Up Requirements: None

| <i>Starting Racial</i> | <i>Description</i> |
|---------------------------------|--|
| Constitution | You start with 8 H.P. |
| Animal Ken | Choose a subtype of animal (canine, cat, bear, bird of prey, snake, etc. - no insects.). You now call '[creature] Affinity' and that creature type will not attack you unless provoked. You also gain Animal Empathy, and may talk to animals of your subtype. |
| Enrage | All gypsies have an “Innate Enrage” packet, as per the Ailment, once per day |
| Nature Attuned | Gypsies are attuned the Nature magic. |
| <i>Novice Advantages</i> | |
| Constitution | You gain +8 H.P. (May be purchased multiple times.) |
| Adrenaline Rush | Adrenaline Rush is an Active ability that may be used once per day. You gain +1 strength +10 temporary H.P. to activate this ability you have to say: “Activating Adrenaline Rush” |
| Entangle | Gain +1 “Innate Entangle” per day. |
| Fight or Flight | You gain +1 “Resist” fatigue / slow once per day. |
| Group Tactics | Gain +1 damage when fighting with another character with the Group Tactics ability. This increases by +1 for each character and level of Group Tactics (max +1) |
| Resilience | Add +1 minute to all bleeding and dissipation counts; “Resist” an Exsanguinate/Instant Death once per day |
| Strength | Gain +1 Strength |
| Wild Evasion | Make a Hide Count of 5 (“Hiding 1, Hiding 2, Hiding 3,..” ect) in trees/shrubbery/tall grass, at least half your height. Characters without magical sight can't see your character until you move. The effect lasts until your character moves. |

Gypsy

| <u><i>Adept Advantages</i></u> | <u><i>Description</i></u> |
|--------------------------------|--|
| Enrage 2 | Gain an additional “Innate Enrage” packet per day |
| Entangle 2 | Gain an additional “Innate Entangle” packet per day |
| Group Tactics 2 | Gain +1 damage when fighting with another character with the Group Tactics ability; Maximum +2 damage |
| No Man left Behind | Carry and run with an individual without the normal +3 Strength requirement |
| Resist Elements | “Resist” any Elemental attack, spell, or ability once per day |
| Scoundrel | Gain +1 rank in gathering and tailoring |
| Resilience 2 | Add +1 minute to all bleeding and dissipation counts; “Resist” an additional Exsanguinate/Instant Death per day |
| Wild Meditation | You may activate this advantage 1/day when you are fully surrounded by vegetation. While doing this you gain +1 H.P. per minute. You may use this advantage when using Wild Evasion. Your character must sit still and meditate to use this ability. You may not act in combat or verbally role-play while using this ability. |

Journeyman Advantages

| | |
|-------------------|---|
| Adrenaline Rush 2 | Adrenaline Rush is an Active ability that may be used once per day. You gain +2 strength +20 temporary H.P. to activate this ability you have to say: “Activating Adrenaline Rush”. |
| Enrage 3 | Throw an additional “Innate Enrage” Packet per day. |
| Fight or Flight | You gain +1 “Resist” fatigue / slow once per day. |
| Group Tactics 3 | You gain +1 damage when fighting with another character with the Group Tactics ability. This increases by +1 for each character and level of Group Tactics (max +3). |
| Scoundrel 2 | You gain +1 rank in textiles and gathering. |
| Strength 2 | Gain an additional +1 Strength permanently. |
| Wild Evasion 2 | Walk very slowly while using Wild Evasion. |
| Wild Meditation 2 | While meditating you gain the benefits of the 'suspend metabolism' advantage. For every 5 minutes of meditation you may remove an ailment. |

Master Advantages

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Arch-Master Advantages

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Half-Orc

Legend has it that Orcs were bred with humans in order to produce a smarter warrior. Built for strength, endurance, and warfare, Half-Orcs generally live for the next great challenge.

Half-Orcs tend to be fiercely independent, but are easily impressed by displays of great power. When they are impressed by someone they may become fiercely loyal to them, but could lose interest if a stronger one emerges. Wise Half-Orcs tend to join a professional military or well organized mercenary bands. Thier love of fighting and displays of power are kept as constant companions.

Besides being simple warriors, Half-Orcs are productive work horses who know no equal. Considering Half-Orc heritage, Humans tend to work well with Half-Orcs. They also make effective tactical decisions together, and relish working in factories for the pursuit of material ends. Half-orcs rarely seek quiet lives as laborers, but may try to integrate themselves fully into human society..

Contrary to popular belief, not all Half-Orcs are the dull-minded savages that most appear to be. Not only are they eventually able to speak more clearly, they can develop enough intelligence to cast magics from any school, albeit with more difficulty than the other races.

Today, the center of Half-Orc 'society' is found in the southern wastelands. There lies Morgrim, a massive Fortress -city, built using the felled trees from the forest of Sceraf Csalit.

Make Up Requirements: Light green and/or brown skin with some visible scars or brands

Starting Advantages *Description*

| | |
|------------------|--|
| Constitution | Half-orcs are the hardiest race and start with 10 H.P. |
| Strength | Gain +1 Strength. |
| Dull Minded | A Half-Orc cannot say words that have more than 2 syllables. You may not learn Grey Magic. You must purchase intelligence as an additional prerequisite to access each tier of magic. Every Rank in Intelligence allows an additional syllable |
| Intelligence | Your character gains the ability to learn Tier 1 Magic Advantages. May be purchased up to five times. A Half-Orc cannot advance in the Tiers of Magic without having an amount of Intelligence equal to the Tier they're trying to advance. Tier 1 Grey Magic is a prerequisite for learning other schools of Magic. |
| Feat Of Strength | Feat of Strength is an Active effect your character may use once per day. When breaking out of confining effects or doing a single task that involves strength you may double your character's strength. |

Novice Advantages *Description*

| | |
|----------------|--|
| Constitution | You gain +10 H.P. (May be purchased multiple times.) |
| Assembly Line | When working with another assembly worker, Half-orcs reduce the Interlude Actions required to produce items by 1 for each assembly worker and the tier of Assembly line. Max -1. |
| Berserk | Berserk in an Active Effect that may be used once per day. You gain +1 Strength, +10 temporary H.P. and immunity to ailments. After the five minutes has expired your character becomes fatigued. To activate Berserk you have to say; “Activating Berserk”. A Berserk Half-Orc is not immune to Enrage. |
| Control Temper | Half-orcs are capable of controlling their anger. Once per day your character may “Resist” the Enrage effect. |
| Endurance | Gain 1 “Resist” fatigue per day. |
| Group Tactics | Gain +1 damage when fighting with another character with the Group Tactics ability; Maximum +2 damage |
| Massive Strike | Add the “massive damage” tag-line to any weapon strike once per day. |
| Resilience | Add +1 minute to your bleeding and dissipation count. You gain 1 resist Exsanguinate/Instant Death. This resistance does not include Death Blow. |

Half-Orc

Adept Advantages **Description**

| | |
|--------------------|--|
| Assembly Line 2 | When working with another assembly worker, you reduce the Interlude Actions required to produce items by 1 for each assembly worker and the tier of Assembly line. Max -2. |
| Berserk 2 | “Berserk” twice per day. The temporary strength increases to + 2 and the temporary H.P. increases to + 20. Berserk is still an Active Effect and your character is still fatigued when Berserk ends. |
| Feat of Strength 2 | Gain an additional “Feat of Strength” |
| Group Tactics 2 | Gain +1 damage when fighting with another character with the Group Tactics ability. This increases by +1 for each character and level of Group Tactics (max +2). |
| Knock Out Strike | Add the “Knockout” tag line to a physical attack once per day. |
| Resilience 2 | Add +1 minute to your bleeding and dissipation count. You gain 1 resist Exsanguinate/Instant Death. |
| Strength 2 | Gain +1 Strength permanently. |
| Strong Back | Gain +1 success when armor crafting and gathering. |

Journeyman Advantages

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| Berserk 3 | Use the Berserk ability three times per day. The temporary strength increases to + 3 and the temporary H.P. increases to + 30. Berserk is still an Active Effect and your character is still fatigued when Berserk ends. |
| Endurance 2 | Your character is immune to fatigue. |
| Feat of Strength 3 | Use Feat of Strength three times per day. |
| Knockout Strike 2 | Add the 'knock-out' tag-line to any weapon strike once per day. |
| Massive Strike 2 | Add the “massive damage” tag-line to any weapon strike twice per day. |
| Strength 3 | Gain +1 Strength permanently. |
| Strong Back 2 | Gain +1 success when armor crafting or gathering |
| War Drums | Half-Orcs may play drums and prepare for battle for 5 min, when finished all orcs who participated gain +2 toughness as an enchantment for an hour. The ability may be used once per day. |

Master Advantages

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Arch-Master Advantages

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Human

Humans are as old as Mordavia itself. Human legends contend that they are the first native Mordavian race, spawned directly from The Mists in fully formed family units, sometimes numbering in the thousands. The legends do not agree if Demons or Elves came first, only that Humans were enslaved to both.

Regardless of how it happened, Humans quickly mastered Black and White Magic, then began to discover and develop all of the other schools of magic. The magical aptitude of Humans was immense and culminated in The Rise of The Solomonari and The Cataclysm. It is because of this history that many Attuned races have a deep dislike and mistrust of Humans, especially Human mages of their own school. Created do not have this same feeling and actually seek out Human companions more than others and they fit in well within the Human capitalistic society.

Luckily for Humans, they were, and still are, the most populous race on Mordavia. Even though they have the shortest average lifespans, they have a massive reproduction rate, making their 'control' of the world seemingly assured. While their hegemony was threatened for a short time after The Gypsy Event, no race has benefited more from The Magic Renaissance than Humans, and they have used this Age to reestablish themselves as the most powerful race.

Though Humans are not generally tied to any certain stereotype, Humans are incredibly interested in and incredibly good at, making money and obtaining material wealth of all kinds. For those Humans who develop their magical talents or other areas of interest, while eager, find themselves always just a step or two behind the other races. However, this has never stopped any Human from being found anywhere in Mordavia at least attempting to do just about anything. If you ask a Human why they do such nonsensical things, they will respond that they do not believe in fate and are masters of their own destiny.

Make Up Requirements: None

Starting Advantages *Description*

| | |
|-----------------|---|
| Constitution | Humans start with 7 H.P. |
| Prodigal Caster | Humans only needs to know three Magic Spell Advantages to progress to the next tier of Magic (four to advance in Necromancy). The level requirement for tier advancement still applies. |

Novice Advantages

| | |
|--------------------|---|
| Constitution | Gain +7 H.P. (May be purchased multiple times.) |
| Adrenaline Rush | Adrenaline Rush is an Active ability that may be used once per day. You gain +1 strength +10 temporary H.P. to activate this ability you have to say: "Activating Adrenaline Rush". |
| Assembly Line | When working with another assembly worker, reduce the Interlude Actions required to produce items by 1 for each assembly worker and the tier of Assembly line. Max -1. |
| Group Tactics | Gain +1 damage when fighting with another character with the Group Tactics ability. This increases by +1 for each character and level of Group Tactics (max +1). |
| Lucky Dodge | Humans are lucky, and gain +1 Dodge per day. |
| No Man Left Behind | Carry and run with an individual without the + 3 strength requirement. |
| Strength | Gains + 1 Strength permanently. |
| Working Hard | Gain two extra Interlude Actions during the current Interlude and lose two for the following Interlude. |

Human

Adept Advantages **Description**

| | |
|------------------|--|
| Assembly Line 2 | When working with another assembly worker, reduce the Interlude Actions required to produce items by 1 for each assembly worker and the tier of Assembly Line (max. -2). |
| Driven | Gain +1 success when crafting textiles, or +1 rating to pay with profession. |
| Nap | Once per day role-play taking a nap or end the effect; Regenerate 1 HP per minute while napping; |
| Fight or Flight | You gain one “Resist” fatigue/slow once per day. |
| Group Tactics 2 | Gain +1 damage when fighting with another character with the Group Tactics ability. This increases by +1 for each character and level of Group Tactics (max +2). |
| Hardly Working 2 | Lose two Interlude Actions during the current Interlude and gain two for the following Interlude. |
| Tinker | Gain +1 to disable device. |
| Versatility | Gain up to 4 maneuver points, or 4 spell points in any combination. (1-3, 2-2, 4-0) |

Journeyman Advantages

| | |
|-----------------------|--|
| Adrenaline Rush 2 | Gain +2 Strength and +20 H.P. as an Active Effect that may be used three times per day. To activate this ability you have to say: “Activating Adrenaline Rush”. |
| Assembly Line 3 | When working with another assembly worker, reduce the Interlude Actions required to produce items by 1 for each assembly worker and the tier of Assembly Line (max. -3). |
| Driven 2 | Gain +1 rank in merchant and profession. |
| Fight or flight | Gains a second resist fatigue/slow. |
| Group Tactics 3 | Gain +1 damage when fighting with another character with the Group Tactics ability. This increases by +1 for each character and level of Group Tactics (max +3). |
| Leadership | Gain an “Innate Pacify” packet once per day. |
| Strength 2 | Gain +1 Strength permanently. |
| Transfer Spell Points | On a 60 second count a human transfer any number of Spell Points to another character. |

Master Advantages

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Arch-Master Advantages

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Vampire

Seen nearly universally as dark and unsavory, Vampires are a race of sentient undead, originating long before The Cataclysm. Feared because of their need to subsist on the blood of other sentient races even the friendliest of Vampires must deal with this stigma.

Elves don't like that Vampires are grotesque shadows of their own image and Humans are their most common favored food, so their lives tend to be rough, leading many towards the fringes of society. Vampires on the fringes of society almost inevitably build the negative stereotype of Vampires. Those who try to overcome this cycle still struggle to fit in as their greatest skills are most sought after in the underworld. While many nobles require high level security systems, they tend to not openly treat with Vampires, leaving the Vampire ever in the shadows.

Even though Vampire lives are generally tougher than average, that is not to say that Vampires have not been able to raise themselves to power and status. After The Cataclysm, Vampires established the powerful Kingdom of Noctu and discovered the hidden powers of Blood Magic. Eventually the Kingdom collapsed and Vampires were forced to spread out for their survival, but even today, especially in The Principality of Noctu, Vampires are more commonly found in powerful positions, even as nobility.

Make Up Requirements: Pale white skin, elongated ears and sunken eyes; Fangs are optional

Starting Advantages *Description*

| | |
|------------------------|--|
| Constitution | Vampires start with 7 H.P. |
| Natural Claws | Vampires have natural claws that deal a base of 1 damage. |
| Sunlight Vulnerability | When exposed to sunlight, become 'Poisoned'. If a Vampire reaches 'dissipation' status in direct sunlight, they instantly resurrect. |
| Undead | When 'bleed' count reaches 0, do not go to 'dissipating', instead stabilize at 1 H.P. Immune to 'healing' magic, including Alchemy. The 'Life' spell stabilizes a Vampire at 1 H.P. Must be 'death blown' by a weapon with any magical enchantment. |
| Undead Immunity | Immune to knock-out, poison (except Sun Poison), and fatigue. |
| Drain Blood | Vampires may drain 1 H.P. per second from a willing or subdued target on a 'Draining Blood' count by touching the target and saying 'Draining Blood 1, Draining Blood 2, etc'. You gain 1 H.P. per second and the target loses 1 H.P. per second. If a 3 count is performed on a 'Bleeding' target, the Vampire regains 5 H.P. and the target goes to 'dissipation'. |

Novice Advantages

| | |
|--------------------|--|
| Constitution | Gain +7 H.P. (May be purchased multiple times.) |
| Absorb Health | Gain +1 "Innate 10 Absorb" packet per day. |
| Glamor | Gain +1 "Innate Charm" packet per day. |
| Hide in Shadows | When standing in shadows, say "Hiding in Shadows 1, Hiding in Shadows 2, Hiding in Shadows 3" and place your hands on your head. Moving or taking any actions negates the effect. If you are seen while using this ability, your location is known by those who saw you. |
| Paralyzing Touch | Touch a target and say "Paralyzing Touch" once per day to Paralyze the target. |
| Refined Taste | When your character purchases Refined Taste you select a race. When you drink the blood of your chosen race you gain double healing (you cannot choose Vampires). |
| Resist Enchantment | Gain +1 "Resist" Enchantment per day. |
| Strength | Gain +1 Strength permanently. |

Vampire

Adept Advantages **Description**

| | |
|-----------------|--|
| Absorb Health 2 | Gain an additional “Innate” absorb packet. You may now drain 15 H.P. with this Advantage. When you throw the packet you say: “Innate 15 Absorb”. |
| Fortitude | The next time your character would go to dissipating, you may “resist” and stabilize at 1 H.P. |
| Glamor 2 | Gain an additional “Innate Charm” packet 1/day. |
| Natural Claws 2 | Gain +1 damage to your claw attacks. |
| Predator | Gain +2 damage against one designated target. Predator is an Active Effect that is usable once per day. To use this ability you must designate your target and say: “Activating Predator”. |
| Strength 2 | Gain +1 Strength permanently. |
| Toughness | Gain +1 toughness permanently. |
| Hunter | Gain +1 tracking and device crafting. |

Journeyman Advantages

| | |
|-----------------|---|
| Absorb Health 2 | Gain an additional “Innate” absorb packet. You may now drain 20 H.P. with this Advantage. When you throw the packet you say: “Innate 20 Absorb”. |
| Bat Form | A vampire may place a bat phys-rep in an area outside of direct sunlight. This is your character and you are vulnerable to being found. If a player has your bat phys-rep during the day, they have you. The player must tell staff where the bat phys-rep is hidden. Once the bat phys-rep is hidden it may not be moved until you come back into play. (Gain +1 evasion and +1 IA) |
| Daywalker | Your character may 'Resist' Sun Poisoning once per day. This will enable your character to walk in direct sunlight for only five minutes. |
| Glamor 2 | Gain an additional “Innate Charm” packet 1/day. |
| Hunter | Gain +1 rank in craft device and tracking. |
| Natural Claws 3 | Gain +1 damage to your claw attacks. |
| Strength 3 | Your character gains and additional +1 Strength permanently. |
| Toughness 2 | Your character gains an additional +1 Toughness permanently. |

Master Advantages

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Arch-Master Advantages

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Zhana

‘Zhana’ is a misnomer that is used to describe an entire group of different breeds of corporeal spirits. Individual Zhana are attuned to a single school of magic, even Necromancy and Binding, which is unique to Zhana. Interestingly, Necromancy Zhana have the inherent ability to disguise themselves as any other breed.

Zhana host a wide array of magical, defensive, and rogue-like abilities. This lends well to their whimsical nature and their preference for going about their business and staying out of the way of others. Part of this is because they could easily be smashed by a drunken Half-Orc unaware of their presence, but also because they usually have multiple important things to do.

Make Up Requirements: Must wear wings of any kind and have colored eye shadow. The color of a Zhana's wings and eye shadow must reflect the School of Magic which they are attuned. Necromancy Zhana may disguise themselves as any other color

| <u>Magic School</u> | <u>Color</u> | <u>Type of Zhana</u> |
|---------------------|--------------|----------------------|
| Alchemy | Orange | Homunculus |
| Binding | Blue | Pixie |
| Nature | Green | Sprite |
| Black | Black | Imp |
| White | White | Fairy |
| Necromancy | Purple | Banshee |

Starting Advantages Description

| | |
|---------------|--|
| Constitution | Zhana start with 6 H.P. |
| Magic Attuned | Zhana must choose at character creation which School of Magic they are attuned. Whenever a Zhana obtains a new tier of magic of the school in which they are attuned they receive a new spell of the appropriate school and tier for free. Spell Scrolls are not required for spells learned this way. |
| Zhana Dust | Zhana may throw an “Innate Zhana Dust” once per day. The target character is put into a magical sleep. If the target awakens without the Zhana Dust being removed, they become charmed to the first person they see. The magical sleep is an Ailment and charm is an Enchantment. |

Advantages

| | |
|-----------------------|--|
| Constitution | Gain +6 H.P. (May be purchased multiple times.) |
| Dodge | Gain +1 “Dodge”. |
| Ethereal Bind | Gain “Ethereal Bind” (Pg. X) once per day as an Active Enchantment. Zhana become invisible and are unaffected except by characters with “Bind Ethereal Sight”. Characters with “Bind Ethereal Sight” can see your character but they may not physically interact with you. |
| Essence Shield | Absorb a spell that shares your chosen Magic type once per day, you negate the spell and gain 10 H.P. |
| Magic Pocket | Craft one magic pocket per day that only the Zhana can open. You may place 1 item, up to 50 points of material, or 50 kopeks within the Magic Pocket. |
| Sleepless | Gain an additional Interlude Action and a “Resist Sleep” once per day. |
| Transfer Spell Points | “Transfer Spell Points 1...transfer spell points 60 (X spell points).” The target gains X S.P and you lose S.P. you cannot give away more then you have and cannot give someone more then their max. |
| Un-Charitable | Become immune to Charm. If you are hit with the Charm Effect you say: “No Effect”. |

Zhana

| <u><i>Adept Advantages</i></u> | <u><i>Description</i></u> |
|--------------------------------|--|
| Bypass Barrier | You may walk through a magically manifested barrier once per day |
| Covetous | Gain +1 success to Evading and Gem Crafting |
| Dodge 2 | Gain +1 “Dodge” |
| Essence Shield 2 | Gain an additional use of Essence Shield per day |
| Ethereal Bind 2 | Gain an additional use of Ethereal Bind per day. |
| Pierce Attack | Add the “Pierce damage” tag-line to a single physical attack once per day |
| Magic Container | Just like magic pocket but you may create a container. Holds 100 points of material, 100 kopeks, or 2 items |
| Zhana Dust 2 | Gain +1 Additional “Innate Zhana Dust” per day |

| <u><i>Journeyman Advantages</i></u> | |
|-------------------------------------|---|
| Bypass Barrier 2 | Gain an addition use of “bypass barrier” |
| Covetous 2 | Gain +1 success to Evading and Gem Crafting |
| Essence Shield 3 | Gain an additional use of Essence Shield per day |
| Ethereal Bind 3 | Gain an additional use of Ethereal Bind per day. You may now walk while in ethereal bind |
| Phantom Touch | If you encounter a trap, you do not set it off. You are not immune to traps |
| Pierce Attack 2 | Add the “Pierce damage” tag-line to a single attack twice per day |
| Sleepless 2 | Gain an additional Interlude Action and a “Resist Sleep” twice per day |
| Zhana Dust 3 | Gain an additional “Innate Zhana Dust” per day |

| <u><i>Master Advantages</i></u> | |
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| <u><i>Arch-Master Advantages</i></u> | |
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Chapter 4: Combat Training

The Maneuver System

Combat characters use special moves and techniques similar to how magic casters use Spell Points to cast spells. These points are called Maneuver Points (MP). You gain 1 MP each time you purchase a Combat Advantage. Once a character has gained 4 Advantages in the Combat Advantage list and they meet the Level requirement they may begin to purchase the next tier of Combat Advantages.

| <u>Novice Tier</u> | <u>Description</u> |
|------------------------|---|
| Expertise | You gain 1 Maneuver Point permanently in addition to the M.P. gained from learning this Advantage |
| Backstab (2) | You deal +2 damage when striking someone in the back. (Every two backstabs adds +1 to any knockout attack) |
| Specialization (2) | You deal +1 damage with either a one-handed weapon, gain +2 damage with a two-handed or ranged weapon. |
| First Strike | Spend a Maneuver point to deal +10 damage on your first weapon strike of a combat. To activate this maneuver you say: "First Strike" followed by your damage tag-line with the +10 damage added to it |
| Parry | Spend a Maneuver point and say "Parry" to stop a normal (non-maneuver) weapon strike |
| Knock-out | Spend a Maneuver point and strike a character between the shoulder blades with the pommel of a weapon and say "Knock-out!" to produce a knockout effect that lasts five minutes. Strength can be added to the knock-out effect in order to bypass toughness. To include a strength modifier you say "# Knock-out" where the # is equal to 1 + your strength, and +1 for every 2 backstabs. A character who takes any damage from a knockout attack is affected as per the ailment. Knockout attacks bypass armor. Toughness wins ties. Example: A character with +1 strength knocks out another character and says: "2 knock-out damage". |
| Weapon Finesse | Spend a Maneuver point to gain +1 damage to weapon strikes for 5 minutes |
| <u>Adept Tier</u> | <u>Description</u> |
| Expertise 2 | You gain 2 Maneuver Points permanently in addition to the M.P. gained from learning this Advantage |
| Backstab (2) | You deal +2 damage when striking someone in the back |
| Specialization (2) | You deal +1 damage with either a one-handed weapon, gain +2 damage with a two-handed or ranged weapon |
| Strength | You permanently gain +1 Strength |
| Disarm | You may say "I disarm you of your (weapon)." and the target must drop their weapon for 3 full seconds. To include a strength modifier you say "I disarm you of your (weapon)" plus the number of Strength your character possesses. Example: A character with +1 strength disarms another character and says: "I disarm you of your (weapon) + 1". The strength of the defender wins ties. If your Disarm attempt hits another weapon the Disarm takes effect |
| Endurance | You may spend 2 Maneuver Points to extend your bleeding count by 2 minutes. You may do this as many times as you wish, but the Maneuver Points must be spent |
| Instant Death | You may spend 2 Maneuver Points and say "Instant Death" while touching a bleeding or unconscious character, which brings them immediately to dissipation |
| <u>Journeyman Tier</u> | <u>Description</u> |
| Expertise 3 | You gain 3 Maneuver Points permanently in addition to the M.P. gained from learning this Advantage. |
| Specialization (2) | You deal +1 damage with either a one-handed, two-handed or ranged weapon. |
| Backstab (2) | You deal +2 damage when striking someone in the back. |
| Lethal Strike* | Your character may add the 'lethal' tag-line to a weapon strike. If the damage from this weapon strike would bring a character to 0 H.P. said character is instantly brought to dissipation. |
| Dodge* | Your character has the ability to negate a weapon strike or spell that would otherwise effect your character by saying: "Dodge". Your character must see the attack in order to use the Dodge ability. Characters cannot use Dodge on any spell or ability which is proceeded by the "Innate" tag-line. |
| Riposte* | Your character has the ability to riposte a non-maneuver melee weapon strike. You say 'riposte' after you're struck with a melee weapon and character who struck you takes the same damage your character just received (for purposes of determining tag-lines your character would riposte with his/her weapon's tag-line). This maneuver does not work against ranged attacks or spells. |
| Cripple Limb* | Your character may add the "cripple" tag-line to a physical attack, any limb of a target that you strike is considered "Crippled" as per the ailment. |

Chapter 5: Spellcasting

You must purchase the Grey Magic Advantage to become capable of learning one of the other six schools of magic. (No Scrolls are required for attuned spells) Grey magic is the most basic magic. You only need to spend one A.P. to learn the entire Novice Tier of Grey Magic. When you purchase a Grey Magic Advantage you automatically gain four Spell Points and become capable of casting any of the Tier 1 Grey Spells. Grey Spells do not require Spell Scrolls.

How do I learn new spells and how do I get more Spell Points?

Each spell costs one Advantage Point to learn. You must scribe this spell with The Grey Magic spell “Scribe Scroll” This scroll must be carried at all times to use the spell. For every spell you learn after learning Grey Magic you gain 2 Spell Points. For example, if you know 3 Binding magic spells you have 10 Spell Points (2 for each binding spell and 4 for having level one Grey Magic).

Energy Boon- Each time your character knows all of the spell advantages in a tier and school of magic you may purchase Energy Boon to gain an additional 3 spell points to your total pool. (ex. All the grey spells, or all 4 spells of Novice Black.) Humans are prodigious casters and may learn one less advantage per tier to access this advantage.

How do I progress in a school of magic?

To progress to another tier of magic you must be the appropriate level and have purchased all spell advantages in your current school and Tier of magic. (Example: To purchase Tier 2 White Spells you must be level 6 and have purchased all four Tier 1 White Spells.) To learn high

How do I learn another school of magic?

You can only learn another school of magic after you have spent one A.P. in the 2nd Tier of your present school of magic. You may only choose a school of magic adjacent to your first school of magic on the magic wheel as indicated below.

Grey Magic

Grey Magic is the purest form of magic known to mortals. Each person must first learn novice level Grey Magic before choosing a school of **magic** to which they can proceed. This is why it is at the center of the Magic Wheel. Higher levels of Grey Magic are rumored to exist. Some scholars even believe that greater Grey Magic is the power wielded by many of the magical spirits that wander A'tul. Others even believe that the creator spirit Gebelizes is a being of grey magic, but the Order of the Right Hand considers this a heresy. This is because they believe that Gebelizes is a being of white magic.

Novice Grey

Light/Darkness (Enchantment) – “I conjure a magical light./I conjure a magical darkness.”

This allows your character to use a flashlight, or turn on a light switch in a cabin. If darkness is used it extinguishes one target light source. **SAFETY NOTE:** You cannot use LED lights unless they have a filter. We encourage colored filters.

Scribe Scroll (Enchantment) - “I bind this scroll with (spell name).”

With magical energy you scribe a scroll or sheet of paper with a spell you know. You may only cast the spell if you have the spell scroll on your person. You must have also purchased the spell as an advantage.

Sigil (All day) – “I conjure a magical sigil on this (item).”

This sigil marks an item as your own for the entire episode.

Sustenance (Self Only, Instant)- “I sustain myself with magical energy.”

Removes fatigue, and counts as having hydrated and eaten. (We will not bring food to you.)



Alchemy

Alchemy is a school of magic that involves taking the very essence of the world around us and storing it in a physical receptacle. This essence can be used to create many magical effects that imitate the other schools of magic. Many mage's believe it is merely a cheap imitation. Of course many Alchemists believe the opposite, that the other schools of magic are just cheap imitations of an even greater form of magic that Alchemy most resembles. Any potion can be made into a coating or gas by spending 1 extra Spell Point. Potions are made at the beginning of the episode and at reset. A bleeding character may not drink feed themselves potions.

Alchemy is not cast with spell verbals like all of the other spell schools. To use Alchemy you simply use a count that varies depending on what form and Tier Alchemy you're character is using. We have made a list in the Mordavia Addendum which specifies these counts. It may be found listed under Tier 3 Alchmey.

The following table indicates how Alchemy Count Verbals are to be spoken:

| Medium | Tier 3 Count |
|----------|--------------------------------------|
| Potions | "Drinking 1, drinking 2, drinking 3" |
| Coatings | "Coating 1, coating 2, coating 3" |
| Gases | "Mixing 1, mixing 2, mixing 3" |

Novice Alchemy

Minor Healing Potion (Instant, Healing)

Heals the drinker of the potion for 5 HP.

Suspend Metabolism (Active, Enchantment)

Freezes all ailments, bleeding, and dissipation counts 5 minutes.

Magic Potion (Enchantment)

Target who drinks said potion gains the magical subtype for 1 hour. As a coating the weapon gains the magic tagline for one hour. A character may throw a magic gas which does "5 Magic".

Alchemical Glue (Enchantment)

As a potion, the drinker is Silenced for 5 minutes. As a coating a character may give a weapon or shield +2 against Disarm. However, you have to carry the weapon for the duration of the glue. As a gas a character may throw an Alchemical Glue Gas that produces a slow effect on the target.

Adept Alchemy

Mend Potion (Instant)

Drinking a Mend potion heals 15 natural armor points. A mend coating or gas will restore a shattered weapon or heal an item for 15 A.P.

Acid Potion (Instant)

The target of this effect takes 20 acid. If this is used as a coating, you may add 20 acid to your weapon strike.

Toughness Potion (Enchantment)

Character gains 2 toughness. A character may not drink multiple toughness potions to stack the amount of toughness received from this potion.

Sleep Potion (Active/Ailment)

The target of the spell is under the effect of "Sleep". Characters may coat weapons with Sleep Coatings to call "Sleep Damage" once per coating.

Journeyman Alchemy

Love Potion (Enchantment) – The target is Charmed to the first person they see after consuming a love potion. A love coating may be made to add the "charm" tag-line to a weapon. A love gas may be thrown as a "charm gas."

Antidote Potion (Instant, Healing) – The drinker of this potion, coating, or gas, is cured of the "Poison" ailment.

Poison Potion (Ailment, Active)- The drinker of this potion suffers from the poison ailment as described in the "Status Effects" section of the original Mordavia rulebook.

As a gas Poison may be thrown with the same effect. As a coating Poison grants the next single weapon strike the "poison" tag-line.

Strength Potion (Enchantment)- The drinker of this potion gains + 2 Strength.

Chapter 5: Spellcasting

Binding

Binding is a school of magic that has only recently been rediscovered. Binding involves the manipulation of magical energy through yourself and the world around you. Binding Magic cannot exist without a material anchor to keep the magic energy from dispersing. Binding Magic was uncovered around 100 years ago in abandoned ruins by The Order of the Right Hand of Gebelizes. They then began to teach binding to anyone willing to learn. Although binding has come a long way over the past 100 years it is not as nearly developed or as widely used as the more popular schools of magic.

Novice Binding

Bind Footsteps (Active Enchantment) – “I bind your footsteps to the ground, plus two.”

The target’s feet are bound to the ground they are standing on for 5 minutes. Requires +2 strength to break as indicated in the last part of the verbal.

Soul Bind Item (Enchantment)- “I bind this (item) to my soul.”

You may soul bind your item, it cannot be taken from you. Item cannot be disarmed. Follows you through death. You may choose to leave the item behind, dispelling the enchantment.

Lesser Magic Enchantment (Enchantment, Weapon) – “I bind this (item) with magic power.”

Target weapon gains +1 magic damage. The spell can also turn one item magical for an hour.

Ward Weapon, Minor (Until used, Enchantment) – “I ward myself from lesser harm.”

You may “Resist” a non-manuever weapon strike that affects your character.

Adept Binding

Ward Ailment (Enchantment, Self) – “I ward my body against ailments.”

You are able to “Resist” the next ailment to target your character.

Weak Barrier (Enchantment, Barrier) – “I ward this area from the weak.”

Requires 4 strength to pass through the ward. This spell may have 3 ward keys made, these keys must be held when passing through the barrier. Passing through the barrier takes a 3 count of, “Passing through barrier 1, Passing through barrier 2, Passing through barrier 3.”

Bind Magic Sight (Active Enchantment, Self Only)- “I bind my eyes with magic sight.”

This spell allows the caster to see invisible and ethereal creatures.

Shroud Bind (Enchantment, Self Only) – “I bind myself to the shrouds.”

You are in an ethereal pocket. People may neither see nor affect you without magical sight. Your character cannot move.

Journeyman Binding

Ward Magic (Enchantment, Self Only) – “I ward myself against malevolent magic.”

Your character may “Resist” the next magical effect that would target your character.

Freedom of Movement (Instant, self only)- “I free myself from this confinement.”

This spells dispels all binding effects on the caster. Freedom of movement does not work against an astral prison.

Ward Weapon, Greater -(Enchantment, Self Only) – “I ward myself against weapons.” Your character may ‘Resist’ the next weapon strike that effects your character (regardless of whether or not it was a manuever weapon strike).

Bind Body (Active Enchantment, Binding) – “I bind your your bod, limb to limb..” The target of the spell has their arms and legs magically bound.. This spell requires + 6 strength to break.

Chapter 5: Spellcasting

Black

Black Magic teaches domination, and ultimately the subjugation of your enemy's body and will. Black Magicians seek to control rather than destroy, for it is hard to build an empire on the backs of the dead.

Novice Black

Dark Sigil (Curse) - "I conjure a dark sigil." (Enchantment, all day)

Put a black or red Sigil on an item, anyone who wields this item other than the caster is fatigued.

Demonic Armor (Enchantment, Self Only)

- "I command Demonic Armor to protect me."

Grants the target +10 temporary armor points.

Fatigue (Active, Ailment) - "I fatigue your body. minus 2"

Target has -2 strength and cannot run.

Disarm (Instant) - "I disarm you of your weapon. Plus 2"

Disarms target of their weapon. A character with +2 Strength or more is immune to this spell.

Adept Black

Infernal Strength (Enchantment, Self Only)

- "I grant myself strength of the infernal."

You receive +2 Strength.

Cower (Active Enchantment) - "Cower in fear before your master."

The target of a cower is in such fear of the caster that they can not look or take offensive action against the caster. If the caster attacks the target, it breaks the enchantment.

Slow (Active Enchantment) - "With infernal power I slow you."

The target is effected with Slow, they may not run or use "Dodges."

Infernal Door (Barrier) "I command an Infernal Door to prevent the weak from passing." The caster designates a door that now requires +4 Strength to open except for the caster.

Journey Black

Dispel Enchantment (Instant) - "I destroy greater magic before me" This spell dispels all enchantments on a target.

Infernal Shackles (Enchantment, all day)

- "..." You may enchant a physical representation of shackles or hand binds that can be easily broken (for safety reasons.) This enchantment lasts all day and only the caster may remove them from the captive. The captive loses all strength and the ability to use any character advantages.

Cripple (Active, Ailment) - "By the power of Heros, I cripple your [name one limb]."

The target of this spell suffers from the cripple ailment as described in the "Status Effects" section of the original Mordavia rulebook

Spell Penetration (Enchantment, Self Only)

- "I will penetrate you with infernal power." The next black spell your character casts will have the 'pierce' tag-line at the end of the spell verbal.

Nature

It is believed that everything from the growth of a tree to the blowing of the wind is a product of Nature Magic. Casters of this magic understand the cycles of Nature and the raw elements of earth, air, fire and water.

Elemental Tag-Lines

(These tag-lines can be imbued by nature magic,)

“**Fire**” damage deals double to air attuned characters. Fire attuned creature are immune to fire magic.

“**Sonic**” damage deals double to earth attuned characters. Air attuned creature are immune to air magic.

“**Massive**” damage deals double to water attuned characters and bypasses shields and weapons. Earth attuned creature are immune to earth magic.

“**Water**” damage deals double damage to fire attuned characters. Water attuned creature are immune to water magic.

Novice Nature

Elemental Attunement (All Day, Self Only) – “I enchant my body to be one with the element of (appropriate element).”

Characters is immune to elemental magic and minor environmental effects from your attuned type, but you take double from an opposing element. Casters who're attuned to water may breath and speak under water. Casters who're attuned to fire do not suffer negative effects from being in extremely hot temperatures.

Conjure Element (Instant, Damage) “Five (attuned element).”

If you are elementally attuned, You may throw a “5 element” packet. This element deals 5 of the (appropriate element).

Talons (Enchantment, Self Only) “I imbue myself with talons of nature!”

Character conjures elemental claws with a base damage of plus 1. You add an elemental tag-line based off your attuned element. Earth attuned casters may only block “massive damage”.(ex: If your character is fire attuned he may call 'fire' with claw attacks.) You may also cast the Conjure Element spell through your claws to add the attack total to yours.

Life Cycle (Instant, Healing/Damage) - “I attune myself to the cycle of life. Ten/Five Heal.”

The caster may heal another living creature 10 H.P. and lose 5 of his/her own H.P. Only if the caster is water attuned: he/she does not lose 5 H.P. when casting this spell, and may also cast this spell on themselves to heal 5 H.P.

Adept Nature

Elemental Enchantment (Enchantment, Weapon Only) “I enchant this weapon with the power of (element).”

You may enchant a weapon with fire damage, water damage, sonic damage, or two massive strikes with the earth element. The weapon's base damage increases by + 1 for the duration of the spell.

Wood Wall (Barrier) “I call forth a barrier of wood.”

The casting time for this spell is five minutes. Your character creates a wall with 40 H.P. and 4 toughness which takes double damage from fire. This barrier lasts one full day and may only be opened by the caster. Upon Casting, a character may spend additional spell points; for each point spent it gains +1 toughness and +10 H.P. Players must confirm this spell was cast with a Storyteller.

Camouflage (Enchantment) “I camouflage my body (your body) with nature.”

Hide in trees/shrubbery/tall grass, at least half your height. Characters without magical sight can't see your character until you move. This spell is not self only.

One with the Elements (Enchantment, Until Used): “With the power of nature, I become one with the Elements.

You may call “Absorb” to gain health instead of damage from an elemental attack of your choice.

Journeyman Nature

Remove Ailment (Instant) – “I cleanse your body of ailments.” The target of the spell no longer suffers from ailment status effects.

Poison (Ailment, Active) – “I call upon nature to poison your body.” The target of this spell suffers from the poison ailment as described in the “Status Effects” section of the original Mordavia rulebook.

Shatter (Instant) – “I command your (item) to shatter before me.” Destroy target item or deal 20 damage to armor or a Created.

Entangle (Active, Bind) – “I call upon nature to entangle your body.” The target of this spell suffers from the entangle bind as described in the “Status Effects” section of the original Mordavia rulebook.

Chapter 5: Spellcasting

Necromancy

Necromancy is, first and foremost, completely illegal throughout the Kingdom of Mordavia. Many believe it must be eradicated. Anyone found using Necromancy Magic are subject to immediate and summary execution without arrest or trial. In fact, even speaking openly of Necromancy in the wrong context can be viewed suspiciously and is an inherently dangerous undertaking. Necromancers understand how to manipulate a target's energy for their benefit. Mordavia reacts badly to the presence of Necromancy, resulting in plague, disease, decay, and death.

Novice Necromancy

Exsanguinate (Instant, Touch, [Weapon Allowed]) – “Exsanguinate, Death.”

This spell immediately brings a bleeding target to “dissipating” status. The caster heals for 5 points.

Death Knell (Instant, Touch, [Weapon Allowed]) – “Death Knell.”

This spell reduces a target's dissipation count to half its current time. The caster heals for 5 points.

Inflict (Instant, Damage) – “I inflict you with Harm. 5 Vile”

This spell deals 5 points of Vile damage to a living target.

Speak with Corpse (Active Enchantment) – “I allow this corpse to speak.”

Cast upon someone who's ‘dissipating’ or permanently dead. You may ask 3 yes or no questions. Unless the target does not know the answer they will always answer. They do not have to be honest.

Fatigue (Active, Ailment) – “I fatigue your body.”

Target suffers the fatigue effect, cannot run, -2 strength.

Adept Necromancy

Control Corpse (Enchantment) – “With Heros' power I control this corpse.”

You may raise or take control of a dead corpse which gets 20 hp, deals base damage, and retains the original strength and toughness of the dead character.

Flesh Armor (Enchantment, Self Only) – “I offer my flesh for Heros' favor.”

You sacrifice 10 H.P. for 20 natural armor points. This spell may not be cast multiple times to stack the effects.

Drain Life (Instant, Damage/Healing) – “I drain the life from your body. 10 Absorb”

The target takes 10 Absorb damage, and the caster heals for 10 H.P.

Absorb Ailment (Enchantment) – “With Heros' power I absorb ailments.”

The recipient of this spell may “Absorb” the next ailment that effects them; in addition, the recipient also gains +10 H.P.

Embrace Death (Enchantment, Self only) – “Embracing my demise is only the beginning.”

If your dissipation count reaches 0, you may “Resist” and return to 1 H.P.

Journeyman Necromancy

Absorb Magic (Enchantment, Self Only) – “The power of entropy consumes lesser magic.” Your character may 'Absorb' the next spell of your choice which targets your character and heal for +10 H.P..

Fog of Death (Enchantment) – “I cloud this mind with the fog of death.”

If the target reaches 0 on their dissipation count with this enchantment still active, they forget the last hour before they died.

Poison (Ailment, Active) – “By the power of Heros I poison your body.” The target of this spell suffers from the poison ailment as described in the “Status Effects” section of the original Mordavia rulebook.

Shatter (Instant) – “I command your (item) to shatter before me.” Destroy target item or deal 20 damage to armor or a Created.

Essence Drinker (Active Enchantment, self only/ undead) – “I enchant this creature to drink the essence of life.”

May only be cast on oneself or undead. The target of this enchantment may add the drain tag-line to their physical attacks.

White

White Magic is the epitome of healing and restoration of vital functions to the bodies of people. It is in every way the opposite of both Black and Necromancy. Even though White Magic is primarily designed for utility healing, it also boasts several buffs and enchantments which make it suitable for combat, especially against the Undead.

Novice White

Restore Vitality (Instant, Healing) – “I restore your vitality. 10 Heal”

Target regains 10 hit points.

Speak w/ Corpse (Active Enchantment) – “I allow this corpse to speak.”

Cast upon someone with ‘dissipating’ status or permanently dead. You may askance. 3 yes or no questions. Unless the target does not know the answer they will always answer. They do not have to be honest.

Rebuke Undead (Instant, Damage) – “Rebuke Undead. 5 Holy”

Vampires, Undead, Undead transformed, take 5 points of Holy magic.

Pulse of Life (Enchantment) – “I bless you (or myself) with the Pulse of life.”

Upon falling to ‘bleeding’ status, you say ‘resist’ and go to 1 H.P.

Adept White

Remove Ailment (Instant)- “I remove this ailment from your body.”

This spell removes any one “ailment” from the target.

Radiant Arms and Armor (Enchantment)- “I bless this weapon/or armor with holy radi-

ation. Choose either +1 holy damage on a weapon or +15 armor points. To use this spell you must actually wear armor.

Radiant Veil (Barrier) “With holy power I Conjure a Radiant Veil.”

Conjure a White or Golden Veil that can not be passed by Undead or anything attuned to black or necromancy.

Consecrate (Enchantment, corpse only) “With holy power I consecrate this body.”

The enchanted body is dispelled of all other enchantments. It can not be raised as an undead or reanimated. It will bring a bleeding vampire to dissipation.

Journeyman White

Sleep (Active, Ailment) - “I command you to sleep.” The target of this spell suffers from the sleep ailment as described in the “Status Effects” section of the original Moravia rulebook

Life Surge (Enchantment) – “I bless you (myself) with a resistance to the grasp of death.” If target is brought to dissipation he/she says: “Life Surge” and stabilizes at 1 H.P.

Invigorate (Enchantment) - “I invigorate you (myself) with the blessing of life.” The target of the spell gains 30 temporary H.P.

Revive Dead (Instant) – “With holy grace I revive this soul.” The target of this spell who is dissipating stabilizes at 1 H.P.

Chapter 6: Universal Skills

Universal Skills in Mordavia are Advantages that benefit your character with non-magical skills which relate mostly to materials, finished goods, and information. The economy is based in a feudalistic society but there is plenty of wealth to go around creating a small consumer market. War goods and magical goods dominate the marketplace, but there are many different skills and goods which a character may find useful. This chapter covers how each item in Mordavia can be acquired, abilities which can be used both in-play and during the Interlude covered in the next chapter.

The Mordavian Economy

The standard of currency of Mordavia is the King's official currency, "The Kopek". A fair price in one region may be absurd in another, but there is a base standard of what is considered fair. Fair costs are determined from percentages above base cost of raw materials per point shown below. Each tier of special properties includes lower tier properties:

| <u>Tier</u> | <u>Base Cost</u> <i>(in Kopeks)</i> | <u>Metal</u> | <u>Wood</u> | <u>Cloth</u> | <u>Special Properties</u> |
|-------------|--|------------------------------------|-----------------------------------|-----------------------------------|--|
| 0 | 1 | Stone, Bone, Wrought Iron | Natural Wood | wool | Basic materials that can be found in abundance. Tags for these items are usually not required. Players may start with items of this type. Finished goods of these materials cannot be harvested. |
| 1 | 1 | Iron | Soft (Pine) | cotton | May be enchanted; Finished goods may be broken down to return 50% of their materials |
| 2 | 2 | Steel | Hard (Oak) | silk | 1 "Resist" shatter (Pg. X) for weapons and armor; |
| 3 | 3 | Silver, Gold, Other special metals | Eredeti wood, Other special woods | Spider Silk, Other special cloths | Special properties (e.g. <i>silver deals normal damage to werewolves</i>) |
| 4 | 5 | Gem Metal | Living wood | Gemdust Thread | 1 "Resist" shatter for weapons and armor; Weapons call a specific magic tag-line |
| 5 | 10 | Royal Gem Metal | Petrified wood | Essence Thread | Weapons and armor cannot be shattered; +1 specific magic-tagline. |

One point of raw material is equal to two inches of finished material. Materials of Tier 3 and greater may need to be combined with lower tiers of material for stability. Recipes are additional properties given to an item via Crafting Skills. The formula for deciding the price of a finished item is:

Formula for Base Cost

(Points of Raw Materis * Base Cost) + (25 * Tiers of Recipes) = Base Cost of Item

e.g. A weaponsmith crafts a 30 inch iron sword with no special recipes for 15 Kopecs; That same sword with a Tier 1 Recipe would be 40 Kopecs

This base cost formula is used as a basis for price of finished goods throughout Mordavia. "Base Cost" is used to determine the next two standards of price in Mordavia:

Prices

100% of base - "Base Cost" - The cost to make an item.

200% of base - "Suggested Wholesale Value" - This is the price merchants expect to pay craftsmen for finished goods.

300% of base - "Suggested Retail Price" - This price is the general average price merchants sell finished goods for.

e.g. A Merchant purchases the basic sword made by our weaponsmith earlier for 30 Kopecs; That same merchant sells that sword on the open market for 45 Kopecs;

These prices can vary between different merchants and areas, but are accepted as a basis of trade in Mordavia. Anything above 300% of base is considered "The Gouge Price" or a terrible deal.

The Universal Advantages

Each Universal Advantage except "Holistics" may be purchased up to five times. All Universal Advantages have Interlude and in-play applications. A player may upgrade a single Universal Advantage only once per character update.

Role-play Skills

Noble – 2 Advantages – The Noble Advantage may only be purchased a character creation. Being a Noble has responsibilities and perks that require an avid role player to be done properly. Details are different from character to character and require storyteller approval. Noble has 5 Ranks but the additional 4 ranks must be gained in-play through role-play.

Holistics - Say “Holistics for a character's physical status. This includes whether a character is bleeding, dissipating, or under the effect of any ailments. Holistics may not be used to detect Enchantments. Additionally, this is the “First Aid” skill, and may be used to stabilize a bleeding character. Begin a first aid count of 60 (e.g. “*First Aid 1, First Aid 2, ... First Aid 60*”). Then, say “1 Heal”.

Disable Device – Devices are Traps and Locks discussed at the end of Chapter 1: How to Play. A character with Disable Device matches their rank against the rank of a device. Every device has a Disable rating. A character whose Disable Device rank is equal to or greater than the Disable rating of the device, the device is instantly disabled. Lock Tags may be bypassed and locked again keeping the Tag intact. Trap Tags are ripped to show their disabled status.

Tracking – Tracking is used to actively follow and track down targets. This can be modified to track down a person evading or to investigate the IA of a target. Characters may track another character during the interlude. Each IA spent tracking a target returns information equal to that character's rank in Tracking. Additional IA spent tracking yield more information. Evasion is a counter-strategy to Tracking. Ranks in Tracking reveal a tracked character's IA for each rank above the target's Evasion.

Evasion – Evasion is the ability to evade a character's ability to track them. Using Evasion for one IA gives the character a bonus against tracking. A character who uses Evasion for an IA compares their rank against any Tracking attempted on them. Ranks in Tracking reveal a tracked character's IA for each rank above the target's Evasion. Multiple IA spent Tracking can only be countered by multiple IA spent evading. Evasion can also be used to hide other characters at the rank of the person using Evasion. Characters being hidden by others must spend their IA evading as well.

Resource Skills

Merchant – Merchant grants access to Interlude Open Markets. Merchants may use their IA to purchase legal raw materials and finished goods. A merchant may buy up to their gold allowance per IA. IA may be added together to purchase items of greater cost. Merchants gain a percentage discount off of the retail price when buying items and raw materials. Merchants also get a percentage bonus from the base cost when selling items. Items greater than Tier 3 have limited availability at storyteller discretion.

Buying

| <i>Tier</i> | <i>Gold Allowance per IA</i> | <i>% Discount from Retail</i> |
|--------------------|-------------------------------------|--------------------------------------|
| 1 | 50 | -20% |
| 2 | 100 | -40% |
| 3 | 150 | -60% |
| 4 | 200 | -80% |
| 5 | 250 | -100% |

Selling

| <i>Tier</i> | <i>Gold Allowance per IA</i> | <i>% Over Base Cost</i> |
|--------------------|-------------------------------------|--------------------------------|
| 1 | 50 | +20% |
| 2 | 100 | +40% |
| 3 | 150 | +60% |
| 4 | 200 | +80% |
| 5 | 250 | +100% |

Fence – Fence grants access to Interlude Black Markets. Fences may use their IA only to purchase illegal or otherwise stolen finished goods. A fence may buy up to their gold allowance per IA. IA may be added together to purchase items of greater cost. Fences gain a percentage discount off of the retail price when buying items and raw materials. Fences also get a percentage bonus from the base cost when selling items. **Fence uses the same chart as Merchant above.** Items greater than Tier 3 have limited availability at storyteller discretion.

Profession (anything) – Professionals choose to sell their services for a wage. Professions can be anything a player desires including crafting universal skills. Their wage is dependent upon their rank in Profession. Professionals receive 5 Kopeks per rank for each IA they spend working.

Scholar – Scholars may use their IA researching a topic. Scholars also may know esoteric knowledge for role-playing purposes in-play at storyteller discretion. Scholars may use their IA researching crafting recipes as well. A recipe requires two IA per tier of the recipe. Some topics may only be researched at special libraries at storyteller discretion.

Chapter 6: Universal Skills

Prospecting – Prospecting is the ability to know the land and find raw materials. Prospectors can use IA to explore areas and create maps. Prospectors may also use their IA to find high concentrations of materials and increase a Gatherer's efficiency. The amount they find may be collected by a gatherer of the appropriate tier. Gatherers who collect materials at prospected sites gain three times the yield. It is up to the Prospector to attain their payment from the gatherer. Materials greater than Tier 3 have limited availability at storyteller discretion. Below is a chart for total amounts gathered with a Prospector and suggested Propector payment.

| <i>Prospecting Rank</i> | <i>Total Amount Prospected</i> (Tier 1 Material/2/3/4/5) | <i>Suggested Amount to Prospector</i> (Tier 1 Material/2/3/4/5) | <i>Suggested Amount to Gatherer</i> (Tier 1 Material/2/3/4/5) |
|--------------------------------|--|---|---|
| 1 | 15 / 0 / 0 / 0 / 0 | 5 / 0 / 0 / 0 / 0 | 10 / 0 / 0 / 0 / 0 |
| 2 | 30 / 15 / 0 / 0 / 0 | 10 / 5 / 0 / 0 / 0 | 20 / 10 / 0 / 0 / 0 |
| 3 | 45 / 30 / 15 / 0 / 0 | 15 / 10 / 5 / 0 / 0 | 30 / 20 / 10 / 0 / 0 |
| 4 | 60 / 45 / 30 / 15 / 0 | 20 / 15 / 10 / 5 / 0 | 40 / 30 / 20 / 10 / 0 |
| 5 | 75 / 60 / 45 / 30 / 15 | 25 / 20 / 15 / 10 / 5 | 60 / 40 / 30 / 20 / 10 |

Gathering – Gathering is the ability to properly and delicately gather raw materials for use in crafted items. Gatherers may increase their efficiency by fulfilling prospecting contracts. Each IA spent gathering returns an amount of materials equal to the third column “Suggested Amount to Prospector” listed above. Materials greater than Tier 3 have limited availability at storyteller discretion.

Crafting Skills

Players may create and craft unique items using the following skills. These items provide in-play benefits and are of better quality than those players start out with. Phys-reps may represent only one Item, but may be changed to a different Item at storyteller discretion. An Item's Tier is determined by the material used to craft it (e.g. *An iron sword is Tier 1*). Items can have recipes crafted into them. The Basic Recipes are listed here and require no special recipe scroll to make. An Item may have a number of recipes places into it up to its Tier of material. The cost of adding a Basic Recipe to an item is an additional twenty-five Kopeks per Recipe Tier. Crafting an item takes an IA per Item Tier and an additional IA per Recipe Tier. e.g. *A Tier 2 Steel sword with a Tier 1 Recipe included in it takes 3 IA to craft*. A crafter may repair Items of their type in-play as long as they have the required phys-rep. Armorsmiths and Weaponsmiths require an Anvil phys-rep. Gemcrafters and Device Crafters require magnifying glass and tweezers. Tailors require spools of thread.

Weapon Smithing – Weaponsmiths make weapons. All weapons are made with the specifications described on Pg. X. The following is a list of Basic Weapon Recipes:

| Novice Rank Recipes | | Adept Rank Recipes | | Journeyman Rank Recipes | |
|----------------------------|---|---------------------------|---|--------------------------------|--|
| Keen | Adds a permanent +1 damage. | Weighted Pommel | Adds +1 to knockouts made with this weapon. | Resistant | The weapon gains +1 “resist shatter.” |
| Bane | Adds a permanent +2 damage vs one specified race. (goblin, ogre, gypsy, ect.) | | | Perfect Balance | The “Parry” ability may be used against maneuvers. |

Armor Smithing – Armorsmiths make armor. The specifics of armor is detailed on Pg. X. Armor Recipes require a location of Armor per Tier. Multiple locations with the same Recipe are referred to as a Set. The following a list of Basic Armor Recipes.
E.g. *A shoulder pauldron, a bracer, and a glove each are part of a “Resistant” Recipe Set. All three must be worn and not broken for a player to receive the benefit.*

| Novice Rank Recipes | | Adept Rank Recipes | | Journeyman Rank Recipes | |
|----------------------------|--------------------------------------|---------------------------|--|--------------------------------|--|
| Reinforced | +5 armor points. | Thick | You gain +1 toughness as long as your armor is not broken. | Resistant | The weapon gains +1 “resist shatter.” |
| Swift shield | Gain +1 parry per day. (shield only) | | | Aiding | If you drop to bleeding, this armor will first aid you once per day. |

Chapter 6: Universal Skills

Tailoring – You make clothes. Cloth, silk, and various other materials can be used to make clothing. The higher the rank, the better the quality. Recipes work the same way with tailoring as with armor, weapons, and device crafting. You may also use special animal hides to create clothing that sometimes has unique qualities. Only one set of clothes may be worn at a time. Clothes covered by armor give no benefit. A set of clothes is 25 points of material.

| Novice Rank Recipes | | Adept Rank Recipes | | Journeyman Rank Recipes | |
|---------------------|--|--------------------|--|-------------------------|---|
| Fancy | These clothes gain +1 crafting level when determining their quality. | Weather Resistant | Gain +1 resist vs a single element type. | Form Fitting | Gain +1 Dodge per day |
| Healing Garments | Whenever you are healed by a magical affect you gain an extra +1 | Metal Threads | These clothes gain +5 armor points. | Alluring | Gain an “innate charm” vs a specific race. (the clothes must resemble that of the chosen race.) |

Device Crafting – Device Crafters make Traps, Locks. Each Item takes 10 points of material to construct. Locks are made with metals and traps are made with wood. Locks require strength to break based on the tier of the material (+2, 4, 6, 10, 20) or Disable Device of the equivalent rank. Traps deal a base damage of 10 per tier. Keys must be made with each lock at creation. Each key and corresponding lock will have an out-of-play corresponding letter and number.

| Novice Rank Recipes | | Adept Rank Recipes | | Journeyman Rank Recipes | |
|---------------------|---|--------------------|--|-------------------------|--|
| Binding | Trap bind the target for 5 minutes and requires +2 strength to break. | Needle | May add an alchemy coating to your trap. | Lethal | Trap gains the “lethal” tag-line |
| Wounding | Trap gains +10 damage | Trap Key | This Trap may have a Key associated with it and be disabled by that key instead of setting them off. | Gas | Trap gains the “innate” tag-line OR you may remove the base trap damage and add an alchemical gas instead. |

Gem Crafting – Gem Crafting has two functions. Gems are used to make valuable jewelry and as components for magical rituals. The most powerful materials in Mordavia are also created by Gemcrafters but the methods have been lost to the ages. Gem crafters take raw mineral chunks from and craft them into refined gemstones. Gathering mineral chunks is explained in detail under the description of the Gathering advantage. The size of a mineral chunk denotes the quality of gem it may be crafted into. Larger mineral chunks make larger, more valuable gems. A mineral chunk may be divided and crafted into lesser quality gems.

| Size of Mineral Chunk | Value of Mineral Chunk | I.A. Required to Refine | Gemstone Tier | Base Cost of Gem |
|-----------------------|------------------------|-------------------------|---------------|------------------|
| 1 Point | 5 Kopeks | 1 I.A. | Tier 1 | 50 Kopeks |
| 2 Points | 10 Kopeks | 2 I.A. | Tier 2 | 100 Kopeks |
| 3 Points | 15 Kopeks | 3 I.A. | Tier 3 | 150 Kopeks |
| 4 Points | 20 Kopeks | 4 I.A. | Tier 4 | 200 Kopeks |
| 5 Points | 25 Kopeks | 5 I.A. | Tier 5 | 250 Kopeks |

Chapter 7: The Interlude

The time between episodes is called The Interlude. During this time the world still turns and your character has (limited) capabilities. Your character may use Interlude Actions (I.A.) between episodes. Everyone has five I.A. and some Races offer special Advantages to increase the number of I.A. your character can spend. Many Universal Advantages use I.A. These Universal Advantages include: Any Crafting, Merchant, Fence, Contact, Tracking, Evasion, Gathering, and Prospecting.

How do I use my I.A.?

There are two ways to use I.A.: 1) you may turn in your character's I.A. at "Check-Out", 2) you may e-mail the Mordavia Storyteller Staff at: mordaviainterludeactions@gmail.com.

What can I do with my I.A.?

1. The most obvious use of Interlude Actions is for your character to utilize Crafting and Gathering skills. In general, it takes 1 Interlude Action per Tier of the item you are trying to craft, or the material you are trying to gather. The greater your skill, the quicker you can craft/gather lesser items/materials. Also; the higher your skill, the better quality materials you can work with and find.
2. The second use of Interlude Actions is to travel outside of the 'Area of Play' which is roughly a max of 20 miles in any direction from the Frontier Town. Sargon City is about 2 full days travel to the North and is the most common place to go to. Other major places or locations relevant to your character history will have variable travel times which you can discuss with Storyteller Staff. While traveling; depending on where you are going, how you are getting there, and other In Play factors, your character could experience trouble. This isn't typical, but your specific actions may enable negative consequences. When your character is within these various locations, you have access to different N.P.C.s that aren't usually in the Frontier Town. Primarily, if you have Fence or Market Universal Advantages, you get the most efficient use of those abilities when using your Interlude Actions to travel to outside markets.
3. Certain Organizations may require you to use 1-2 I.A. per month as an 'upkeep' of sorts. You can also try to join organizations during the Interlude. Some organizations require an I.A. expenditure initially for training or initiation.
4. Explore. It's pretty simple with this one. You heard about something during a game and want to check it out, you can try exploring. It's like general travel only more dangerous. But it can also be highly rewarding.
4. Cast Rituals. Rituals are Tier 4 and Tier 5 magical abilities. For more information find out in play.
5. Research lore, experiment with magic, etc. To research lore a character must know where he/she will be researching and what source materials will be used to gather information. To experiment with magic you must specifically state what your character does for their experiments. Specifics on experimenting with magic must be discovered in the game. Your character may also meet an N.P.C. in game who's willing to help with these experimentation.
6. Pretty much anything else your character can think to do. In many ways its like playing your character away from the game with the bonus of getting to stay out of trouble (for the most part) unless you WANT to get into trouble. Mordavia LARP doesn't like to place limits on P.C.s unless what they want is literally physically or metaphysically impossible, with respect to the game world.

Chapter 8: Closing Notes

Now that you understand the rules and probably have a few great character ideas we can discuss what you'll need for the game. First and foremost your character is going to need a costume and maybe some makeup. The costume should be as awesome as you can make it. Please, no excessive metal spikes or anything that would cause another person REAL physical harm. Your character is probably going to need a weapon and packets. It is highly encouraged that you style your character up to the fullest (jewelery, flair, cool gear). You should also bring three days worth of underclothing and consider multiple costumes (you'll probably sweat a lot). Bring water; the tavern provides water for free; however, it's wise to bring your own as well. Bring food or money for food in the tavern. Don't forget toiletries: toilet paper, tooth brush, tooth paste, deodorant etc. Towels and soap are very helpful. Bring sleeping gear: pillows, blankets, and sheets. Bring flashlights, medicine and emergency supplies. Please inform the staff immediately if you have a predisposed medical condition such as diabetes or asthma.

Does Mordavia have an age restriction?

Yes; you must be eighteen or older to play, no exceptions.

Can I have multiple characters?

Yes. You may have up to two characters. The only stipulation is that they must be different races. In the case of Gypsies and Humans you may only have one character that is either a Gypsy or Human (you cannot have a Gypsy character and a Human character).

What if something changes but it's not mentioned in the rules and I don't hear about it at the game?

It's your responsibility to stay up to date with the game as long as you want to be involved. The best way to stay up to date is visit the forums at least once a week. The website is: <http://larpworks.com/forum/index.php>. You may go on and make an account start familiarizing yourself with game terminology and lore.

Disclaimer: The LARPWorks Staff is not responsible for any physical or mental injury you may suffer by playing Mordavia. It is your responsibility to stay well fed and hydrated. By coming to the game and paying for the Episode you acknowledge that you have read this disclaimer and you are aware of that LARPing is potentially dangerous. LARPWorks Staff will not be responsible for any harm you may incur. If you are physically injured and need to leave to the game for medical purposes Staff Members will contact park officials and wait with you for them to arrive. Mordavia always has a designated "Medic" on site to assist you if you have any health issues.

Thank you for reading!

The LARPWorks team: Matthew Chauvin, Christopher Chauvin, Ryan Curry, Thomas Tomba, Shawn Hunter, Kamal Khanboubi, Aaron Lang, Teddy Blanchard, Steve McQueen.

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