



# PLAYER'S HANDBOOK

IMAGES IN THIS DRAFT ARE TO HELP WITH READABILITY AND ARE TEMPORARY

# MYTH LIVE ROLEPLAYING

## V1.9 RULES

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# Introduction

Immerse yourself in an extraordinary adventure with Myth, a LARP that transports you to the mesmerizing fantasy world of Hyraeth. Unlike traditional tabletop games, Myth gets you outdoors and in the action where you'll explore a vast forest teeming with monsters. Follow treasure maps, tell tall tales in the tavern, and make hundreds of new friends in a continuous campaign-style adventure that runs over six full weekends each year.

## Become a Hero and Forge Your Own Legacy

Myth presents a magical realm teeming with mythical creatures, enigmatic puzzles, and arcane magic. Engage with colorful non-player characters (NPCs), decipher challenging treasure maps, engage in combat using foam weaponry, and recount your heroic exploits with fellow adventurers in the tavern. What sets Myth apart is the powerful sense of community and the memorable moments you'll create together that forge lifelong friendships.

## Develop Your Character

This rulebook is a comprehensive guide to navigating the game world and honing your character's specialized abilities. As you delve deeper into the Myth landscape, your character will develop, accumulating new skills and powers. Our game follows a campaign structure, with multiple events throughout the year to advance the ongoing storyline.

## New Players: Your Gateway to the World of Myth

This rulebook aims to provide a foundational understanding of the game mechanics, prioritizing safety, fair play, and inclusivity. Don't feel overwhelmed by the breadth of rules; you'll become more comfortable and proficient the more you take part. We were all new once, so don't sweat it.

## Should You Play or NPC at Myth

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If you're new to Myth, you might wonder whether to begin your journey as a Player Character (PC) or as a Non-Player Character (NPC). Both roles offer unique experiences, and the choice depends on your personal preferences and goals. We've laid out the pros and cons to help you make an informed decision:

## Starting as a Player at Myth:

Embarking on the Myth journey as a PC opens a world of immersion where you can dive deep into your character's narrative, with a unique character, backstory, and goals. Continuous role-playing can lead to deeper connections with your character and other characters, enriching the narrative experience. Your autonomy as a PC empowers you to decide for your character, allowing you to influence the story in the Myth world meaningfully.

On the flip side, crafting a character requires a modest investment of time and resources, particularly for costuming and props. The emotional investment is higher as you become fond of your character, making adverse events or character challenges more engaging yet potentially emotionally taxing.

## Starting as an NPC at Myth:

Stepping into the shoes of an NPC at Myth is a great learning opportunity, especially for those new to the game. It allows you to learn the rules without the pressure of maintaining a consistent character, exposing you to many elements of Myth. The variety of roles you play as an NPC offers a fun and less committed way to engage with the game than creating a detailed character. Joining as an NPC is cost efficient as it's free and includes meals, snacks, and drinks for the weekend, provided you register for the event before the end of the early bird special. The community contribution aspect is notable, too, as NPCs play an essential part in Myth's plot and setting, often having closer interactions with event staff. The social interaction with other NPCs, fostered through communal meals and shared experiences, can build a sense of community and offer opportunities to make friends who share similar interests.

The insider knowledge gained while playing an NPC may unveil various mechanics behind monsters and other characters, potentially diminishing the sense of wonder if you later decide to play as a PC. The diverse roles aspect can be a double-edged sword; some may find it challenging to switch character roles throughout the event, while others may enjoy the frequent changes. Lastly, the physical activity involved in specific NPC roles, like monsters or soldiers, can sometimes be demanding, although there are ample opportunities to sit and take a break.

# PART 1

## CREATE YOUR CHARACTER

# Chapter 1: How to Create Your Character

Before we delve into the detailed steps of character creation, forming a mental image of who you aspire to become in this fantastical world is crucial. Is your character a dignified hero, a scheming villain, or an enigmatic figure who defies traditional roles?

As you conceptualize, remember that names carry weight. A well-chosen name can shape your character's destiny and how the world perceives you. So, select a name that captures the essence of your envisioned persona.

Equally important is your character's attire—your costume isn't just an outfit but a visual story that develops with your character. As you journey through this world, consider how your appearance will adapt to reflect your experiences, accomplishments, and transformations.

## Character Creation Steps

We've laid out a step-by-step guide below to make the process engaging and personalized. After the initial creation, you can manage and update your character on the Myth website:

### 1. Choose Your Race

Kickstart your adventure by imagining the character you want to portray. Will you be an honorable Bloodsworn, a sagacious Dale Elf, a regal High Elf, a versatile Hybrid, a reclusive Deep Elf, a stout Dwarf, a cunning Goblin, an enterprising Human, a nomadic Suhk, or a harmonious Wildren? Your imagination is your only limit.

### 2. Choose Your Class

In Myth, you have 12 core classes to choose from: Alchemist, Artificer, Bard, Cleric, Druid, Fighter, Gravewalker, Paladin, Ranger, Rogue, Runecarver, and Wizard.

Pick the class that aligns best with your envisioned role. You automatically receive the starting skill of your chosen class for free. To unlock additional classes and multi-class, buy the opening skill of your second class for 40 CP and your final (third) class for 80 CP.

**Allocate Your Character Points (CP):** Start with an initial 100 CP to invest in class-specific and open skills.

- **Determine Your Hit Points:** Every character embarks on their journey with three hit points. You can increase this over time with CP. Hit points are crucial, as they show your stamina and likelihood of survival in battle.
- **Gear Up:** Finally, acquire all essential gear—weapons, armor, costumes, and accessories—before your first event. For questions, hop onto our Discord channel.

Our community is eager to assist you in bringing your vision to life.

### Need A Do-Over? You Have Options.

- **Within Three Events:** Concerned about your initial choices? No problem! We offer a one-time, no-XP-cost redo for your first character within the first three events after creation. This feature lets you experiment and adjust your path if you feel the need.
- **At the End of the Year:** As the game year concludes, you also can reinvent your character completely. Embrace a fresh start by selecting a new class and skills for just 1000 XP. Subsequent resets are also available at the same rate, ensuring that you can continually tailor your gaming experience to your growing preferences.

**Note:** Once you reach level 15, you can no longer reset your character at the end of the year.

### Skill Chain Requirements

At Myth, advancing in higher-level skills follows a structured path called a skill chain. Here's how it works:

- **Initial Skills (10 – 30 CP):** You can purchase skills within this range without any prerequisites.
- **Advanced Skills (40 – 60 CP):** You must follow a specific order within your class tree to unlock these higher-level skills.
- **40 CP Skills:** These are your foundational advanced skills. Without prerequisites, you can purchase any 40 CP skill in your chosen class tree.
- **50 CP Skills:** Before unlocking any 50 CP skill, you must acquire at least one 40 CP skill in the same class tree.



- **60 CP Skills:** To access 60 CP skills, you must have at least one 50 CP skill in the class tree.
- **Skill Flexibility:** Once you have purchased a 50 CP skill, you can buy any other 50 CP skills within that same class tree. Similarly, after acquiring a 60 CP skill, you can freely purchase any 60 CP skills in that tree.
- **Multiclassing:** If you pursue skills in a different class tree, you must begin a new skill chain in that class.

This skill chain system encourages gradual progression, allowing you to build your character's abilities in a structured and meaningful way.

### Unlearning Single Skills

After each event you attend, you may choose to unlearn a single skill at no cost. This skill cannot be a prerequisite to another skill.

### Choose Your Race

Close your eyes for a moment and imagine your character striding down the bustling streets of Aelgate, a vibrant city that serves as a melting pot for the awe-inspiring realm of Hyraeth! Feel the cobblestones underfoot and hear the cacophony of a dozen languages swirling around you. Now, look down at your hands, skin, and attire—what race are you?

### The Choice is Yours

Your choice of race is more than just an aesthetic decision; it's the first chapter in your unique saga! Are you an enigmatic Elf, a part of one of Hyraeth's three distinctive Elven subcultures? Or perhaps a formidable Dwarf, a living testament to courage and artisanship? Each race in Hyraeth is a gateway into a rich tapestry of culture, history, and personal intricacies.

### Craft Your Narrative

The descriptions and traits of each race serve as your initial toolkit—helpful but not limiting. Do you desire a unique upbringing? You could be a human raised by Deep Elves, gifted with a unique blend of practicality and adventurous spirit. Or a dwarf drawn by the allure of open skies and the swing of a bard's lute. The more you delve into the lore of your chosen or mixed race, the more

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

complex and engaging your character will become.

### Understand and Build

Take a moment to dive into your chosen or dominant race's lore, ethics, and cultural values. Understanding these aspects adds layers to your character, making your adventures in Hyraeth incredibly rich and engaging.

### Gaining Levels

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

- **Game:** You get 300 XP for attending a Myth Adventure Weekend. Other event types may have different XP rewards.
- **Feedback:** You get 100 XP for submitting a feedback letter within two weeks after the event ends. This feedback letter tells us your goals and what you achieved at the event.
- **Setup/Breakdown:** When you sign up with the setup/breakdown coordinator,



you get 20 XP for each hour you help. During the breakdown, players who contribute from start to finish receive a double XP reward.

- **Donations:** Some can donate their time, while others can help Myth get the props needed to enhance the game's setting. Giving props makes the game better for you and everyone else involved.

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

- **Character Points:** You receive 50 Character Points each time you level, allowing you to purchase more skills.
- **One Level Per Event:** You can't go up more than one level per event you have played.
- **Max Level:** The maximum level any character can achieve is level 20 with a limit of 1,050 CP.
- **Casting:** You earn just as much XP casting as you do playing Myth.

### **Starting at Level 1**

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

## **Bloodsworn: Children of the Umbral Abyss**

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Once eons past, the Bloodsworn stood as a monolith of arcane prowess, empowered by the elusive Daeva. Their distinct crimson skin, elongated pointed ears, and mesmerizing red eyes were hallmarks of their mystical heritage. Known as Gravewalkers, they wielded the fearsome dark arts of necromancy to establish their dominance.

### **A Legacy of Power and Division**

The dissolution of their pact with the Daeva marked a pivotal moment in Bloodsworn history. This event led to the emergence of two distinct factions: the Duskward, who cherishes their newfound freedom, and the Shadowbound, who long to reclaim their lost necromantic powers. The Duskward stands vigilant against the return of their dark masters, while the Shadowbound delve into the shadows, seeking to resurrect the glory of their past.

### **Physical Qualities**

The Bloodsworn are a visually striking race, deeply connected to their arcane roots.

- **Clothing:** Their attire reflects their divided nature. Duskward members opt for practical, unassuming clothes, while the Shadowbound incorporate subtle necromantic symbols as a nod to their aspirations.
- **Lifespan:** Bloodsworn can live up to 150 years, but for game purposes, players

must portray Bloodsworn within the confines of an average human lifespan.

- **Ears:** Their elongated, pointed ears are a distinct reminder of their mystical origins.
- **Hair:** They often have hair in shades from jet black to dark red, embodying the depth of their arcane essence.
- **Horns:** Bloodsworn must have horns.
- **Skin:** Bloodsworn can have varying shades of red or blue skin.
- **Tail:** Bloodsworn can have a tail (optional).
- **Accent:** The Bloodsworn speaks in deep, resonant tones, often with a haunting cadence that echoes their mystical lineage.

### **Racial Talent: Ancient Oaths**

The “Ancient Oaths” talent allows Bloodsworn to start the event with the Bless effect. Let Dedrot’s barrister know this should you enter their realm.

- **Ancient Oaths (Event):** You start the event with Bless, which will allow you to reroll one dice on your first roll in Dedrot’s realm if you choose.

### **Why You Should Play a Bloodsworn**

- **Arcane Mastery:** Ideal for players drawn to the complexities of dark arts and necromancy.
- **Dual Factions:** Engage in the narrative tension between the Duskward’s pursuit of freedom and the Shadowbound’s thirst for power.
- **Unique Aesthetic:** Their striking appearance and backstory offer an interesting character choice, rich in depth and intrigue.

## The Chimeric Ones: Torn Between Worlds



In the diverse tapestry of races and cultures, Hybrid Races, known as Chimeric Ones, embody the convergence of unity and division. Born from the union of two distinct races, they often navigate a path that treads between their dual ancestries, embracing a life marked by courage and a touch of recklessness.

### **Never Truly at Home**

To each of their parent races, Chimeric Ones often appear as the embodiment of the other. This unique identity subjects them to scrutiny and stigmatization, leaving them in a constant struggle for acceptance. Their journey, whether it leans towards assimilation or a fusion of both heritages, becomes a testament to their resilience and determination to carve out their own place in the world.

### **Physical Qualities**

The physical manifestation of a Chimeric One's heritage reflects their internal and external influences:

- **Clothing:** They enjoy the liberty to dress in the styles of either parent race or to forge a unique fashion that transcends traditional norms.
- **Lifespan:** Their lifespan mirrors that of the parent race they feel most aligned with, a decision that players make to signify which heritage exerts a stronger

influence on their character's biology.

- **Other Features:** Dominant physical traits like ears, hair, or skin tone are chosen by the player, based on the parent race they see as most influential in their character's appearance and identity.

### **Challenges and Stigma**

Living at the intersection of two cultures brings its own set of challenges. Chimeric Ones often find themselves perceived as either too much of one or not enough of the other by their respective communities. Their existence is a constant balancing act of identity and belonging.

### **Racial Talent: A Heritage of Choice**

For Chimeric Ones, their dual lineage manifests in unique abilities. Players select a racial talent from one of the parent races, aligning with the dominant physical traits they've chosen. This crucial decision highlights the complexities of their dual heritage, allowing them to inherit abilities like the magical prowess of the Eldar'el or the resilience of a dwarf. This chosen talent is a gift that continually connects them to their predominant lineage.

- **Heritage (Permanent):** You may choose any racial talent. You must costume yourself like the race of that respective talent.

### **Why You Should Play a Chimeric One**

- **Challenge:** Embrace the complexity of existing between two worlds.
- **Curiosity:** Explore the nuances of cultural dichotomies and societal dynamics.
- **Duality:** Experience the journey of a character defined by their dual heritage.

## Dale'el (Dale Elves): Guardians of the Wilds



Tired of the rigidity and ostentation of High Elven society, the Dale'el forged their path. Their journey began with an exploratory venture into the untamed wilds of the Pale Lands, where they discovered a kinship with the Wildren. Through years of dedication and scholarship, they have become ardent protectors of the wilderness, striving for enlightenment through nature's equilibrium.

### **You Who Be a Forest Child**

Dale Elves find their sanctuary amid the forest's towering trees and hidden groves. Their deep connection to the land is clear in their intimate knowledge of secret deer paths, secluded ponds, and the finest trees for climbing. Their homes are often elevated tree villages or hidden hovels that blend seamlessly into the natural environment.

### **Physical Qualities**

Though some may consider them less royal than their High Elven kin, the Dale'el emanate a different elegance—an allure deeply rooted in the natural world. They embellish themselves with features inspired by their surroundings.

- **Clothing:** Favoring nature's muted colors, Dale Elves often wear garments made from plant or animal fibers. Their attire is designed for practicality and stealth, allowing them to creep through their forested homes. Those engaged in

diplomatic efforts may opt for loose, flowing clothing adorned with colors or patterns that evoke their woodland habitat.

- **Age:** Dale Elves can live up to 120 years, but adventurers among them will be within a human age range.
- **Ears:** All Dale Elves possess long, pointed ears, a distinctive trait of their Elven heritage.
- **Hair:** Earthy tones dominate the Dale Elves' hair color palette, ranging from the green of fresh moss to the deep red of autumn leaves.
- **Accent:** In speech, Dale Elves favor a calm, melodious cadence, sometimes featuring lilting accents or gentle brogues.

### **Racial Talent: Focused Precision**

The Dale Elves possess a unique connection to the natural world, which they channel to enhance their combat skills. Thanks to this connection, they can immediately retry the same melee or ranged skill that either missed its target or the target defended against. Once per long rest, a Dale Elf can invoke this talent to make their attack unerringly hit its mark.

- **Focused Precision (Long Rest):** You may make a second attempt with a melee-or-ranged skill that missed its target or was defended against.

### **Why You Should Play a Dale Elf**

- **Forest:** Your longing for forest adventures drives you to maximize your time spent there.
- **Nature:** You're inclined toward playing characters in tune with nature, such as druids or rangers.
- **Balance:** You are committed to the preservation of the natural world, and its chaotic balance captivates you.



## Dep'el (Deep Elves): Shadows of the Underworld



Deep Elves, often misjudged and labeled as Dark Elves, thrive in the labyrinthine cities beneath the earth. Shunning the daylight because of their ingrained sensitivity, they diverged from their Elven kin after a contentious incident involving a High Elven ruler's mysterious death. This event deepened the chasm of distrust between them and other races.

### **Pragmatic Survival**

Guided by a philosophy where the ends often justify the means, Deep Elf society is a matriarchy led by a mighty queen. Male presenting individuals typically engage in physical or enforcement roles in their dimly lit world, while female presenting individuals excel in magic and leadership. Non-binary/gender fluid characters may choose either role. This societal structure emphasizes their practical approach to life.

### **Physical Qualities**

Deep Elves blend their Elven heritage with unique traits adapted to their subterranean life:

- **Clothing:** Their attire is practical and elegant, tailored from delicate fabrics and adorned with ornate yet functional details.
- **Age:** They can live up to 120 years, but characters are portrayed within a human lifespan in gameplay.

- **Ears:** True to their Elven roots, they have long, pointed ears.
- **Hair:** Deep Elves have hair in various colors.
- **Skin:** Their skin tones range from shades of gray to purple.
- **Accent:** They speak slowly, often with minimal emotional inflection, reflecting their calm demeanor.

### **Racial Talent: Mind of the Abyss**

Deep Elves possess a deep connection to the abyss, endowing them with an unyielding will. This innate resistance grants them the power to defy attempts at controlling their actions. When faced with enchantment, their resolve emerges not as a submission but as a disruption of defiance. Dark Elves naturally resist the Control keyword.

- **Mind of the Abyss (Permanent):** You may “resist” any skill the uses the “Control” keyword.

### **Why You Should Play a Deep Elf**

- **Mystery:** Perfect for players who relish the challenge of embodying a character from a misunderstood and distrusted race.
- **Moral Ambiguity:** Explore the gray areas of morality where practicality overrides conventional ethical norms.
- **Competitive Nature:** Embrace the role of a survivor in a society where practicality is paramount and only the adaptable thrive.

## Dwarf: Pillars of the Mountain Realms

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Dwarven culture is rich with traditions that transcend gender. While men celebrate majestic beards, women often adorn their hair with braids and beads, each style a unique testament to their heritage and personal journey. These hair traditions, whether beards or braids, are deeply symbolic, representing clan lineage and individual honor.

### Physical Qualities

Dwarves are known for their practical yet culturally rich appearance:

- **Clothing:** Garments are functional, embellished with geometric patterns that narrate clan history and individual achievements.
- **Age:** While Dwarves may live up to 150 years, player characters should be portrayed within the confines of a human lifespan.
- **Hair:** Male presenting dwarves typically grow beards and sideburns, symbols of their heritage. Female presenting dwarves take pride in elaborate braids, often decorated with clan motifs. Non-binary/gender fluid characters may do either.
- **Accent:** Dwarves speak distinctly, with clear articulation, emphasis on hard consonants, and a unique vernacular.

### Racial Trait: Stone Resilience

Born from the heart of the mountains, Dwarves inherently embody the unyielding endurance of stone. This trait allows them to resist a Maim or Waylay keyword once per short rest, showcasing their rugged constitution and the enduring spirit of their mountainous homeland.

- **Stone Resilience (Short Rest):** You may “Resist” the Maim or Waylay keyword.

### Why You Should Play a Dwarf

- **Communal Ethos:** Embrace a culture where you’re part of something greater, enriched by deep social interactions and craftsmanship.
- **Honor and Responsibility:** The Dwarven code, based on mutual respect, offers a robust framework for character development centered on ethics and interpersonal dynamics.
- **Indomitable Spirit:** Whether in battle, crafting, or diplomacy, the resilient nature of a Dwarf is ideal for those who see themselves as fighters from all walks of life.

## Eldar'el: Guardians of Ancient Wisdom

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Renowned as the intellectual and cultural apex in Hyraeth, the High Elves of the Eldar'el live in the majestic city of Madrona. Governed democratically, they are bound by ancient laws, embodying a society where knowledge and artistry are not just pursuits but a way of life. The Deep Elves, particularly, harbor skepticism towards the Eldar'el, valuing their intellect but haunted by a tragic assassination in their past.

### In the Pursuit of Knowledge

Eldar'el society has an insatiable thirst for knowledge. Their vast libraries are treasure troves of history, magic, and art, making them esteemed scholars and artists. While eloquent and precise in language, High Elves sometimes grapple with the nuances of casual or emotional dialogues.

### Physical Qualities

High Elves have a graceful demeanor. However, some people misunderstand this and think they are aloof.

- **Clothing:** They dress in elegant yet practical attire, favoring metallics, jewel tones, and light colors, reflecting their refined aesthetic sense.
- **Age:** High Elves live up to 120 years, but player characters are portrayed within a human lifespan.
- **Ears:** Their long, pointed ears are a distinct Elven trait.

- **Hair:** High Elves possess diverse hair colors.

### Racial Talent: Arcane Echo

Masters of arcane arts, High Elves possess the ability to replicate their last spell in moments of need once per long rest. This talent, known as “Arcane Echo,” enhances their spellcasting prowess, solidifying their reputation as premier magicians.

- **Arcane Echo (Long Rest):** You may immediately recast the same spell you had just cast.

### Why You Should Play a High Elf

- **Scholarly Pursuit:** Ideal for those captivated by pursuing knowledge and understanding of the world's mysteries.
- **Elegant Sophistication:** Embrace the role of a character who embodies elegance and intellect, yet may find social nuances challenging.
- **Cultural Connoisseur:** For players who prefer civilization and culture allure over nature's primal forces.



## Goblins: From Servitude to Sovereignty



Once bound by the dark machinations of evil sorcerers, Goblins have emerged from a history of war and enslavement. Their rebellion against their oppressors, known as The Masters, marks a defining chapter in their journey towards freedom.

### **The Exodus Across Hyraeth**

Post-revolution, Goblins found themselves homelless, wandering southward across Hyraeth. Forming tight-knit tribes, they established communities built on bonds of kinship. Despite facing prejudice, especially from elder Dwarves, Goblins persist with optimism. They actively trade and interact within Hyraeth, steadily carving their place in a gradually accepting world.

### **Physical Qualities**

Goblins are diverse in appearance, adapting to their newfound environments:

- **Clothing:** Their clothing is practical and often colorless, reflecting their utilitarian approach to life. Goblin merchants might adopt the styles of cultures they frequently trade with.
- **Age:** Goblins age similarly to humans.
- **Ears:** Their ears are green and pointed, resembling those of Elves.
- **Skin:** Goblins have green skin.
- **Accent:** Goblins speak with a nasal tone punctuated by grunts and shouts, a linguistic imprint of their past.

## **Racial Trait: Relentless Recovery**

Goblins possess a remarkable ability to recover from injuries and ailments. Once per long rest, they can activate this trait to heal wounds, recovering all Hit Points, and purging any diseases or poisons. This resilience is a testament to their enduring spirit and adaptability in adversity. They may use this ability while in bleedout.

- **Relentless Recovery (Long Rest):** You immediately heal to your maximum Hit Points and cure all diseases, poisons, and maims. You may use this skill during bleedout.

### **Why You Should Play a Goblin**

- **Resilience Against Odds:** Embrace the role of an underdog striving for acceptance and respect.
- **Cultural Architect:** Contribute to shaping Goblin culture, borrowing and enriching elements from other societies.
- **Noble Aspirations:** Demonstrate the potential for nobility and honor in a race overcoming a grim history.

## Humans: The Ambitious Wanderers of Hyraeth



In Hyraeth's tapestry of races, Humans stand out for their boundless ambition and remarkable adaptability. With relatively short lifespans, they approach life with an urgency to seize opportunities and shape their destinies. Their diverse customs, morals, and lifestyles mirror the various environments they inhabit. Despite their recent emergence in Hyraeth's history, Humans have swiftly risen to prominence, celebrated for their resourcefulness and dynamic cultures.

### Endless Diversity

From nomadic origins to establishing realms like the Kingdom of Cantara, humans epitomize the spirit of change and potential. Their lack of a singular ancestral home has not hindered, but fueled their drive to influence and adapt to the world around them.

### Physical Qualities

Humans reflect diversity in every aspect of their appearance:

- **Clothing:** From the practicality of Attercup Domain attire to Cantara's high fashion, human clothing showcases its cultural richness.
- **Age:** Human lives, often brief compared to other races, rarely surpass 80 years, with the oldest known reaching 121.

- **Hair:** Their hair presents various types, colors, and lengths.
- **Skin:** Skin tones vary widely, from pale pink to deep umber, highlighting their genetic diversity.
- **Accent:** Human accents are as varied as their appearances, changing distinctly across regions.

### Racial Talent: Class Versatility

Humans' greatest strength lies in their adaptability. Unlike other races with specific specialties, humans can master multiple disciplines without additional cost, allowing them to adopt a second class at no cost. This versatility makes them unpredictable and highly capable in a realm of specialists.

- **Class Versatility (Permanent):** While all classes receive their opener skill at no cost, Humans also receive their secondary class opener at no cost.

### Why You Should Play a Human

- **For Beginners:** Ideal for newcomers to roleplaying, offering a less complex cultural and racial landscape to navigate.
- **Relatable Experience:** Humans provide a familiar ground, easing the focus on roleplaying.
- **Versatility:** Their common presence in the game allows seamless integration into diverse scenarios and settings, highlighting their adaptability.

## Sukh: Nomadic Traders of the Desert

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In the vast expanse of Hyraeth's deserts, the cat-like Sukh wander as nomadic traders, known for their pride in commerce and a reputation that oscillates between fear and respect. Their loyalty is as fierce as their curiosity, finding joy in the sun-baked sands of their ever-shifting homes. Their trade routes are vital arteries of commerce across Wayland's continents.

### Wandering Caravans

The Sukh's life is one of perpetual motion, their caravans weaving through the desert between Khemzutaten and Elheem Hassad. In their matriarchal society, women and esteemed traders, the Tajal, lead caravan operations, while men play supportive and protective roles.

### Physical Qualities

Each Sukh is distinct and adorned with unique feline features and patterns.

- **Clothing:** Sukh, masters of weaving and tailoring, produces vibrant garments but typically trade them, wearing simpler attire from their trading partners. Their clothes are practical yet colorful, reflecting their desert heritage.

- **Age:** Sukh age similar to humans.
- **Accent:** A deep, guttural tone marks their speech, enriched with a purring sound and rolling Rs.
- **Feline Features:** Every Sukh has to have feline makeup similar to cats, fangs, tail, cat ears, and optional cat eyes.

### Racial Trait: Nine Lives

In a world where mortality is a constant threat, the Sukh is an exception. Gifted with extraordinary resilience, they can cheat death itself. When others might succumb to their injuries, the Sukh find themselves mysteriously revitalized, even when teetering on the brink of the abyss. This uncanny knack for survival does more than extend their lifespan; it grants them the freedom to take risks others might shy away from, bolstering their reputation as fearless adventurers and relentless warriors. Once per long rest, they miraculously heal one hit point at the end of their death count instead of bleeding out, allowing them to rejoin the fray or escape to fight another day.

- **Nine Lives (Long Rest):** At the end of your bleedout count you cure poison and heal one Hit Point rather than dying. This ability does not work if you are diseased but isn't used up either.

### Why You Should Play a Sukh

- **Skilled Negotiator:** Embrace the role of a savvy trader, mastering the art of negotiation and barter.
- **Cultural Ambassador:** Represent and share the unique values and traditions of the Sukh community.
- **Inclusive Society:** Experience a race that embraces outcasts and hybrids, reflecting a deep understanding and acceptance of diversity.



## Wildren: At One With the Forest

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The Wildren, descendants of fey creatures, live in deep harmony with the forest realms of Hyraeth. Their distinctive appearance, featuring antlers or horns and often goat-like legs and deer tails, makes them a unique and integral part of the forest's tapestry. Wildren are friendly by nature, and their tribes are deeply committed to preserving and protecting their natural home.

### Harmony with Nature

Wildren tribes, living in hidden familial communities, cherish the tranquility and beauty of the forest. They relish in the simple pleasures of nature, finding joy in the surrounding life. While inherently peaceful, Wildren are prepared to defend their forest fiercely against any threats, using the gifts of nature as their defense.

### Physical Qualities

The Wildren possess distinct physical traits that reflect their close bond with nature:

- **Antlers or horns:** Each Wildren sports antlers or horns, varying in shape and size, symbolizing their tribal identity and heritage.
- **Clothing:** They wear clothes in earthy tones, often made from natural materials found in the forest, reflecting their

environment and lifestyle.

- **Ears:** Their ears resemble those of goats or deer, adding to their feral appearance.
- **Hair:** Wildren often decorate their hair with natural elements like flowers or leaves, enhancing their connection with the forest.
- **Age:** Wildren have lifespans that align with human years.
- **Accent:** The Wildren's speech patterns vary, with the young speaking in lively tones and the elders in more measured, reflective voices.

### Racial Talent: Nature's Embrace

Wildren share a unique bond with the natural world, deeply rooted in their essence. When they press both hands against the trunk of a tree, they can tap into Hyraeth's life force, creating a momentary shield that makes them immune to all forms of attack, whether physical or magical. This sacred connection allows them a respite from the chaos of battle, making them formidable guardians of the forest realms they often call home. Once invoked, this talent requires a long rest before they can use it again.

- **Nature's Embrace (Long Rest):** While you have both hands touching a tree, you may state "Resist" to all physical and magical attacks.

### Why You Should Play a Wildren

- **Nature's Child:** Ideal for those captivated by the forest's serenity and seek a harmonious existence with nature.
- **Peacemaker:** Embrace the role of a mediator, balancing the needs of civilization and the natural world.
- **Cultural Explorer:** Discover a race that offers a peaceful and accepting community rich in opportunities for diverse role-playing experiences.

## Character Skills

Adventurers are among the most capable members of society, taking risks and using abilities others would only dream of. They are the heroes who rush to face darkness while others flee. You may be that hero. Your skills represent a variety of talents and abilities. As your character attends events and advances in levels, they earn more **Character Points (CP)** to purchase new skills. These new skills add to the character's capabilities, making them more proficient.

While skills enhance gameplay, what sets your character apart is your costume, roleplaying, and how you treat others.

### Unlocking Your Potential

To create your character, you must choose a starting class. You automatically unlock that class's 40 CP Opener skill for free. Start by considering any free, untrained skills your character would have. You can claim any untrained skills you don't take now down the road, opening the door for new roleplaying opportunities later.

### Free Skills

You've chosen your class and received your free opener skill. Consider taking any free skills your character would have, especially since you get them at no cost. Any free skills you don't take can be taken later on to create roleplaying opportunities with other characters.

### Basic Skills

You can purchase any of the 10 to 30 CP skills shown in the list of basic skills, even if they don't align with your chosen class. Basic skills are a way to dabble in other classes without actually multiclassing.

### Class Skills

After completing the skill chain, you can buy any skills in your chosen class. A skill chain is when you purchase a 40 CP skill to buy a 50 CP skill and then a 60 CP skill. Once you buy the 50 CP skills, you can purchase any other 50 CP skills in that class without needing to advance to 60 CP skills. You break the chain once you buy the 60 CP skill, allowing you to buy any 40, 50, or 60 CP skills for that class.

## Grandmaster Skill

Reaching level 20 marks a significant achievement, symbolizing your character's growth through various trials. At this height, you earn the chance to choose a free grandmaster skill. This unique ability is an honor and a potent enhancement to your character's skills, distinguishing you as a grandmaster. You may only have one grandmaster skill so choose wisely. If you are a multi-class character, you may only choose a grandmaster skill from the class where you have invested the most character points.

### Skill Training

We do not require you to learn skills from NPCs or other characters, ensuring you'll always be able to get the skills you want without worrying if someone will be at the event or not. While not required, you can roleplay learning from another character during gameplay.

### Skill Durations

Unless otherwise noted, all skill times last one minute.

## Understanding Skill Keywords

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In Myth, skill keywords are crucial terms that streamline gameplay and deepen immersion. These terms, when spoken, convey the effects of a skill without further explanation. For example, when a player declares "Poison," all players know that the affected individual has 60 seconds before they fall unconscious and 60 more seconds until a 'Death' effect will follow. Similarly, a call of "Shatter" means they make an item so it can't use skills until repaired. Understanding these keywords allows players to continue the action seamlessly, ensuring that gameplay remains dynamic and uninterrupted by lengthy descriptions.

### Rulebook Keyword Descriptions

Rulebook keywords aren't something you need to memorize unless you want to understand a system of code words that help identify what a skill does at a glance.

**Battle:** You may continue using this skill as often as possible for the duration of the current battle.

**Burst:** You may use this skill up to the specified number of times, with each use being immediately after the other.

**Chain:** Replace chain with battle.

**Event:** This effect lasts for the duration of the event.

**Indoors:** Skill usable only in indoor settings. The module building counts as an indoor setting.

**Item:** A specific item is needed for skill activation.

**Outdoors:** Skill usable only in outdoor settings.

**Prerequisite:** A particular skill is necessary before purchasing this one.

**RP (Roleplay):** Requires a set duration or type of roleplaying. Interrupting the roleplay ends the skill without effect.

**Target <Specified Target>:** Some skills target specific areas, like “Back of the Leg” or “Torso”, or conditions like “Corpse” or “From Behind” (requiring positioning directly behind the target).

**“Through <trait>”:** This keyword indicates the magic type that powers a spell. It shows how the spell interacts with its target and the environment. The trait can be any of these magic types: Arcane, Air, Blood, Divine, Earth, Fire, Mind, Nature, Spirit, or Water. Spells with this keyword use these elements to define their effects and interactions.

**Long Rest:** Usable once per purchase per day, resetting at 9 am the following day.

**Pact:** When under the effects of a pact, you reduce your maximum hit points by 1 until the end of the event. You may only have one pact on you at a time.

**Packet:** Spells delivered via a thrown packet.

**Permanent:** Usable as often as requirements are met or continuously active.

**Restore:** Refreshes specific skills as described in the skill.

**Short Rest:** Usable once per encounter/

module/battle, reset after a 15-minute break in specific restful areas. Nearby combat or enemies interrupt this reset.

**Spell:** Any skill delivered with the “Through” keyword.

**Temporary:** The bonus does not count towards any maximums, is the first lost, and lasts until your next Short Rest. You may only have one of the same temporary bonus at any time, with the greater bonus taking precedence.

**Touch:** Skill delivered by physically touching the target with a spell packet.

**Weapon:** Skills delivered using melee, ranged, or thrown weapons.

### Active Keyword Descriptions

Active keywords are something you should pay attention to and do your best to memorize over time. Knowing how these work streamlines combat and other interactions during game play.

**Bestow:** You may only have one Bestowed Effect of each type placed upon you at a time and they expire after Short Rest: Temporary Hit Points, Temporary Armor, A “Resist”, An “Enchant Weapon” effect, and one effect that does not fall into any of these categories. Ex. Alarm or Transfer Skill. An unused Bestow expires once you Rest. Weapons, armor, and shield may have their own bestow.

**Bind:** You must keep your wrists to your hips for the duration.

**Crit:** This keyword allows damage or effects to bypass all armor and weapons, directly affecting the target’s torso (or specified area), even if blocked by a shield or weapon.

**Control:** You must obey all commands given to you to the best of your ability for the duration. If no duration is called, you follow only the command given until it is complete.

**Cure:** This ability will remove a keyword from an individual. Cure all will not remove the Curse or Death keyword or any beneficial effect.

**Curse:** A curse lasts indefinitely or until a “Cure Curse” can lift it or its tag shows another way.



**Damage:** Reduces the target's Armor Points (AP) or Hit Points (HP) by the specified amount.

**Daze:** You are unable to use offensive skills for the duration.

**Death:** Brings the character to a dead state. Without a Cure Death effect within 5 minutes, the character becomes a spirit and heads to Dedrot's realm.

**Disarm:** You must drop your weapon to the ground for the duration. If no duration is called, this lasts for 5 seconds.

**Disease:** Blocks healing and nullifies the benefits of short or long rests until cured.

**Fear:** Forces you to keep a minimum specified paces from the fear-inducing individual until you have reached that number of paces.

**Heal:** Restores a number of Hit Points noted in the skill. This will not take you above your maximum Hit Point total.

**In Sooth:** shows the speaker is conveying essential out-of-game information.

**Maim:** This effect renders the affected limb unusable until cured. A leg would remain pinned to the ground. If someone carries you, they can move you from your location. Once they put you down, you are pinned to that location. If your arm is maimed, you must hold that arm's wrist at your waist. You may not use skills or use items with that arm.

**Paralyze:** Requires you to stay as still as possible. You may not move or use skills or abilities for its duration.

**Poison:** Start by counting to 60; at the end of the count, fall into an unconscious and bleeding-out state. Continue to count to 60 once more. If not cured by the end of this second count, the death effect takes hold.

**Reanimate:** You are raised from death under someone else's control. This effect is a cure death, heal all, and cure along with a "Control 5 minutes." After 5 minutes you become a spirit and immediately proceed to Dedrot's realm.

**Resist:** Informs the attacker that their ability has failed.

**Shatter:** When an item shatters, repair it before using any skills or activating its properties. Shattered items still function for non-called attacks and defense. A shattered shield can't block attacks.

**Snare:** You must keep both feet in place on the ground for the duration.

**Sleep:** You must fall unconscious for the duration. Damage will not end the effect.

**Silence:** You are unable to speak or cast spells for the specified duration.

**Slow:** You may not walk faster than a heel to toe pace for the duration.

**Voice:** Skill affects all individuals within line of sight able to hear it except for the person using the skill. You may not use Voice skills while Silenced. The skill will indicate it if it is a single or group target ability. To <target> or to <group>. If you are not the Person/Race/Part of the group denoted in the skill, the skill does not affect you, and you may call Resist. General descriptions of the target are acceptable such as, "Hey you in the red hat."

**Weakness:** Prevents the use of called skills while allowing normal fighting capabilities.

## **Free Skills**

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This section contains skill descriptions for free Skills you may elect to take.

**Apply Pressure** (Permanent, Item: Bandages, RP: Continuously administering first aid with both hands.): Let your target know, "You can pause your bleed out count until I remove my hands." This skill will end if you remove your hands, use any other skills, or take damage.

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

**Armor Proficiency** (Permanent): You are trained in wearing armor of any type.



**Dagger** (Permanent: You may carry a dagger as well as your standard weapon. You may not wield both without the Dual Wield skill.

**Diagnose** (Permanent, RP: Checking the targets Vitals): State “Diagnose” and then ask the patient any of these questions:

- **How many Hit Points do you have?**
- **Are you Poisoned?**
- **What is your poison count at?**
- **How long before you bleed out?**
- **Are you dead?**
- **Are you diseased?**

**Escape Bonds** (Permanent, Self Only, Target: Rope Bindings Only, RP: Five minutes of struggling to get free.) “Cure Binds.”

**Execute** (Permanent, Item: Weapon or Packet, Target: Unconscious or Immobile Person, RP: three seconds of finishing off your target.) “Death”.

**Flat** (Permanent, Item: Weapon): “Flat.” Your weapon does no damage this attack.

**Forge Repair** (Permanent, Location: Forge, Target: Armament, RP: 1 minute repairing item) “Cure 1 Armor Point” for armor or “Cure Shatter” for weapons, shields, or items.

**Light** (Permanent, Item: Diffused, non-white light that is not a Blacklight): This light may be a lantern, a faux torch, or a spell. For the spell version: “Through Fire, Light.”

**Literacy** (Permanent): You know how to read and write.

**Shield** (Permanent): You may use a shield.

**Unskilled Weapon Usage** (Permanent): You may use any one-or-two-handed weapon.

## Open Defense Skills

### 30 CP Skills

**First Aid** (Permanent, Item: Medical Kit or bandages, RP: Continuously administering first aid with both hands.) “You can pause your bleed out count until I remove my hands.” This skill will end if you use any other skills or take damage. After 1 minute of role-playing this skill continuously, you may call “Heal 1 Hit Points” on your target. Alternatively, you may spend one

minute roleplaying binding limbs. After this time, you may cure a single maimed limb.

**Hit Points** (Permanent): You gain one Hit Point adding to your maximum.

## Open Weapons Skills

### 10 CP Skills

**Cheap Shot** (Short Rest, Item: Weapon, Target: From Behind): “Crit, Damage 1.”

**Disengage** (Short Rest, Item: Weapon): “Disengage 3 paces.”

**Slash** (Short Rest, Item: Weapon: “Damage 2.”

**Spare Blade** (Permanent, Item: Weapon): You may possess (but not wield) an additional in-game weapon.

### 20 CP Skills

**Disarm** (Short Rest, Item: Weapon, Target: Weapon): “Disarm.”

**Hack** (Short Rest, Item: Weapon): “Damage 3.”

**Hamstring** (Short Rest, Item: Weapon, Target: Leg): “Slow, 1 minute.”

**Silencing Strike** (Short Rest, Item: Weapon, Target: Torso): “Silence, 1 minute.”

**Slice** (Short Rest, Item: Weapon, Target: From Behind) “Crit, Damage 2.”

**Strong Grip** (Short Rest, Item: Weapon) “Resist” Disarm.

### 30 CP Skills

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

**Maim: Weapon** (Short Rest, Item: Weapon, Target: Limb): “Maim.”

**Pierce: Weapon** (Short Rest): “Crit, Damage 1.”

**Sneak Attack** (Short Rest, Item: Weapon, Target: From Behind): “Crit, Damage 3.”

**Strike** (Short Rest, Item: Weapon) “Damage 4.”

**Thrown Weapon** (Permanent) Allows you to carry and use any number of thrown weapons.

## **Open Defensive Magic Skills**

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### **10 CP Skills**

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

### **20 CP Skills**

**Pacify** (Short Rest, Packet): “Through Arcane, Daze, one minute.”

**Slow** (Short Rest, Packet): “Through Air, Slow, one minute.”

**Spin** (Short Rest, Packet): “Through Air, Control, Spin in place three times.”

### **30 CP Skills**

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

**Charm Person** (Short Rest, Packet): “Through Mind: Control, Ignore me until I attack you, one minute.”

**Fire Shield** (Short Rest, Packet): “Through Fire, Bestow Resist Fire.”

**Snare** (Short Rest, Packet): “Through Earth, Snare one minute.”

**Blood Shield** (Short Rest, Packet): “Through Blood, Bestow Resist Blood.”

**Arcane Shield** (Short Rest, Packet): “Through Arcane, Bestow Resist Arcane.”

**Nature Shield** (Short Rest, Packet): “Through Nature, Bestow Resist Nature.”

**Divine Shield** (Short Rest, Packet): “Through Divine, Bestow Resist Divine.”

**Iron Will** (Short Rest, Packet): “Through Arcane, Bestow Resist Mind.”

**Minor Arcane Shield** (Short Rest, Packet): “Through Arcane, Bestow Resist Arcane.”

**Minor Earth Shield** (Short Rest, Packet): “Through Earth, Bestow Resist Earth.”

**Minor Air Shield** (Short Rest, Packet): “Through Air, Bestow Resist Air.”

**Minor Water Shield** (Short Rest, Packet): “Through Water, Bestow Resist Water.”

## **Open Healing & Utility Skills**

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### **10 CP Skills**

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

**Carry Companion** (Short Rest, Packet): “Through Earth, Bestow Carry Companion. You may non-contact carry people at full speed for 30 Seconds.”

**Cure Minor Wounds** (Short Rest, Packet): “Through Divine, I heal you one Hit Point.”

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

**Sanctify Corpse** (Short Rest, Packet, Target: Corpse): “Through Divine, I prevent this body from being raised against its will.”

### **20 CP Skills**

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

**Cure Light Wounds** (Short Rest, Packet): “Through Divine, I heal you two Hit Points.”

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

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

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

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

### **30 CP Skills**

**Calm Mind** (Short Rest, Packet): “Through

Divine, Cure Corrupt and Fear.”

**Cure Maim** (Short Rest, Packet): “Through Divine, I cure a single Maimed Limb.”

**Cure Moderate Wounds** (Short Rest, Packet): “Through Divine, I heal you three Hit Points.”

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

**Empower** (Short Rest, Packet): “Through Divine, Bestow Enchant Weapon. State ‘Divine, Damage Two’ on your next attack.”

**Free Action** (Short Rest, Packet): “Through Arcane, Dispel ‹Pin, Snare, or Bind›.”

### **Open Offensive Magic Skills**

#### **10 CP Skills:**

**Arcane Blast** (Short Rest, Packet): “Through Arcane, Damage Two.”

**Flare** (Short Rest, Packet): “Through Fire, Damage Two.”

**Frostbite** (Short Rest, Packet): “Through Water, Damage Two.”

**Magic Stone** (Short Rest, Packet): “Through Earth, Damage Two.”

**Spirit Bolt** (Short Rest, Packet): “Through Spirit, Damage Two.”

**Windburn** (Short Rest, Packet): “Through Air, Damage Two.”

#### **20 CP Skills**

**Arcane Storm** (Short Rest, Packet): “Through Arcane, Damage Three.”

**Cold Snap** (Short Rest, Packet): “Through Water, Damage Three.”

**Fire Bolt** (Short Rest, Packet): “Through Fire, Damage Three.”

**Migraine** (Short Rest, Packet): “Through Mind, Damage Three.”

**Rock Fall** (Short Rest, Packet): “Through Earth, Damage Three.”

**Divine Wrath** (Short Rest, Packet): “Through Divine, Damage Three.”

**Thorn Whip** (Short Rest, Packet): “Through Nature, Damage Three.”

**Blood Lash** (Short Rest, Packet): “Through Blood, Damage Three.”

**Whirlwind** (Short Rest, Packet): “Through Air, Damage Three.”

**Spirit Lance** (Short Rest, Packet): “Through Spirit, Damage Three.”

#### **30 CP Skills**

**Break Limb** (Short Rest, Packet): “Through Fire, Maim, ‹right/left›arm/leg.”

**Flame Wave** (Short Rest, Packet): “Through Fire, Damage Four.”

**Flay Mind** (Short Rest, Packet): “Through Mind, Damage Four.”

**Spark** (Short Rest, Packet): “Through Air, Damage Four.”

**Divine Splinter** (Short Rest, Packet): “Through Divine, Damage Four.”

**Arcane Shard** (Short Rest, Packet): “Through Arcane, Damage Four.”

**Soul Razor** (Short Rest, Packet): “Through Spirit, Damage Four.”

**Blood Lance** (Short Rest, Packet): “Through Blood, Damage Four.”

**Ice Lance** (Short Rest, Packet): “Through Water, Damage Four.”

**Earth Shard** (Short Rest, Packet): “Through Earth, Damage Four.”

**Nature’s Wrath** (Short Rest, Packet): “Through Nature, Damage Four.”

# CHARACTER CLASSES

creating a character that can adapt to various situations and play styles.

Your character's class in Myth isn't just a job or role; it's a comprehensive identity that governs your abilities, choices, and interactions within the game's universe. It sets the stage for your character's strengths, challenges, and the legacy they'll build. Will your character be a stalwart defender of the realm, a shadowy figure weaving plots from the sidelines, or a learned sage whose knowledge can shape or shake the world? Each class offers a gateway to a unique narrative, a distinct set of skills, and a fresh way of leaving your mark on the land of Myth.

## How to Multiclass in Myth

Multiclassing in Myth lets you expand your character's abilities beyond their primary class. Here's how you can become a versatile multi-classed adventurer in up to three classes:

- **Choosing Your Primary Class:** In Myth, you embark on your adventure by selecting a primary class for your character. This class comes with a free 'opener skill' that you receive immediately, allowing you to dive into your character's abilities from the get-go.
- **Dive Into New Classes:** If you're interested in learning skills from other classes, you can! You have the freedom to explore up to two additional classes. To unlock a new class, you'll need to purchase the "opener skill" for that class. Think of an opener skill like a key that opens a new set of skills for you to learn.
- **Using Character Points (CP):** You gain Experience Points (XP) as you play Myth events. When you level up, you get 50 CP, which you can use to buy skills (including opener skills) from your original class or from any new classes you've unlocked.

Multi-classing is like a journey of self-discovery, where you combine the essence of one class with the distinctive traits of another, forging a character as unique as your imagination. For instance, imagine you're a fierce warrior who studies the arcane arts; you're no longer just a fighter or a mage. You're a battle mage with the strength of arms and the power of spells at your disposal. By multiclassing, you can mix and match the best of multiple worlds,



# Alchemist

Alchemists are the master chefs and brewers of the realm, merging natural lore with arcane secrets in the tradition of the ancient Sukh. These artisans craft potions with the same care as a gourmet preparing a feast, sharing their knowledge in the hallowed halls of alchemical colleges, or pursuing perfection in secluded workshops. Their creations are as varied as the finest cuisines, imbued with magic to heal, harm, or bewitch. They reflect their role as pivotal figures in the delicate balance between nature and the mystical forces they harness.

## Character Hook

As you breathe life into your alchemist, ponder what drives their quest. Are they seeking to concoct the ultimate cure, unlock the secrets of transmutation, or perhaps right a wrong with their elixirs? Your character's story begins with that spark—the catalyst for their alchemical endeavors.

## Opener Skill

[Main: Free | Second: 40 CP | Third: 80 CP]

**Novice Alchemy:** You may craft Novice alchemy recipes. You may open an Alchemical Vial and look at the tag without “drinking” the potion.

## 40 CP Skills

**Novice Alchemy Flask** (Event, Prop Required: A Stylized Flask or Bottle): You may use a Novice Alchemical Vial that you are putting into your flask. (Write “Novice Alchemy Flask” on the tag you are expending and keep it with the flask). You may use that Alchemical Vial once per Short Rest for the entire event.

**Novice Battlefield Concoction** (Long Rest): with no components, you may immediately gain the effects of any Novice Alchemy recipe in your repertoire.

**Refined Palette** (Permanent): When you use an Alchemy Vial with a numerical effect (i.e., Heal 3), you may add +1 to that number.

**Personal Stash** (Short Rest): When you use an Alchemy Vial, you may immediately give the tag to someone to share the effect.

**For Medicinal Purposes** (Short Rest, Self Only): When you have an Alchemy Vial that causes damage, you can convert that damage into healing. (ex, Elixir of Storm Giant Strength would normally do a “Damage 6” but with this potion you would heal 6.

## 50 CP Skills

**Journeyman Alchemy** (Permanent): You may craft Journeyman Alchemy recipes if you meet the minimum level requirement. Prerequisite: Novice Alchemy and level 7.

**Journeyman Alchemy Flask** (Event, Prop Required: A Stylized Flask or Bottle): You may use a Journeyman Alchemical Vial that you are putting into your flask. (Write “Journeyman Alchemy Flask” on the tag you are expending and keep it with the flask). You may use that Journeyman Alchemical Vial once per Short Rest for the entire event. Prerequisite: Journeyman Alchemy.

**Journeyman Battlefield Concoction** (Long Rest): with no components, you may immediately gain the effects of any Journeyman Alchemy recipe in your repertoire. Prerequisite: Journeyman Alchemy.

**Potency** (Permanent): Potions with Bestow effects remain active until consumed, rather than expiring after resting.

**Augment Potion** (Short Rest): You may double all numerical effects of a potion you use.

## 60 CP Skills

**Alchemical Inoculation** (Long Rest): When you use a potion to gain a “Resist” effect, it lasts until the end of the battle.

**Enhanced Metabolism** (Permanent): When using a potion with more than one effect, you may ignore any negative effects and gain all beneficial ones.

**Master Alchemy** (Permanent): You may craft Master Alchemy recipes if you meet the minimum level requirement. Prerequisite: Journeyman Alchemy.

**Master Alchemy Flask** (Event, Prop Required: A Stylized Flask or Bottle): You may use a Master Alchemical Vial that you are putting into your flask. (Write

“Master Alchemy Flask” on the tag you are expending and keep it with the flask). You may use that Master Alchemical Vial once per Long Rest for the entire event. Prerequisite: Journeyman Alchemy Flask and Master Alchemy.

**Master Battlefield Concoction** (Long Rest): with no components, you may immediately gain the effects of any Master Alchemy recipe in your repertoire. Prerequisite: Master Alchemy.

### Grandmaster Skill

**Apothecary** (Permanent): You can now deliver potions with the Heal, Cure, or Bestow keywords via a packet.

**Battle Brewer** (Permanent): Whenever you use a potion that gives you a Bestow effect, you may use that effect twice before the potion is consumed.

**Mixologist** (Permanent): You may be under the effects of two elixirs at a time.

## How to Make Potions

We bring the mystical essence of alchemy to life using a variety of faux plants to represent magical ingredients. Adventurers can gain these materials by exploring the world, trading with fellow players, or looting from their conquered adversaries.

### Preserving Components

Imagine you’ve spent the day adventuring and have gathered a handful of plants. Instead of holding onto these items indefinitely, you head to the tavern. Here, you present your findings to the barkeep, who will exchange them for corresponding cards representing your preservation of these components. These cards are easy to carry and manage, and turning in the physical items allows us to redistribute them for future discovery by other players.

### Making Potions

Alchemists can create potions by turning in their preserved components to the barkeep. The barkeep will ask you to return in a set amount of time when you can pick up the potions you created.

## Using Potions and Elixirs

To use a potion or elixir:

- **Remove:** Remove the cap and the rolled-up paper inside.
- **Roleplay:** Act like you are drinking the potion.
- **Read:** Unroll and read the paper so you know how the potion affects you.
- **Roleplay:** Follow the instructions and act out the potion’s effect.

You can drink as many potions as you have, but may only be under the effect of a single elixir.

## Potions and their recipes

The art of alchemy unfolds as a captivating journey, segmented into three distinct skill levels: Novice, Journeyman, and Master. Each ascending level unlocks new potion recipes and signifies a more profound mastery and understanding of alchemical arts.

### Alchemy Components

- **Alkahest:** Used in all Journeyman potions.
- **Glowbloom:** Used in all Master potions.

Components and their traits:

- **Chokecherry** (Water)
- **Crimson Eye** (Blood)
- **Crown of Cantara** (Divine)
- **Dedrot’s Finger** (Spirit)
- **Dream Tendril** (Mind)
- **Highland Aster** (Air)
- **Myrthfruit** (Arcane)
- **Scandelen’s Fiddlehead** (Fire)
- **Sunburst** (Nature)
- **Twilight Dahlia** (Earth)

### Novice Potions

Beginning their journey, Novice alchemists experiment with essential ingredients to create foundational potions for those new to potion-making. Here are some examples:

**Potion of Healing** (Any Plant): “Heal three Hit Points.”

**Elixir of Hill Giant Strength** (Twilight Dalia): “Bestow: Your next called damaging melee strike does +2 Damage.”

**Elixir of Fire Resistance** (Scandelen's Fiddlehead): "Bestow Resist Fire."

**Elixir of Water Resistance** (Choke Cherry): "Bestow Resist Water."

**Elixir of Air Resistance** (Highland Aster): "Bestow Resist Air."

**Elixir of Earth Resistance** (Twilight Dalia): "Bestow Resist Earth."

**Elixir of Arcane Resonance** (Myrthfruit): "Bestow: Your next called damaging spell does +2 Damage."

**Potion of False Life** (Dedrot's Finger): "Bestow 3 Temporary Hit Points."

**Potion of Sniper's Brew** (Highland Aster): "Bestow: Your next called damaging spell does +2 Damage."

**Potion of Tanglefoot Sap** (Highland Aster): "Slow One Minute."

### **Journeyman Potions**

Advancing to the Journeyman level, alchemists gain access to complex recipes and ingredients, crafting potions with more varied and potent effects. Journeyman potions always use the Alkahest component as a base and another component. Here are some examples:

**Potion of Greater Healing** (Any Plant): "Heal six hit points."

**Elixir of Frost Giant Strength** (Twilight Dalia): "Bestow: Your next called damaging melee strike does +4 Damage."

**Potion of Greater Arcane Resonance** (Dream Tendril): "Bestow: Your next called damaging spell does +4 Damage."

**Anti-paralytic** (Myrthfruit): "Bestow Resist Paralyze."

**Rusting Powder** (Scandelen's Fiddlehead): "Corrodes and weakens item on impact. 'I Shatter your <weapon or shield>' as you throw a packet at your target."

**Dust of Snaring** (Choke Cherry): "Snare one minute."

**Potion of Cure Disease** (Crown of Cantara): "Cure Disease."

**Potion of Lesser Restoration** (Crown of Cantara): "Restore a Short Rest Skill of your Choice."

**Cure Poison** (Myrthfruit): "Cure Poison."

**Potion of Brute Force** (Scandelen's Fiddlehead): "Bestow: Double the damage of your next called melee strike. Then maim to the arm that was used to deliver the attack."

### **Master Potions**

At the Master level, alchemists create the most potent potions using rare ingredients, showcasing their expertise and mastery. You've made a lot of potions in your time and earned the ability to experiment with creating new concoctions. Master potions always use the Glowbloom component as a base and another component. Here are some examples:

**Potion of Superior Healing** (Any Plant): "Heal all Hit Points."

**Elixir of Storm Giant Strength** (Twilight Dalia): "Bestow: Your next called damaging melee strike does +6 Damage."

**Elixir of Superior Arcane Resonance** (Myrthfruit): "Bestow: Your next called damaging spell does +6 Damage."

**Potion of Superior False Life** (Dedrot's Finger): "Bestow 6 Temporary Hit points."

**Elixir of Superior Fire Resistance** (Scandelen's Fiddlehead): "Bestow: For the battle, you resist Fire effects."

**Potion of Greater Restoration** (Crown of Cantara): "Restore all Short Rest Skills."

**Potion of Haste** (Twilight Dalia): "Bestow: For the battle, whenever you use a Short Rest skill, you immediately gain another use of that skill. You must use the additional skill within 10 seconds, or the skill is lost. This effect does not chain. You gain no benefit from your next long rest."

**Potion of Blessing** (Crown of Cantara): "Wraps you in a divine blessing, offering a chance to reroll one die on your first roll in Dedrot's Realm during your next short rest."

**Sleeping Powder** (Dream Tendril, Packet): "Sleep, one minute."

**Potion of Superior Restoration** (Crown of



Cantara): “Restore a Long Rest skill of your choice.”

### **Unearthing Lost Alchemical Secrets**

In your travels, you might unearth ancient potion recipes, long forgotten by the sands of time. Upon submitting these rare finds, they not only enrich your alchemical knowledge but also become accessible to all fellow alchemists. Your discovery then transcends personal gain, contributing to the collective wisdom and skill of the entire alchemical community.

### **Experimentation: Unleashing Alchemical Mastery**

As you reach the esteemed level of master in your alchemical journey, the exciting opportunity for potion experimentation unfolds. This advanced phase invites you to blend creativity with mastery. Master Alchemists can submit preserved components and an experiment form during checkout. This form is your canvas to theorize and articulate the potential effects of your unique concoction, detailing your expectations and the reasoning behind your choice of components.

The Myth staff will review your proposal and determine what makes the most sense: adding it to the game, changing it, or denying it. Every experiment is a venture into uncharted territory, where you can either create revolutionary concoctions or gain valuable insights for future attempts. Here, you're not just mixing ingredients but pioneering new frontiers in potion-making with each successful creation. You are limited to one experiment per event you attend.

# Artificer

Embark on the path of the Artificer, where the fusion of magic and material unfolds into a symphony of invention and discovery. These master enchanters are not just artisans but explorers, artists, and visionaries. Their world is one of endless creation and bold experimentation, where the mundane intertwines with the wondrous and the impossible becomes tangible.

Artificers challenge conventions, striving to expand the horizons of possibility. Their quest for innovation often leads them to collaborate with other artisans, yet they fiercely protect their trade secrets. An Artificer's prestige and status hinge on these guarded mysteries in a world where resources, discoveries, and arcane knowledge are precious.

## What's Your Hook?

Rivalry and competition plagues every Artificer's journey. Is there a nemesis consistently trying to outsmart you or claim your discoveries? Did your Artificer's adventure begin by pursuing a unique artifact or elusive knowledge? Are you driven by tales of ancient magic and enchanted treasures luring you into the heart of adventure? Or did a daring experiment gone awry, pushing the limits of forbidden knowledge, set you on a path from which there is no return? Your story as an Artificer is a tapestry woven from ambition, rivalry, and the relentless pursuit of the extraordinary.

## Artificer Skills

### Opener Skill

[Main: Free | Second: 40 CP | Third: 80 CP]

**Novice Enchanting:** You may craft Novice Enchanting recipes.

### Novice 40 CP Skills

**Mystic Momentum** (Short Rest): When you use a Magic Item, gain an additional use of that skill that must be used immediately.

**Novice Efficiency** (Long Rest): Immediately use the effect of any Novice Enchanting Recipe you possess without materials.

**Novice Talisman** (Item Required: A trinket or talisman): Cast a Novice enchantment

into your item. Write "Novice Talisman" on the tag you are expending and keep it with the item. Use that enchantment as per the tag for the entire event.

**Rapid Attunement** (Short Rest, Self Only): Remove, add, or swap a Magic Item attunement. Cursed items still follow their normal attunement rules.

**Recalibration** (Short Rest, Item): Change the trait keyword of a Magic Item's skill you are using to any other trait.

## Journeyman 50 CP Skills

**Disable Device** (Long Rest, Item): Place a sticker with an X on an already-stickered item or remove a sticker with an X from a stickered item.

**Journeyman Efficiency** (Long Rest): Immediately use the effect of any Journeyman Enchanting Recipe you possess without materials. Prerequisite: Journeyman Enchanting.

**Journeyman Enchanting:** Craft Journeyman Enchanting recipes. Prerequisite: Novice Enchanting.

**Journeyman Talisman** (Item Required: A trinket or talisman): Cast a Journeyman enchantment into your item. Write "Journeyman Talisman" on the tag you are expending and keep it with the item. Use that enchantment as per the tag for the entire event. Prerequisite: Journeyman Enchanting.

**Use Magic Device** (Permanent): Use or attune to a Magic Item regardless of restrictions.

## Master 60 CP Skills

**Empower Item** (Permanent): Double the numerical effect of items attuned to you.

**Magic Item Mastery** (Permanent): You may attune two additional items.

**Master Efficiency** (Long Rest): Immediately use the effect of any Master Enchanting Recipe you possess without materials. Prerequisite: Master Enchanting.

**Master Enchanting:** Craft Master Enchanting recipes. Prerequisite: Journeyman Enchanting.

**Master Talisman (Item Required:** A trinket or talisman, Event): Cast a Master enchantment into your item. Write “Master Talisman” on the tag you are using and keep it with the item. Use that enchantment as per the tag for the entire event. Prerequisite: Master Enchanting.

### Grandmaster Skill

**Antiquarians of Eventide** (Permanent): You may Resist the Curse keyword and when you use the skill Disable Device, it now purges a curse from that Magic Item.

**Soul of Artifice** (Permanent): Increase your max HP by the number of items you are currently attuned to.

## How to Make Enchanted Items

We bring the enchanting world of magic to life through the use of various mystical components and artifacts. Adventurers can acquire these materials by exploring the world, trading with fellow players, or obtaining them from vanquished foes.

### Preserving Components

Imagine you’ve spent the day on an adventure and have collected a selection of mystical artifacts and enchanted relics. Instead of keeping these items indefinitely, you visit the local enchanter’s workshop. Here, you present your findings, and in exchange, you receive cards representing your preserved components. These cards are convenient to carry and manage, and turning in the physical items allows for their future rediscovery and use by other players.

### Creating Enchanted Items

Enchanters can create magical items by bringing the enchantment materials and the stickered item they wish to enchant to the tavern. When you arrive, you’ll submit these components along with the item to the barkeep. Enchanting involves adding magical skills or spells to your item, which are part of the game’s world. Once your item is enchanted and you’re attuned to it, it’s as if you possess those magical skills or spells yourself, and you can use them as often as the item card allows. Keep in mind that an item can only be enchanted once; if it already has an enchantment or effect, your new enchantment will replace the old one. After submitting your item for enchantment,

the barkeep will let you know how long the process will take. Once it’s done, you can return to collect your newly enchanted item, ready to wield its magical abilities. Newly created magic items expire one year after creation.

### Optional Upgrades

When creating a magic item you may opt to spend gold or XP on additional upgrades at the time the item is crafted.

- **Permanency:** You may make a magic item last indefinitely by spending either gold or XP based on the recipe level. Novice items are 10 gold or 500 XP, Journeyman items are 25 gold or 1000 XP, and Master items are 50 gold or 1500 XP.
- **Soulbinding:** Soulbinding is a process where you attach an item to your character’s spirit, creating a special bond. At the end of an event, any items that are soulbound to your character must be returned to you. These items are easily identifiable as they have a green sticker with your character ID number on them. To soulbind an item, it either costs 25 gold or 1000 XP. If your character meets a permanent end, you have the choice to decide who inherits the soulbound item. However, the chosen recipient has the option to accept or refuse it. Also, it’s important to note that you cannot gift a soulbound item to a player who has previously had a soulbinding with that same item.

### Using Magic Items

To use a magic item:

- **Attunement:** The item must be attuned to you.
- **Roleplay:** Perform any necessary actions or incantations as described by the item.
- **Effect:** Experience the magical effects as outlined by the enchantment.

### Enchanting and Its Recipes

The journey through the world of enchanting unfolds in a mesmerizing way, segmented into three distinct skill levels: Novice, Journeyman, and Master. Each level represents a deeper understanding and mastery of enchanting arts.

## Enchanting Components

- **Moonlit Gossamer:** Used in all Journeyman Enchantments.
- **Soul Orb:** Used in all Master Enchantments.

Components and their traits:

- **Celestial Pearl (Divine)**
- **Crystalized Aether (Arcane)**
- **Cursed Blood (Blood)**
- **Daeva Tainted Heart (Fire)**
- **Ectoplasm (Spirit)**
- **Glimmerbark (Nature)**
- **Griffin Feather (Air)**
- **Permafrost Icicle (Water)**
- **Primordial Bone (Earth)**
- **Sentient Brain (Mind)**

## Novice Enchanting

Enchants items with magical skills. Here are some examples:

**Bark Skin** (Primordial Bone): Packet – Short Rest – “Through Earth, Bestow one temporary Armor Point.”

**Blood Lash** (Cursed Blood): Packet – Short Rest – “Through Blood, Damage Three.”

**Cure Light Wounds** (Celestial Pearl): Packet – Short Rest – “Through Divine, I heal you two Hit Points.”

**Divine Wrath** (Celestial Pearl): Packet – Short Rest – “Through Divine, Damage Three.”

**Pacify** (Crystalized Aether): Packet – Short Rest – “Through Arcane, Daze, one minute.”

**Slow** (Griffin Feather): Packet – Short Rest – “Through Air, Slow, one minute.”

**Spin** (Griffin Feather): Packet – Short Rest – “Through Air, Control, Spin in place three times.”

**Spirit Lance** (Ectoplasm): Packet – Short Rest – “Through Spirit, Damage Three.”

**Thorn Whip** (Glimmerbark): Packet – Short Rest – “Through Nature, Damage Three.”

**Whirlwind** (Griffin Feather): Packet – Short Rest – “Through Air, Damage Three.”

## Journeyman Enchanting

These enchanting recipes require a Moonlit Gossamer and the component specified in the recipe. Here are some examples:

**Awaken** (Glimmerbark): Packet – Short Rest – “Through Nature – Cure Waylay and Sleep.”

**Cure Disease** (Celestial Pearl): Packet – Short Rest – “Through Divine, I Cure Disease.”

**Fast Clotting** (Cursed Blood): Permanent – “Your bleed out time is 10 minutes.”

**Maximize** (Daeva Tainted Heart): Long Rest – You may double the damage of a spell.

**Mind Sliver** (Sentient Brain): Short Rest, Voice – “Through Mind, To <single target> Damage 5.”

**Nature's Resistance** (Glimmerbark): Short Rest – “Resist” Nature.

**Personal Spell Shield** (Crystallized Aether): Short Rest – Resist a Through Effect.

**Repair Wounds** (Celestial Pearl): Packet, Short Rest – “Through Divine Heal 5.”

**Spell Penetration** (Crystallized Aether): Short Rest – Immediately recast a packet spell your target resisted.

**Tongues** (Glimmerbark): Packet – Short Rest – “Through Nature, we speak the same language for five minutes.”

## Master Enchanting

These enchanting recipes require a Soul Orb and the component specified in the recipe. Here are some examples:

**Augment Potion (Permafrost Icicle):** Short Rest – You may double all numerical effects of a potion you use.

**Conscript (Celestial Pearl):** Long Rest, Packet – State, “Through Divine, Control Fight for me for one minute.”

**Counterspell (Crystallized Aether):** Packet – Long Rest – “Through Arcane, Bestow Resist a Through-based effect.”

**Disguise (Sentient Brain):** Permanent – Transform into another race, monster, or



creature using a mask and makeup. The disguise remains until you remove these elements.

**Dungeon Delver (Griffin Feather):** Short Rest – Resist trap damage or effects.

**Exsanguinate (Cursed Blood):** Long Rest, Packet – “Through Blood, I send you into bleedout.”

**Globe of Invulnerability (Crystallized Aether):** Self Only – Long Rest – “Through Arcane, resist all ‘through’ effects, one minute.” State, “Resist” to all Through effects.

**Lay on Hands (Celestial Pearl):** Touch – Long Rest – “Through Divine I heal all of your Hit Points, cure all diseases and maims.”

**Pestilence (Glimmerbark):** Packet – Short Rest – “Through Nature, Weakness.”

**Raise Undead (Ectoplasm):** Voice – Long Rest – Target: Corpse – “To <Pacted Character’s name> Reanimate.”

### **Rediscovering Lost Enchanting Techniques**

In your adventures, you may discover ancient enchanting formulas, long forgotten by time. Upon presenting these rare discoveries, they not only expand your enchanting repertoire but also become available to all fellow enchanters. Your discovery then goes beyond personal achievement, contributing to the collective knowledge and expertise of the entire enchanting community.

### **Innovation: Unleashing Enchanting Mastery**

As you attain the distinguished level of master (level 15) in your enchanting journey, you unlock the thrilling opportunity for enchanting innovation. This advanced stage encourages you to combine creativity with proficiency. Master Enchanters can submit components along with a stickered item and an Experiment form at the end of an event. This form is your platform to hypothesize and describe the potential effects of your unique enchantment, explaining your expectations and the logic behind your selection of components.

The Myth staff will review your submission and decide the most appropriate course of action: incorporating it into the game,

modifying it, or not accepting it. Each innovation is an exploration into unknown realms, where you can either forge groundbreaking enchantments or gather valuable knowledge for future endeavors. Here, you are not just combining elements but pioneering new paths in enchanting with every successful creation. You are limited to one Enchantment experiment per event you participate in.

# Bard

A Bard is not merely a musician but a weaver of melodic magic. Their instruments aren't just for producing music; they are tools for casting spells, shaping destinies, and inspiring legends. A Bard's power lies in their ability to conjure magic through their art – be it a soul-stirring ballad, a lively tune plucked on strings, or the haunting melody of a wind instrument.

## What's Your Hook?

Every bard has a story. What sparked your journey into the world of magical melodies? Was it a childhood fascination with songs and stories? A chance encounter with a mystical, music-wielding wanderer? Or a begrudgingly learned instrument that eventually became your greatest joy. Reflect on what drives you as a Bard and what wondrous paths your music will lead you down.

## Bardic Spell casting: The Symphony of Magic

Bardic magic is a dance of sound and gesture, a combination of performance and precise movements that weave enchantment:

## How Bard Skills Work

- **Performance:** A Bard channels magic through their performance, a unique musical piece that creates a magical aura. While performing, a Bard can affect themselves and their patrons simultaneously. However, only one performance can be active at a time.
- **Movements:** These are unique skill that a bard can invoke during a performance without interrupting a song. One may be invoked every minute you are playing.
- **Concert Rules:** A Bard can perform endlessly, but you are limited to rest periods with Movements. You must inform patrons of changes in your performance or the addition of movements.
- **Ceasing the Song:** If attacked or the bard voluntary ends their performance, the enchantment dissipates. However, defensive skills like Resist, Shell, or No Effect can protect the ongoing performance.
- **Audible:** The magic of a Bard's Performance is effective only if the patron can hear it. In scenarios with multiple Bards, patrons must distinguish their bard's music to maintain the

enchantment.

- **Expanding Influence:** Initially, a Bard can enchant three patrons. They can learn to extend their influence to more patrons as they progress.
- **Exclusive Enchantment:** A patron can be affected by only one Bard's enchantment at a time, ensuring a unique bond between Bard and the patron.

In the hands of a skilled Bard, every note and movement becomes an act of magic, an expression of the deep and mystical connection between music and the fabric of the world. Whether bolstering allies or beguiling foes, the bard's role is as versatile as it is vital, making them indispensable companions on any adventure.

## Opener Skill

[Main: Free | Second: 40 CP | Third: 80 CP]

**Bardic Music** (Permanent): You may have 3 Patrons and yourself under the effects of a song at a time. Additionally you gain the following Song:

**Battlefield Ballad** (Permanent, Song, RP: One minute Performing): "To <Your Character's Name> Patrons, Bestow two temporary armor points."

## Novice 40 CP Skills

**Footman's Flourish** (Permanent, RP: One minute of performing): "To <Your Character's Name> Patrons, I Bestow Damage 3 on your next Strike."

**Forced March** (Permanent, Song): "To <Your Character's Name> Patrons, while I perform, resist slow and snare."

**Dirge of the Dying** (Permanent, Song, RP: Continued Performance): "To <Your Character's Name> Patrons, pause your death count while I perform. You may choose to go to Dedrot's Realm at any time."

**Mending Madrigal** (Permanent, Song, RP: One minute of performing): "To <Your Character's Name> Patrons, I heal you 2 Hit Points."

**Shielding Shanty** (Permanent, Song, RP: Continued Performance): "To <Your Character's Name> Patrons, while I perform you may "resist" ranged weapon attacks."

## **Journeyman 50 CP Skills**

**Juggler** (Permanent): You may attempt to catch or swat aside thrown weapons or packets with your hands. If you catch the weapon, you may immediately throw it back. If you catch the packet, you may “Resist” the effect. If you touch the object but fail to catch it, you take the effects. Prerequisite: Thrown Weapon.

**Stage Presence** (Permanent): You may have up to 4 Patrons

**Bolstering Ballad** (Permanent, RP: One minute of performing): “To <Your Character’s Name> Patrons, Bestow Resist the next Through Effect.”

**Song of Revelry** (Permanent, Song, RP: Continue Performance.): State, “To <Your Character’s Name> Patrons, While I perform, “Resist” silence.

**Lullaby of Recovery** (Permanent, Song, RP: Continue Performance): “To <Your Character’s Name> Patrons, While I perform, ‘Sleep’ 1 minute. When you awaken, cure any keyword other than death or curse.” This cannot be used during battle.

## **Master 60 CP Skills**

**Rondo of Respite** (Long Rest, Touch, RP: One minute of performing.) Touch your Target and State, “I restore one expended Long Rest skill.”

**Second Wind Sonata** (Long Rest, RP: One minute of performing): State, “To <Your Character’s Name> Patrons, restore your Short Rest skills.”

**Countersong** (Long Rest, Song, RP: Continued Performance): “To <Your Character’s Name> Patrons, While I perform, Resist <keyword of your choice>.”

**Song of Splinting** (Permanent, Song, RP: Continued Performance): “To <Your Character’s Name> Patrons, While I perform, “Resist” Maim.

**Bardic Mastery** (Permanent) You may have up to five patrons. Prerequisite: Stage Presence.

## **Grandmaster Skill**

**Allegro of Agility** (Permanent, Self-Only): You are immune to Bind, Slow, and Paralyze while you perform.

**Drums of War** (Long Rest): You may change a bard’s song requirement from “While I perform” to “Until the end of this battle.”



# Cleric

In the vast cosmos, where magic weaves its intricate dance, divine magic is the purest force, a blessing from the deity that permeates our world. The hallowed conduits of this power, the clerics, possess the sublime ability to harness this energy, showcasing their unwavering faith. Through them, the might of the heavens is made manifest, allowing them to enact their deity's will upon the earth, to heal the wounded, to smite the wicked, and to perform wonders that are spoken of in hushed tones for generations.

## What's Your Hook?

Contemplate the spark that ignited your path to divinity. What sacred bond ties you to your deity, and what virtues do you carry forth as their mortal herald? Ponder your calling—was it a deliberate choice steeped in conviction, or did the divine select you, weaving you into their grand design? Perhaps you entered your deity's service under duress, but have since embraced this celestial duty with a willing heart. Might there be a divine scheme, a piece of a puzzle that you place? Or is there a quest, a holy undertaking at the behest of your church, that you seek to fulfill? Let these questions guide the forging of your tale, as epic and enduring as the stars themselves.

## Opener Skill

[Main: Free | Second: 40 CP | Third: 80 CP]

**Channel Divinity:** See the “Dedicated to a Deity” for a 40 CP skill you gain from your deity.

## Novice 40 CP Skills

**Healer** (Permanent): Reduce the time to perform First Aid to 30 seconds. Prerequisite: First Aid.

**Cure Disease** (Short Rest, Packet): “Through Divine, I Cure Disease.”

**Cure Wounds** (Short Rest, Packet): “Through Divine, I Heal you 4 Hit Points.”

**Divine Strike** (Short Rest): Infuse your weapon with divine energy. On your next attack call, “Divine, Damage 4.”

**Divine Resist** (Short Rest, Self Only): “Resist” Divine.

## Journeyman 50 CP Skills

**Bless** (Long Rest, Touch, Corpse Only): State, “Through Divine, you now have a divine blessing; tell Dedrot's Barrister when you arrive there.”

**Divine Inspiration:** See the “Dedicated to a Deity” chart for a 50 CP skill you gain from your Deity. Prerequisite: Channel Divinity.

**Remove Curse** (Long Rest, Packet): “Through Divine, Dispel Curse.”

**Repair Wounds** (Short Rest, Packet): “Through Divine, I Heal you 6 Hit Points.”

**Restore Limbs** (Short Rest, Packet): “Through Divine, Cure all Maimed Limbs.”

## Master 60 CP Skills

**Divine Authority:** See the “Dedicated to a Deity” chart for a 60 CP skill you gain from your Deity.

**Power Word Heal** (Short Rest, Packet): “Through Divine, I Heal all of your Hit Points.”

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

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

**Divine Health** (Permanent): “Resist” Disease.

## Grandmaster Skill

**Miracle Worker** (Permanent): Spells with the Heal keyword have their numerical doubled.

**Master of the Veil** (Permanent): Your restore life may target a spirit who has not reached Dedrot's Realm. State, “Through Divine, to spirit cure death and heal all Hit Points.”

## Dedicated to A Deity

Embrace the celestial power! A divine journey unfolds when a cleric forges a bond with their deity. Upon mastering the skills of Channel Divinity (40 CP), Divine Inspiration (50 CP), or Divine Authority (60 CP), they unlock a sacred gift — a unique ability bestowed directly from their deity. This ability is not just a step in their clerical path; it's an ascension, a personal connection that brings celestial might into the mortal realm. Here's a glimpse into the awe-inspiring Cleric benefits:

### Adara

**[40 CP] Divine Reckoning** (Short Rest, Packet): State, "Through Divine, Damage 5!"

**[50 CP] Aforetime Blessing** (Long Rest, RP: Two minutes of giving a rousing speech or going over the plans before an adventure): State, "Through Divine, Bestow, If you go to bleed out in the next hour, Heal 1." You may then touch up to five targets and themselves.

**[60 CP] Final Judgement** (Event, Touch, Target: Corpse): "Through Divine, Curse of Misfortune. Let Dedrot's Barrister know you have this curse."

### Amitel

**[40 CP] Arcane Manipulation** (Short Rest, Packet): You may cast one spell through any trait of your choice.

**[50 CP] Silence in the Library** (Short Rest, Packet): "Through Divine, Silence."

**[60 CP] Quiet Contemplation** (Event, For Battle, Self Only): While Reading, Writing, or Engaged In Scholarly Roleplay, you may call Resist to all effects until you move from your current spot.

### Dedrot

**[40 CP] Speak With Dead** (Permanent, Touch, Target: Corpse Only): State, "Through Divine I speak with <To Dead>."

**[50 CP] Stop the Horde** (Long Rest, Packet Chain): State, "Through Divine, Paralyze to Undead."

**[60 CP] Through the Veil** (Permanent, Self

Only): When your death count ends, you may remain on the battlefield as a spirit. While there, you may cast any remaining "Through Divine" spells you possess. State "resist" to any effect that targets you during this time. You may stay on the field for up to a minute or until the battle ends, whichever comes first. You proceed directly to Dedrot's realm at the end of that time.

### Enoon

**[40 CP] Grasping Roots** (Short Rest, Burst 3, Outdoors Only): "Through Divine, I snare your feet to the ground."

**[50 CP] Healing Earth** (Permanent, Outdoors Only): When you complete a Short Rest, you may touch up to five other people who rested with you and simultaneously call "Through Divine, Heal 5 Hit Points."

**[60 CP] Balance of Nature** (Long Rest, Packet): If you have Cured "Death" on someone during the current Long Rest period, you may Packet "Through Divine, Death."

### Ixbus

**[40 CP] Interchangeable Parts** (Long Rest): "Through Divine, Bestow: The next time you craft an item, you may substitute any one material for any one other required by the recipe. Inform the barkeep of this effect."

**[50 CP] Crafters Muse** (Event, Touch): "Through Divine, Bestow: The next time you craft an item, you produce an additional copy at no cost. Inform the barkeep of this effect."

**[60 CP] Fruits of Labor** (Event): You may turn in up to 10 pink stickered items to the Barkeep to receive double the amount.

### Naenya

**[40 CP] Shooting Star** (Short Rest, Packet): "Through Spirit, Damage 5."

**[50 CP] Dark Strike** (Short Rest, Touch): "Through Divine, Bestow: State 'Crit' on your next called attack."

**[60 CP] Clemency** (Long Rest, Touch, Burst 3, Target: Corpse Only): State, "Through Divine, you now have a divine blessing; tell Dedrot's Barrister when you arrive there."

## Ororo

**[40 CP] Elemental Ward** (Short Rest, Self Only): You may Resist a spell cast through: air, earth, fire, or water.

**[50 CP] Unrelenting Storm** (Long Rest): Choose an Element (Earth, Fire, Air, Water). For the battle, you gain unlimited uses of: Packet, "Through <Element Chosen>, Damage 3."

**[60 CP] Fueled by the Storm** (Long Rest, Self Only): Choose an element (Earth, Fire, Water, Air). For the battle, spell damage from that element will instead heal an equal amount of Hit Points. State "Resist" to the chosen element and heal the damage you resisted.

## Ryknos

**[40 CP] Last Stand** (Long Rest, Self Only): When you drop to zero Hit Points, you may choose to activate this skill. This ability heals you to full Hit Points. After 30 seconds, you will instantly drop back to zero Hit Points.

**[50 CP] Rally** (Long Rest, Packet): State, "Through Divine, Dispel Paralyze and Daze." You may use this skill under the Paralyze or Daze effect.

**[60 CP] Conscript** (Long Rest, Packet): State, "Through Divine, Control Fight for me for one minute."

## Scandelen

**[40 CP] Sacred Toast** (Short Rest, Touch, Prop Required): A Bottle decorated for Scandelen, Roleplay Required: One Minute pouring drink out of the bottle and raising the glasses while making a brief speech. "Through Scandelen, Heal 5 Hit Points." This ability may affect up to 5 individuals.

**[50 CP] Sleep it Off** (Short Rest, Touch): State, "By Scandelen, Sleep 5 Minutes. Pause your Poison count. If you reach the end of Sleep's duration uninterrupted, Heal 5 Hit Points, Cure Poison, Cure Disease, and Bestow 5 Temporary Hit Points."

**[60 CP] Scandelen's Irresistible Dance** (Long Rest, Packet): "Through Divine, Control, comically dance in place for one minute."

# Druid

In the verdant embrace of nature, where the primal forces of the earth intertwine with the ethereal realms, lies the sacred path of the Druid. These guardians of the natural order are attuned to the heartbeat of the world, their souls resonating with every leaf, stream, and creature. As stewards of the wild, Druids wield an ancient magic rooted in the deepest mysteries of the earth, capable of nurturing life and unleashing the raw fury of nature.

## What's Your Hook?

Reflect on the roots of your deep connection to nature. Was it a profound event that awakened your bond with the earth, or have the whispers of the wild always echoed in your soul? Consider whether your journey as a Druid is a solitary communion with the natural world, or if you're part of a circle, sharing knowledge and rites with fellow guardians. Is your purpose to protect the sacred groves and untamed lands from the encroachments of civilization, or do you seek to bridge the gap between the wild and the world of mortals? Let these musings shape your journey as a Druid, where every step is a dance with the ancient rhythms of the earth.

## Opener Skill

[Main: Free | Second: 40 CP | Third: 80 CP]

**Spiritual Gift:** See the Spirits chart for a 40 CP skill you gain from your Spirit.

## Novice 40 CP Skills

**Tongues** (Short Rest, Voice): "Through Nature, to everyone in this area, we speak the same language for five minutes." You may only cast this spell at a normal tone of voice.

**Goodberry** (Permanent, Touch, Outside): Roleplay for 1 minute looking for suitable berries. "Heal 2 Hit Points."

**Purify** (Short Rest, Touch): "Through Nature, I cure you of all poisons."

**Nature's Resistance** (Short Rest): "Resist" Nature.

**Awaken** (Short Rest, Packet): "Through Nature – Cure Waylay and Sleep."

## Journeyman 50 CP Skills

**Woodland Stride** (Short Rest, Outside): "Resist" to Bind or Slow.

**Spiritual Boon:** See the Spirits chart for a 50 CP skill you gain from your Spirit.

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

**Erosion** (Short Rest, Packet): "Through Nature, shatter <target>."

**Shillelagh** (Short Rest, Touch, Item: Weapon): "Through Nature, Bestow Enchant Weapon, Swing 'Nature' for the battle."

## Master 60 CP Skills:

**Spiritual Blessing:** See the Spirits chart for a 60 CP skill you gain from your Spirit.

**Sting** (Short Rest, Packet): "Through Nature, Crit Damage 3."

**Pestilence** (Short Rest, Packet): "Through Nature, Weakness."

**Poison Immunity** (Permanent): You may "Resist" the Poison keyword.

**State of Stone** (Long Rest, Self Only): "Through Nature, Paralyze Curse to Self." While Paralyzed from this skill, you may call resist to all effects except for Cure Curse/Paralyze, or Dispel Effects. You may Dispel this Curse at any time.

## Grandmaster Skill

**Nature's Guardian (Long Rest):** If damage attacks render you unconscious, nature will instantly heal your hit points to your maximum.

**Dual Circle:** You may Chose a Second Druidic Circle.

## Druidic Circles and Their Gifts

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As a Druid, you pledge your devotion to a primal Circle that is represented by a myriad of powerful entities that reside between the lands of the living and the dead, you unlock the door to ancient wisdom and unique abilities. Your bond



with the Circle deepens upon acquiring the Spiritual Gift (40 CP), Spiritual Boon (50CP), and Spiritual Blessing (60 CP) skills. While not mandatory, it's a noble tradition for Druids to offer a personal sacrifice as a gesture of respect and gratitude towards their chosen Circles. Here, we present the array of mystical spirits awaiting your alliance:

#### **Circle of the Guardian**

Resilience and strength in defense of others. Possible Spirits: Bear, Elephant, Hippo, Lion, Turtle.

**[40 CP] Bearskin Guard** (Permanent): You gain two permanent hit points.

**[50 CP] Strength of the Bear** (Short Rest, Item: Weapon, Burst 2): Damage 5.

**[60 CP] Unstoppable: Short Rest – You may state “Resist” to Paralyze, Slow, Snare, Maim** (Leg), or Bind.

#### **Circle of Vitality**

Focus on rapid recovery and self-healing. Possible Spirits: Deer, Dragonfly, Frog, Lizard, Snake.

**[40 CP] Fast Clotting** (Permanent) Your bleedout timer is 10 minutes instead of 5 minutes.

**[50 CP] Regeneration** (Short Rest, Self Only): “Through Nature Heal all.”

**[60 CP] Reconstruction** (Short Rest, Self Only): “Through Nature Cure all maims and disease.”

#### **Circle of Kinship**

Teamwork, mutual support, and shared survival. Examples: Ant, Bee, Rabbit, Rat, Wolf.

**[40 CP] Pack Tactics** (Short Rest, Packet): “Through Nature, Daze one minute.”

**[50 CP] Lick Wounds** (Permanent): You can heal another Circle of Kinship Druid using your hit points. State, “Through Nature, I heal you X hit points.” [For each hit point you sacrifice, you may heal two of their hit points.] You cannot give away your last hit point. Hit points lost through this skill cannot be healed until you Short Rest.

**[60 CP] Pack Survival** (Permanent) When you cast a Bestow spell you know on another Circle of Kinship druid, you may

also gain that Bestow effect.

#### **Circle of Bane**

Centered around venom and its debilitating effects. Examples: Blue Ring Octopus, Cobra, Poison Dart Frog, Scorpion.

**[40 CP] Corrosive Venom** (Short Rest, Packet, Burst 3): State, “Through Nature, Shatter.”

**[50 CP] Spitting Venom** (Long Rest): You can throw “Through Nature, Poison, one minute” as a spell packet.

**[60 CP] Deadly Venom** (Long Rest, Self Only): You may reduce the time of a skill with the poison keyword to 10 seconds.

#### **Circle of the Afflicted**

Focused on sickness and disease. Examples: Armadillo, Bat, Brown Recluse, Komodo Dragon, Sloth.

**[40 CP] Scurry** (Short Rest, Self Only: Resist Snare).

**[50 CP] Contagion** (Short Rest): When contacted through a touch spell or when searched, you may state, “To you, Disease.”

**[60 CP] Plaguerat** (Short Rest, Packet): “Through Nature, Disease.”

#### **Circle of the Hunt**

Ambush predators that surprise thier prey. Examples: Alligator, Cat, Dog, Ferret, Hawk, Owl, Spider, Weasel.

**[40 CP] Harry** (Short Rest, Packet, Burst 3): “Through Nature Slow 1 minute.”

**[50 CP] Howl** (Short Rest, Voice) “To <Single Target> Through Nature Fear 30 Paces.”

**[60 CP] Web** (Short Rest, Packet): “Through Nature, Snare and Bind one minute.”

#### **Circle of the Trickster**

Things are never what they seem in nature. Examples: Bluejay, Coyote, Raven, Crow, Rabbit, Raccoon.

**[40 CP] Seen it Before** (Long Rest): You may retain the use of a skill that was “Resisted.”

**[50 CP] See it again** (Long Rest): You may immediately use a skill that someone else had used in front of you. You must repeat the same verbals that were used.

**[60 CP] Trickster's Ruse** (Long Rest) You can silently “resist” bind, death, paralyze, sleep, snare, or waylay. You are encouraged to roleplay as though you had taken the effect as part of the ruse.

# Fighter

Fighters, the elite warriors of steel and strategy, carry each scar as a badge of honor — a story etched by battles fought and won. These adept masters of weaponry and martial arts understand the deeper intricacies of combat far beyond the mere swing of a sword or the defensive posture behind a shield. They are the riddle-solvers of steel, harnessing their might to dominate the battlefield.

## What's Your Hook?

Peril and injury pave your path as a Fighter. What drives you to embrace such a life? Did necessity dictate it, or has the battle call beckoned you since your youth? Maybe combat flows naturally in your veins, or perhaps you actively seek a master to hone your skills. Consider what ignites your relentless pursuit of weapon mastery and the exhilaration of battle.

## Opener Skill

[Main: Free | Second: 40 CP | Third: 80 CP]

**Fighting Style:** See “Fighting Styles” to choose a 40 CP skill you gain from your training. Additional fighting styles may be purchased for 40 CP.

## 40 CP Skills

**Chilling Blow** (Short Rest, Weapon): “Fear 10 paces.”

**Courage** (Short Rest): “Resist” Fear.

**Defiance** (Permanent): You may crawl and talk while in your bleed out count.

**Shatter** (Short Rest, Weapon, Target: Weapon or Shield): “Shatter.”

**Slash** (Short Rest, Weapon): “Damage 6.”

## 50 CP Skills

**Armor Specialization** (Permanent, Item: Armor): Reduce called damage taken by one point (minimum of one damage). If your armor is reduced to zero AP, the damage reduction still works.

**Fighting Specialization:** See “Fighting Styles” for a 50 CP skill you gain from your training.

**Juggernaut** (Long Rest, Self Only): “Cure Paralyze.” Can be used when paralyzed.

**Massacre** (Short Rest, Item: Weapon): “Damage 8.”

**Unarmored Specialization** (Short Rest, Item: No Armor, Self-Only): Bestow four Temporary Hit Points.

## 60 CP Skills

**Action Surge** (Long Rest): Use any skill a second time after successful use within 10 seconds, or lose the Action Surge.

**Fighting Mastery:** See “Fighting Styles” for a 60 CP skill you gain from your training.

**Parry** (Long Rest, Armament Required: Melee Weapon or Shield): “Resist” a weapon-delivered attack.

**Slay** (Long Rest, Weapon): “Death.”

**Eldritch Knight** (Permanent, Weapon): Deliver short and long rest “through” skills with your weapon instead of their normal delivery method. If you use a spell that allows continued casting is considered to have missed if blocked by a weapon or shield.

## Grandmaster Skill

**Master of Many Forms** (Permanent): You may choose a secondary fighting style, your fighting style abilities may be used with either of these styles (ex. Duelist and Shield Fighter – You may now riposte while wearing a shield).

**Onslaught** (Event): Until you are blocked or miss a target, you may continue to burst a weapon skill that is not Voice or has the Crit keyword.

## Fighting Styles

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### Duelist Fighting Style

When wielding a melee weapon in one hand and no other items.

[40 CP] **Duel** (Short Rest, Voice): “To <You> Control, Fight only me until someone else attacks you for one minute.”

[50 CP] **Flourish** (Short Rest, Burst 3, Item: Weapon): “Disarm.”

**[60 CP] Riposte** (Permanent, Item: Weapon): When you use Parry, immediately gain “Damage 10” on the parried opponent. Prerequisite: Parry.

### **Ranged Fighting Style**

When wielding a ranged weapon and no other weapons.

**[40 CP] Piercing Shot** (Short Rest, Item: Ranged Weapon): Add “Crit” to a Weapon skill.

**[50 CP] Grasping Shot** (Short Rest, Item: Ranged Weapon): “Snare.”

**[60 CP] Perfect Shot** (Long Rest, Item: Ranged Weapon): Deliver a Weapon attack with “To <Target> (Insert call here)” without throwing or launching the weapon.

### **Shield Fighting Style**

When wielding a shield.

**[40 CP] Reinforced Shield** (Short Rest): “Resist Crit.”

**[50 CP] Sturdy Shield** (Short Rest): “Resist Shatter.”

**[60 CP] Spell Guard** (Event, Item: Shield): For the battle, “Resist” any Packet-delivered effect that strikes your shield.

### **Two-Handed Fighting Style**

Any weapon that requires two hands to use.

**[40 CP] Crippling Attack** (Short Rest, Item: Weapon, Burst 3): “Maim.”

**[50 CP] Crushing Blow** (Short Rest, Item: Weapon): “Crit Maim <specify limb>.”

**[60 CP] Cleave** (Permanent, Item: Weapon): After successfully using Slay, immediately gain a “Crit Death” that must be used within 10 seconds. Prerequisite: Slay.

### **Two-Weapon Fighting Style**

When wielding a weapon in each hand.

**[40 CP] Dual Strike** (Short Rest, Item: Two Weapons): Use one offensive melee skill against two opponents simultaneously.

**[50 CP] Enduring Edge** (Permanent, Item: Two Weapons): Continue wielding both weapons even if one is shattered.

**[60 CP] Flurry** (Long Rest, Item: Two Weapons): Burst (3) any weapon skill.

### **Unarmed Fighting Style**

When using packets as fists, with no weapon or shield

**[40 CP] Flurry of Blows** (Permanent, Packet): “Damage 1”. Damage from this skill may not be increased unless an item or skill specifically states it can.

**[50 CP] Brawling** (Permanent, Packet): Deliver weapon-delivered skills with packets.

**[60 CP] Iron Body** (Permanent, Packet): Block weapon strikes from wrist to elbow and knee to ankle. Maimed limbs lose this effect.



# Gravewalker

Shrouded in mystery and often misunderstood, Gravewalkers are spellcasters who draw their formidable powers from the depths of sorrow and pain. They walk a path less traveled, delving into the darker, more profound aspects of emotion and spirit. While many view them with unease or outright fear, associating them with necromancers, Gravewalkers are far more than mere conjurers of the dead.

## What's Your Hook?

What led you to embrace the path of a Gravewalker? Was it a personal tragedy, a fascination with the deeper truths of sorrow, or a desire to understand the hidden aspects of existence? How do you cope with the misunderstandings and prejudices of others? Do you seek to prove them wrong or find strength in your solitary journey?

## Pacted

Pacted is a status that a player receives when they accept a pact with a Gravewalker. A player who becomes "Pacted" reduces their maximum Hit Points by one for the event. You may not give away your final Hit Point.

- **Pactmaker (Permanent):** Gravewalkers cannot make pacts with other Gravewalkers nor can a player have more than one pact on them at any time. You may pact with up to three individuals at a time.

## Opener Skill

[Main: Free | Second: 40 CP | Third: 80 CP]

**Bound by Blood** (Permanent, Pact): When someone uses the skill First Aid on you, you heal for an additional hit point. You may Pact with up to 3 individuals.

## Novice 40 CP Skills

**Pact of Unholy Strength** (Pact): You and the Pacted increase all Weapon Called damage by one for short and long rest skills.

**Pact of Grasping Bones** (Pact): You and the Pacted may "Resist" uncalled Damage from Undead. If you attack those undead, you may no longer resist their uncalled damage.

**Spectral Guard** (Short Rest, Pact): "Resist" Spirit.

**False Life** (Permanent): You gain one regular Hit Point per individual you have pacted.

**Pact of Resilience** (Pact): When you are affected by fear, paralyze, daze, or weakness, you may heal two Hit Points.

## Journeyman 50 CP Skills

**Vampiric Drain** (Permanent, Voice): "To <Your Character's Name> Pacted Crit Spirit Damage 3." You then Heal 1 to Self even if there are three of your pacted affected.

**Pact of the Claws of the Damned** (Pact): You and the Pacted may gain Two Long Claws that you are skilled in. These cannot be disarmed but you may not use them while that limb is maimed. Each Player provides their own claws which are the equivalent size of a dagger.

**Pact of Dark Power** (Pact): You and Your Pacted gain an Open Skill of your choice while Pacted (e.g., slash 3, fire damage 4, etc). These do not need to be the same skill. This skill refreshes normally.

**Improved Pacts** (Permanent): You may now Pact with up to 4 individuals.

**Pact of Enfeeblement** (Pact): You and your Pacted may swing "Weakness 10 seconds" once per short rest.

## Master 60 CP Skills

**Pact of the Deathwarden** (Pact): You and Your Pacted may resist "Death" once per Long Rest.

**Pact of Dark Magic** (Pact): Once per short rest, you and your pacted may add the "Crit" Keyword to a damage spell. For example, "Through Fire Damage 3" becomes "Through Fire Crit Damage 3."

**Raise Undead** (Long Rest, Voice, Target: Corpse): "To <Pacted Character's name> Reanimate."

**Dark Tea Time of the Soul** (Event, Location: Graveyard, RP: 30 minutes): Contemplation and conversation with any number of your pacted. At the end of the duration, each participant restores a long

rest skill. If anyone leaves early or you are attacked, there is no benefit, and you may restart the 30-minute timer.

**Circle of Life** (Permanent): You “Resist” Reanimate.

**Pact Mastery** (Permanent): You may now Pact with up to 5 individuals. Prerequisite: Improved Pacts.

### **Grandmaster Skill**

**Order of the Abyssal contracts:** You may pact with up to 10 individuals. Prerequisite: Pact Mastery

**Phylactery:** You can hide your phylactery somewhere in the game which must be a container with a minimum dimension of 12” x 4” x 8” and Yellow Stickered. You may touch your phylactery to return to life rather than going to Dedrot’s realm. If your phylactery is not where you left it or disabled with a sticker with an X, you must go to Dedrot’s realm, cursed with misfortune.

# Paladin

The noble Paladin is a watchful hero and a sword for truth. They are heroes sworn to protect the meek and downtrodden. Paladins focus on different aspects of their cause based on the deity's will. Most paladins dedicate themselves to good deities, but their power stems from their commitment to justice rather than directly from the deities themselves.

## What's Your Hook?

In the life of a Paladin, the call to heroism can come from many places. Perhaps your journey began with a divine intervention, a celestial voice guiding you towards a path of righteousness. The weight of a family legacy could be the reason, where generations have passed down the mantle of a Paladin. For some, the Paladin's way is one of redemption, a chance to make amends for a past shrouded in darkness. Or, you might take an oath tied to a sacred duty, whether it is guarding a hallowed relic or fulfilling a prophecy that designates you as a key figure in the cosmic struggle between light and shadow. Each Paladin carries a story—a tale of moral awakening, divine reward, or a solemn vow that shapes their every action. Your destiny as a Paladin intertwines with the fates of those you swear to defend, forging a legacy that resonates through the annals of history.

## Paladin Auras

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

- **One Aura Limit:** A Benefactor may only be under the effect of a single Paladin aura. Paladins are always under the effects of their aura.
- **Sharing Auras:** You may share any available auras you have with your Benefactors. To do so: Gather your Benefactors and let them know the benefit of the aura you are sharing with them. Touch each of them, and let them know you must always be within the same battle or module or they lose the enchantment.
- **Changing Auras:** You may change auras at any time by regathering your benefactors and following the sharing

auras rule again.

- **Restrictions:** If the Benefactor does not meet these requirements or they Short Rest, the magic ends. These abilities are why Paladins bear a bright light in darkness and are seen leading the charge into battle.

## Opener Skill

[Main: Free | Second: 40 CP | Third: 80 CP]

**Divine Aura** (Permanent): You may have up to 3 benefactors and yourself under the effects of an Aura at a time additionally, you gain a Divine Aura based upon the deity you are Dedicated to.

## Adara

**Aura of the Grace of the Sun** (Aura, Outside Only, Day Only): You and your Benefactors may pause your bleed-out count if you are knocked unconscious from damage. You may end your bleed-out count at any time and start your death count. If this occurs at the end of the event, you do not have to go to Dedrot's Realm.

## Amitel

**Aura of Potency** (Aura): Benefactors may increase the damage of all short and long rest spells they cast by 1.

## Dedrot

**Soul Veil** (Aura): Benefactors may state, "Resist" to all Non-Damage effects from Undead.

## Enoon

**Aura of the Forest Walker** (Aura, Outdoors Only): You and your Benefactors may pause your bleed-out count if you are knocked unconscious from damage and are not within line of sight of any in-game buildings. You may end your bleed-out count at any time and start your death count. If this would pause your time until the game is off, you must go directly to Dedrot's realm at the start of the next game day. If this occurs at the end of the event, you do not have to go to Dedrot's Realm.

## Ixbus

**Aura of Dross** (Aura): Benefactors may state "you find nothing" when searched.

## Naenya

**Aura of the Moon's Mercy** (Aura, Outside Only, Night Only): You and your Benefactors may pause your bleed-out count if you are knocked unconscious from

damage. You may end your bleed-out count at any time and start your death count. If this would pause your time until the game is off, you must go directly to Dedrot's realm at the start of the next game day.

### **Ororo**

**One With the Storm** (Aura): When selecting Benefactors: Choose Fire, Earth, Water, Air. Benefactors may state, "Resist to that Trait"

### **Ryknos**

**Aura of Blood** (Aura): Benefactors may state, "I Heal myself 1 Hit Point" when they successfully render an enemy unconscious through a weapon strike.

### **Scandelen**

**Aura of Purity** (Aura): Benefactors may state, "Resist" to poison.

### **Novice 40 CP Skills**

**Aura of Courage** (Aura): "Resist" Fear.

**Aura of Strength** (Aura): For determining if you can move numbered red stickered items, count each benefactor as an additional person, equivalent to the total number of your current benefactors plus one.

**Aura of Vigilance** (Aura): Resist waylay and sleep.

**Aura Shift** (Short Rest, Voice): To <your character's name> benefactors: Aura Shift to <The new Aura>. You must inform you benefactors of this second aura you may switch to before this skill can be used.

**Improved Aura** (Permanent): You may have up to four Benefactors.

### **Journeyman 50 CP Skills**

**Life Transference** (Permanent): "Through Divine I heal you X Hit Points." For every one of your hit points you sacrifice you heal your target one hit point. These sacrificed hit points cannot be healed until your next short rest.

**Divine Fortification** (Short Rest): Use this skill to grant you temporary Armor Points. The number of temporary Armor Points you receive is equal to the current number of Benefactors you have. "Bestow X temporary armor points."

**War Cry** (Short Rest, Voice): To <your character's name> benefactors, War Cry." Once activated, the Paladin and each Benefactor each gain a "Slash Damage 3," significantly enhancing their combat effectiveness. You must notify your benefactors of this ability before it can be used.

**Aura of Freedom** (Aura): "Resist" to Paralyze.

**Blade Ward** (Aura): You take one less damage from any called melee or ranged attack with a minimum of one damage.

### **Master 60 CP Skills**

**Aura of Life** (Aura): When one of your benefactors falls unconscious due to damage, they must count to 60 and then awaken with one Hit Point. They are no longer a benefactor until you reestablish your connection after the battle.

**Self Sacrifice** (Permanent, Touch): "Through Divine, I cure all disease, curses, death (except Final Death), and poison." You then must take all of the afflictions you cured onto yourself. These may not be resisted or prevented in any way.

**Lay on Hands** (Long Rest, Touch): "Through Divine I heal all of your Hit Point, cure all diseases and maims."

**Aura of Smiting** (Event, Aura): You can continuously swing a damage attack equal to the number of benefactors you currently have for the battle. Your benefactors gain no benefit from this aura.

**Aura Mastery** (Permanent): You may have up to 5 Benefactors. Prerequisite: Improved Aura.

### **Grandmaster Skill**

**Dual Auras** (Permanent): This skill allows the Paladin to command and channel two auras at the same time.

**Sanguine Knight** (Permanent): Every enemy you execute during a battle, your strikes grow more lethal, gaining +1 to your called damage. This added damage expires at the end of the battle.



# Ranger

In the quiet of the wilds, where shadows weave between the trees, Rangers stand as solitary guardians. These silent protectors, much like the legendary figures in tales whispered around campfires, are the unseen shields that keep the perils of the wilderness at bay. Skilled in stealth, survival, and the art of the hunt, Rangers are adept at navigating and safeguarding the uncharted territories that lie beyond civilization's reach.

Rangers are often the unsung heroes on the edges of the known world. With a keen eye and a steady hand, they confront threats that others cannot fathom. A profound connection to the natural world marks their lives, making them invaluable in the battle against malevolent creatures and forces that prey on the unsuspecting.

## What's Your Hook?

The life of a Ranger is one of grit, vigilance, and an enduring bond with the wild. It's a less traveled path, carved out in solitude and marked by a relentless commitment to protecting those who dwell in the shadows of the great forests. Are you a lone sentinel, finding solace in the untamed wilderness? Or do you seek companionship with nature's allies – Druids, Elves, and the hidden communities in the forest's heart?

## Opener Skill

[Main: Free | Second: 40 CP | Third: 80 CP]

**Favored Foe** (Permanent): For each purchase, you can choose one type of enemy as a favored foe. Once selected, you cannot change your Favored Foe type. You may state "Resist" to all called melee effects from this type of foe. Example: Paralyze. Damage-based attacks will affect you as normal.

## Types of Favored Foes:

- **Beasts:** Non-humanoid creatures that are a natural part of Hyraeth. Some have magical powers, but most are unintelligent and lack any society or language. Beasts include all varieties of ordinary animals.
- **Constructs:** These are creatures that are made and not born. A golem is a prime example of a construct.

- **Elementals:** Creatures somehow transferred to Hyraeth from the elemental planes. Some include fire elementals and earth elementals.
- **Monstrous Humanoids:** These creatures resemble the Humanoid form in only the bipedal sense. Most Monstrous Humanoids are intelligent and capable of speech. Monstrous Humanoids include creatures like Minotaurs, Bullywogs, and Gnolls.
- **Plants:** The embodiment of nature brought to life. Most of them are mildly sentient, and some are even carnivorous. Some examples include shambling mounds, mycanoids, and treants.
- **Undead:** Creatures that were once living and returned from death in this horrifying state of being, whether through dark magic or curses. Some examples include zombies, ghouls, ghosts, and vampires.

## Novice 40 CP Skills

**Hunting Trophies** (Permanent): When you successfully knock a favored foe into bleedout, you may Bestow +2 Temporary Armor to Self.

**Strength of the Hunter** (Short Rest, Weapon): "Damage 10 to <Favored Foe>."

**Tactics** (Short Rest, Voice): "Disengage To <Favored Foe>." Prerequisite: Favored Foe.

**Thrill of the Hunt** (Short Rest, Self Only): While engaged in combat with your favored foe, you may "Heal all."

**Walk It Off** (Short Rest, Self Only, RP: One minute): Nursing your wounds. "Cure all Maims."

## Journeyman 50 CP Skills

**Beast Master** (Short Rest, Target: Body): "To <Favored Foe> Reanimate, 'you fight for me for this battle.'"

**Capture** (Short Rest, Packet): "Snare to <Favored Foe>, 1 minute." Prerequisite: Favored Foe.

**Hunters Mark** (Long Rest): State, "To <Target>, I mark you as my Favored Foe," while pointing your weapon at a target within 10 feet. For the battle, treat this marked target as a Favored Foe.

**Studied Foe** (Short Rest): If your Favored

Foe hits you with a spell, you may state “Resist.”

**Wing Clip** (Short Rest, Burst 3): “Maim to ‹Favored Foe›.” Prerequisite: Favored Foe.

### **Master 60 CP Skills**

**Coordinated Attack** (Short Rest): When you make a called attack against a favored foe, you can make the same attack against another Favored Foe immediately.

**Foe Hammer** (Short Rest, Weapon): “Death to ‹Favored Foe›.”

**Hidden Weakness** (Long Rest): For the battle, retain all uses of ‹Favored Foe› skills that are “Resisted.”

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

**Wear them Down** (Short Rest): “Weakness to ‹Favored Foe› One Minute.”

### **Grandmaster Skill**

**Foe Hunter** (Permanent): You may packet deliver Foe Hammer.

**Master of the Hunt** (Long Rest): At the beginning of your day, you may change your Favored Foe.

# Rogue

Rogues in Hyraeth are a diverse and intriguing group, blending seamlessly into the bustling streets and shadowed alleys of many major towns and cities. Their roles are as varied as their backgrounds – from working in local thieves' guilds or crime syndicates as skilled burglars, cunning assassins, or brutal enforcers to operating on the right side of the law as expert locksmiths, covert spies and discrete problem solvers.

Whether preferring the solitary path or thriving with a trusted apprentice or ally, rogues are known for their soft precision and strategic approach. Their well-placed, decisive strikes often shift the balance in any conflict, favoring cunning over sheer force.

## What's Your Hook?

Now, ponder your story. Are you a rogue with a heart, using your unique talents for the greater good? Perhaps you're on the lam, dodging a vengeful former master or guild. Is it the thrill of the heist, the allure of wealth, or the sheer adventure that drives you? What's the driving force behind your rogue's journey?

## Opener Skill

[Main: Free | Second: 40 CP | Third: 80 CP]

**Sleight of Hand:** (Permanent) With deft fingers and keen awareness, this skill empowers you to "pickpocket" numbered clothespins from NPCs skillfully. Did you successfully gain a pin? Quietly hand it over to the barkeep to claim your reward. Your nimble hands are equally adept at lock-picking, allowing you to use fashioned paper clips to pick locks, as well as enabling you to attempt to disarm traps (you must physically try to disarm them), further enhancing your repertoire of stealthy skills.

## Novice 40 CP Skills

**Dungeon Delver** (Short Rest): Resist trap damage or effects.

**Escape Artist** (Short Rest, Self Only, Roleplay 10 seconds): Free yourself by declaring, "Dispel Bind, Slow, and Snare."

**Feign Death** (Permanent): You can fake

your death in combat, making it look like you have succumbed to your wounds. Upon inspection, you appear dead with no pulse and can lie there as long as you would like. In this state, you can hear what is happening around you, but you must keep your eyes closed or break the illusion.

**Hidden Stash** (Permanent): You may have a pouch (dimensions are up to 8"x8"x3") that, when searched, you may declare: "You find nothing" on the contents of the pouch.

**Waylay** (Short Rest, From Behind, Weapon Required): Declare "Waylay, 1 minute" to incapacitate your target.

## Journeyman 50 CP Skills

**Backstab** (Short Rest, Weapon, From Behind): "Crit Damage 10."

**Blackjack** (Permanent): Your Waylay now lasts 5 minutes. Prerequisite: Waylay.

**Disguise** (Permanent): Transform into another race, monster, or creature using a mask and makeup. The disguise remains until you remove these elements. Subtle clues might still give you away, but others cannot confirm the illusion.

**Slippery Mind** (Short Rest): Use "Resist" to defend against controlling effects that use the word control.

**The Plan** (Event, RP: Going over details): Target up to 5 others and yourself. Those individuals receive an extra use of a Long Rest skill they possess. If not used in the upcoming module/fight, it is lost.

## Master 60 CP Skills

**Assassinate** (Long Rest, Item: Weapon [Dagger or Ranged]): Declare "Crit Death" to eliminate a target instantly.

**Cheap Shot** (Long Rest, Weapon, From Behind): Weakness 1 minute.

**Evasion** (Long Rest): Use "Resist" to negate a packet-delivered effect.

**Fall Guy** (Long Rest): You may "Resist" an effect, which you then must immediately use on a nearby ally via a weapon or packet. If you fail to land the effect on them, you take the effect yourself.

**Lightning Reflexes** (Long Rest): “Resist” the effects of touching a Blue Stickered item.

### **Grandmaster Skill**

**Shadow Step** (Long Rest): Place your hand on your head, go out-of-game, and leave the encounter or module for 10 seconds. Then, remove your hand and re-enter the game exactly where you end up.

**Unseen Assassin** (Permanent): When using Execute or Assassinate you may additionally declare: “I end your death count immediately.”



# Runecarver

Runecarvers are the rare custodians of a nearly lost art, blending their deep knowledge of ancient runes with exceptional craftsmanship. Once common across the land, only a handful of Runecarvers continue this venerable tradition.

## What's Your Hook?

Consider the journey that led you to the path of the Runecarver. Was it a family legacy passed down through generations, with each ancestor adding wisdom to the craft? A chance encounter with an ancient relic sparked a deep yearning within you to unravel its mysteries and harness its power? Your motivation might stem from a desire to preserve a dwindling art, or the call to create something that blends utility with the arcane arts was irresistible. As a Runecarver, your story is one of connection – to the past, to the mystique of the runes, and to a craft that shapes the essence of Hyraeth's magical landscape.

## Applying Runes

As a Runecarver, you receive runes as item cards. Each card bears the name and ability of a specific rune.

When ready to inscribe an item, you can activate a rune by applying it to a suitable object. This rune card must remain with the person who has the item and the inscription will last until used or the end of the event (whichever comes first). Once the rune is used, turn it into the barkeep at your earliest convenience. You can use only one rune per object unless a special rule allows multiple enchantments. Your role as a Runecarver is to select and apply these powerful symbols carefully, transforming ordinary items into extraordinary artifacts of power.

## Opener Skill

[Main: Free | Second: 40 CP | Third: 80 CP]

**Novice Runecarving:** You may craft Novice Runecarving recipes.

## Novice 40 CP Skills

**Novice Runic Branding** (Event, Item: Novice Rune): Use a Novice rune on your item. Write "Novice Rune" on the tag you are expending and keep it with the item. Use

that Novice Rune once per Short Rest for the entire event.

**Novice Runic Reserves** (Long Rest): Immediately use any Novice Runecarving Recipe without materials.

**Repetitive Runecraft** (Short Rest): When applying a Rune, apply an additional use to an identical item.

**Runic Fortification** (Short Rest, Self Only): Bestow +X temporary armor. X is the amount of runes currently inscribed on your character and your worn items.

**Runic Vitality** (Permanent): When you expend a rune to activate it, Heal 1 Hit Point.

## Journeyman 50 CP Skills

**Empowered Rune** (Short Rest): Double the numerical value of an expended rune or rune effect.

**Journeyman Runic Branding** (Event, Item: Journeyman Rune): Use a Journeyman rune on your item. Write "Journeyman Rune" on the tag you are expending and keep it with the item. Use that Journeyman Rune once per Short Rest for the entire event. Prerequisite: Journeyman Runecarving.

**Journeyman Runic Reserves** (Long Rest): Immediately use any Journeyman Runecarving Recipe you possess without materials. Prerequisite: Journeyman Runecarving.

**Journeyman Runecarving:** Craft Journeyman Runecarving recipes. Prerequisite: Novice Runecarving.

**Runic Alteration** (Short Rest): Change the alignment of an item for a short rest. Example: a sword that swings fire, now swings earth.

## Master 60 CP Skills

**Master Runic Branding** (Event, Item: Master Rune): Use a Master rune on your item. Write "Master Rune" on the tag you are expending and keep it with the item. Use that Master Rune once per Short Rest for the entire event. Prerequisite: Master Runecarving.

**Master Runic Reserves** (Event): Immediately use any Master Runecraft Recipe without

materials. Prerequisite: Master Runecarving.

**Master Runecarving:** Craft Master Runecarver recipes. Prerequisite: Journeyman Runecarving and Level 15.

**Runic Mastery** (Permanent): Rune effects placed upon you from a Runecraft Recipe may be used twice before the effect is used up.

**Runic Ward** (Long Rest, Battle): A Rune that gives a “Resist” ability now lasts the entire battle.

### Grandmaster Skill

**The Order of the Chimeric Glyphs** (Permanent, Self Only): This skill doubles your rune application power, allowing you to inscribe two distinct runes onto a single item or yourself.

**Order of the Ancient Sigils** (Permanent, Self Only): Runes you apply to yourself and your items, last until the end of the event.

## How to Make Runes

Runecarving taps into the magical essence of the world, utilizing mystical components and ancient artifacts. These essential materials can be found through exploration, interactions with other players, or as rewards from defeated foes. Each discovery or trade enriches your runecarving journey, providing the key ingredients needed to craft powerful runes.

### Gathering Components

Imagine returning from an adventure with a collection of precious gems and rare metals. Instead of hoarding these items, you make your way to the tavern. Here, you present your treasures to the barkeep, and in return, you're given cards that represent your components. These cards, which are easy to carry and manage, allow the physical items to be rediscovered and reused by other players in future adventures.

### Creating Runecarved Items

Runecarvers have the unique ability to create magical runes by bringing their runecarving materials to the tavern. The barkeep will inform you about the time needed to complete the process. After this,

you can return to claim your new runes.

### Using Runes

Runes are not active right away. To use a rune's power, a runecarver needs to spend 5 seconds drawing the rune onto an item or person. This action “activates” the rune. You can use the rune's effect until your next short rest as indicated on the card. Once you use a rune, give it to the barkeep. Also, after a short rest, hand over any active runes to the barkeep (whether you used them or not). Remember to perform any roleplay actions or say any magic words the rune needs, and then you'll get the magical effect the rune describes.

### Runecarving and Its Recipes

Runecarving unfolds as a captivating journey, divided into three skill levels: Novice, Journeyman, and Master. Each level signifies a deeper mastery of runecarving arts.

### Runecarving Components

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- **Starfallen Opal:** Used in all Journeyman runes.
- **Mithril:** Used in all Master runes.

Components and their traits:

- **Amber (Blood)**
- **Amethyst (Arcane)**
- **Citrine (Mind)**
- **Diamond (Air)**
- **Emerald (Earth)**
- **Onyx (Spirit)**
- **Orichalcum (Divine)**
- **Petrified Wood (Nature)**
- **Ruby (Fire)**
- **Sapphire (Water)**

### RUNECARVING RECIPES

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#### Novice Runes

Enhances items with physical skills. Here are some examples:

**Rune of Arcane Blade** (Amethyst): Bestow to Weapon, Arcane Damage 2.

**Rune of Divine Blade** (Orichalcum): Bestow to Weapon, Divine Damage 2.

**Rune of Flame Blade** (Ruby): Bestow to Weapon, Fire Damage 2.

**Rune of Ice Blade** (Sapphire): Bestow to Weapon, Water Damage 2.

**Rune of Protection** (Emerald): Bestow to Armor, +3 Temporary Armor.

**Rune of Razor Leaf** (Petrified Wood): Bestow to Weapon, Nature Damage 2.

**Rune of Spirit Blade** (Onyx): Bestow to Weapon, Spirit Damage 2.

**Rune of Stone Blade** (Emerald): Bestow to Weapon, Earth Damage 2.

**Rune of Striking** (Ruby): Bestow to Weapon, Damage 3.

**Rune of Wind Blade** (Diamond): Bestow to Weapon, Air Damage 2.

### **Journeyman Runes**

These runic recipes require a Starfallen Opal and the component specified in the recipe. Here are some examples:

**Rune of Greater Striking**: (Ruby) Bestow to Weapon, Damage 5.

**Rune of Greater Spirit Blade**: (Onyx) Bestow to Weapon, Spirit Damage 4.

**Rune of Greater Flame Blade** (Ruby): Bestow to Weapon, Fire Damage 4.

**Rune of Greater Wind Blade**: (Diamond) Bestow to Weapon, Air Damage 4.

**Rune of Greater Razor Leaf**: (Petrified Wood) Bestow to Weapon, Nature Damage 4.

**Rune of Greater Ice Blade**: (Sapphire) Bestow to Weapon, Water Damage 4.

**Rune of Greater Protection**: (Emerald) Bestow to Armor: +6 Temporary Armor.

**Rune of Greater Divine Blade** (Orichalcum) Bestow to Weapon, Divine Damage 4.

**Rune of Greater Stone Blade** (Emerald) Bestow to Weapon, Earth Damage 4.

**Rune of Greater Arcane Blade** (Amethyst) Bestow to Weapon, Arcane Damage 4.

### **Master Runes**

These runic recipes require Mithril and the component specified in the recipe. Here are

some examples:

**Rune of Superior Striking**: (Ruby) Bestow to Weapon, Damage 10.

**Rune of Superior Spirit Blade**: (Onyx) Bestow to Weapon, Spirit Damage 8.

**Rune of Superior Flame Blade** (Ruby): Bestow to Weapon, Fire Damage 8.

**Rune of Superior Wind Blade**: (Diamond) Bestow to Weapon, Air Damage 8.

**Rune of Superior Razor Leaf**: (Petrified Wood) Bestow to Weapon, Nature Damage 8.

**Rune of Superior Ice Blade**: (Sapphire) Bestow to Weapon, Water Damage 8.

**Rune of Superior Protection**: (Emerald) Bestow to Armor: +9 Temporary Armor.

**Rune of Superior Divine Blade** (Orichalcum) Bestow to Weapon, Divine Damage 8.

**Rune of Superior Stone Blade** (Emerald) Bestow to Weapon, Earth Damage 8.

**Rune of Slaying** (Onyx) Bestow to Weapon, Death.

### **Rediscovering Lost Runecarving Techniques**

As you embark on your adventures, you might uncover ancient runecarving methods that have been lost to time. When you bring these rare discoveries to light, they not only enhance your own runecarving skills but also become accessible to all fellow runecarvers. Your discoveries contribute more than just to your own growth; they enrich the collective wisdom and skill set of the entire runecarving community.

### **Innovation: Unleashing Runecarving Mastery**

Reaching the esteemed level of master runecarver opens up exciting opportunities for runecarving innovation. This advanced level of mastery invites you to blend your creativity with your runecarving skills. Master Runecarvers can submit their components along with an Experiment Form at the end of an event. This form is where you can theorize about your unique rune, outlining your expectations and the reasoning behind your choice of components.

The Myth staff will review what you've submitted and decide the best way to proceed: they might add your creation to the game, alter it, or choose not to include it. Each innovation represents a step into new territory, where you can either create groundbreaking runes or learn valuable lessons for future attempts. In this process, you're doing more than just mixing components; you're trailblazing new directions in the art of runecarving with each successful innovation. Remember, you're limited to one runic experiment per event you attend.



# Wizard

Wizards stand at the crossroads of the arcane, delving into the enigmatic weave of magic that blankets the world. Among the select few who can channel unseen energies, wizards transform ethereal forces into wondrous acts.

In their relentless pursuit of arcane knowledge, many wizards immerse themselves in scholarly endeavors, amassing vast wisdom about mystical incantations, intricate hand movements, and the profound mysteries of the arcane. To these sages, uncovering lost or obscure magical secrets is not just a quest; it's an obsession.

## What's Your Hook?

Stepping into the robes of a wizard means embracing a life less ordinary, driven by an insatiable quest for arcane mastery. Perhaps a pivotal, otherworldly event sparked your magical journey, revealing a latent talent for harnessing mystical forces. Or you're a diligent student, tirelessly toiling to grasp each spell's nuances. Does the allure of magic ignite a thirst within you for ever-deeper knowledge, constantly pushing the boundaries of what's known? Or are you a seeker of forbidden spells, a renegade mage on the run, always one step ahead of those who fear or covet your unconventional powers? Your relationship with the arcane defines your path as a wizard – be it a natural affinity, a dogged pursuit of knowledge, or a daring dance with the forbidden.

## Opener Skill

[Main: Free | Second: 40 CP | Third: 80 CP]

**College of Magic:** Choose Arcane, Air, Blood, Earth, Fire, Mind, Spirit, or Water and the college's respective 40 CP skill. You can purchase additional colleges of magic for 40 CP.

## Novice 40 CP Skills

**College Focus** (Permanent): You may cast any spell through <Arcane, Air, Blood, Earth, Fire, Mind, Spirit, or Water> instead of its normal trait. When you purchase this skill, select the trait you will use from now on. Once set, this choice cannot be changed.

**Empowered Spellbook** (Permanent, Item:

Foam spellbook): While only wielding your spellbook to block incoming "Through" packet effects from enemies, state "Resist," and immediately restore one of your short rest spells. Your spellbook must be boffer-style, made entirely of foam, and no larger than 9" wide and 12" tall.

**Magic Missile** (Permanent, Packet): "Through Arcane, Damage 1." Damage from this skill may not be increased unless an item or skill specifically states it can.

**Personal Spell Shield** (Long Rest): "Resist" a Through effect.

**Spell Penetration** (Short Rest): Immediately recast a packet spell your target resisted.

## Journeyman 50 CP Skills

**Dispel Magic** (Long Rest, Packet): "Through Arcane, Dispel all." Alternatively, cast this spell to place a Sticker with an X on a Magic Item.

**Globe of Invulnerability** (Long Rest, Self Only): "Through Arcane, resist all 'through' effects, five minutes." State, "Resist" to all Through effects.

**Improved Studies:** Choose a 50 CP skill. Prerequisite: College of Magic.

**Mage Armor** (Short Rest, Self Only): "Through Arcane, Bestow four Temporary Armor Points."

## Master 60 CP Skills

**Counterspell** (Long Rest, Packet): "Through Arcane, Bestow Resist a Through-based effect."

**Magical Blast** (Short Rest, Packet): "Through Arcane, Damage 6."

**Order of the Scribes:** Choose a 60 CP skill. Prerequisite: Improved Studies.

**Power Word Kill** (Long Rest, Packet): "Through Spirit, Death."

**Scry** (Between Events, Item: something connected to the person, place, or object): You may ask a single question concerning a person, place, or object. The more focused your question regarding that person, place, or object, the more information you will receive at the following check-in.

**Spellcasting Focus** (Permanent): Double any durations on spells that are self-only.

## **Grandmaster Skill**

**College of Evocation** (Permanent): Your magic missiles now do Damage 4.

**College of Transmutation** (Battle): Magic Weapon: Make a non-magical weapon swing “Arcane,” and double any damage called. For example, you can now call “Arcane” when attacking a foe with the enchanted weapon. If you can do additional damage, such as Damage 2, your damage would become Damage 4. A Damage 4 would become Damage 8.

## **Colleges of Magic**

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### **Aeromancy (Air)**

**[40 CP] Gust** (Short Rest, Packet): “Through Air, Disengage 30 paces.”

**[50 CP] Lightning Bolt** (Short Rest, Packet): “Through Air, Damage 5.”

**[60 CP] Chain Lightning** (Permanent): You can continue to cast your Lightning Bolt spell until you miss, are hit, or cast another spell.

### **Arcanistry (Arcane)**

**[40 CP] Arcane Ward** (Long Rest): “Through Arcane, I seal this <door, chest, or box> so only I may open it.” This spell requires a paper with the words “Arcane Ward This door can only be opened by [Green sticker with your player number or character name]” that can be taped or tacked across a door on one side. Anyone can open the door from the side without the green sticker, breaking the spell.

**[50 CP] Spell Inversion** (Long Rest, Self-Only): “You may resist a through effect and if the effect did damage, you instead heal that amount.”

**[60 CP] Dead Zone Caster** (Permanent): You may “resist” silence.

### **Hemomancy (Blood)**

**[40 CP] Sanguine Surge** (Permanent): You may reduce your maximum hit points by 1 to immediately restore a short rest skill,

or reduce your maximum hit points by 3 to immediately restore a long rest skill. Lost Hit Points return when you next Long Rest.

**[50 CP] Transfusion** (Permanent): You may reduce your maximum hit points by up to three for the entire event. Once per short rest you may increase the damage of a single damage spell you cast by that number.

**[60 CP] Exsanguinate** (Long Rest, Packet): “Through Blood, I send you into bleedout.”

### **Geomancy (Earth)**

**[40 CP] Fracture** (Short Rest, Voice): “Through Earth, to <single target> maim <your choice of limb>.”

**[50 CP] Stone Skin** (Self Only, Long Rest): “Through Earth, Stone Skin.” State “resist” to all uncalled damage for the next five minutes.

**[60 CP] Aftershocks** (Permanent): When an enemy affects you with disengage, fear, slow, or snare, increase the damage of your next damage spell by 5 damage.

### **Evocation (Fire)**

**[40 CP] Maximize** (Long Rest): Double the damage of a spell.

**[50 CP] Outburst** (Burst 3, Long Rest): Burst 3 a damage causing spell.

**[60 CP] Meteor Swarm** (Burst 5, Long Rest): “Through Fire, Damage 5.”

### **Hydromancy (Water)**

**[40 CP] Drown** (Short Rest, Packet): “Through Water, Weakness 30 seconds.”

**[50 CP] Ice Block** (Long Rest, Self Only): “Through Water, Resist all until I move, talk, or use skills.”

**[60 CP] Invigorating Waters** (Short Rest): “Resist Weakness.”

### **Psionics (Mind)**

**[40 CP] Mind Sliver** (Short Rest, Voice): “Through Mind, To <single target> Damage 5.”

**[50 CP] Illusory Self** (Short Rest, Self

Only): “Through Mind, Bestow I ‘resist’ the next attack against me.”

**[60 CP] Sleep** (Long Rest, Packet):  
“Through Mind, Sleep five minutes.”

### **Necromancy (Spirit)**

**[40 CP] Steal Life** (Short Rest, Packet):  
“Through Spirit, Damage 1.” Continue casting at the same target until they fall unconscious. Heal the same number of Hit Points (up to your maximum) as it took to defeat your opponent.

**[50 CP] Create Undead** (Short Rest, Packet, Target: Corpse): “Through Spirit Reanimate.”

**[60 CP] Revivify** (Long Rest, Packet, Target: Corpse): “Through Spirit, I cure death if you are in the first 30 seconds of your death count.” Must be cast within the first 30 seconds of the target’s death count.

# Creating Your Background

Remember, creating your character's history in Myth is not a requirement, but a path you may choose to walk. It's a canvas for your creativity, meant to enrich your roleplaying experience, not a mandatory step. You can always dive into the game and let your character's story unfold naturally through your adventures.

## Your Character's Background: A Growing Mystery

As a new player in Myth, your character's past is a blank slate, known only if you share it. Your background can develop and take shape as you play, allowing you to weave in your experiences and discoveries from the game. This approach lets you tailor your character's history to the developing storyline and your growing understanding of the game world.

## Choosing Your Name

Your character's name is a powerful part of their identity. You can have the name given at birth or forge a new one in the fires of your adventures. Remember, a name can shape how others perceive your character, so choose one that resonates with your envisioned persona.

## Choosing Your Age

In the realm of Myth, age is but a number. Be as young or as old as your imagination allows. Remember, you're limited to the human age range for characters of long-lived races, such as elves.

## Deciding Where You Grew Up

Where your character was born and raised can be a rich source of your traits and motivations. Were you raised on the streets of a bustling city or perhaps mucking stalls on the farm? Decide in advance or play Myth and let your character's roots take form, influenced by your experiences in the game.

## Defining Who You Are

Character traits and quirks add depth, but don't feel pressured to lock them down from the start. Play and let your character's personality emerge organically, adjusting as you grow more familiar with

your role.

## Embracing Imperfection

Heroes are defined not by their perfection but by their growth and how they overcome flaws. Your character's journey is about transformation and redemption, not starting as an unblemished figure.

## Don't Forget the Hooks!

As you delve into your character's creation, consider integrating plot hooks into their backstory. These hooks are not just narrative tools, but gateways to potential adventures and interactions within the world of Myth. Here are some tips to craft interesting hooks:

- **Mysterious Elements:** Introduce elements of mystery, like an unresolved chapter from your character's past or a cryptic item they possess. These can serve as intriguing starting points for future stories.
- **Personal Goals and Rivalries:** Give your character personal goals or rivalries. Perhaps they're searching for an ancient family heirloom, seeking to restore their tarnished family name, or hunting for a long-time nemesis. These motivations can drive your character's actions and decisions.
- **Unusual Alliances:** Consider unusual alliances or connections in your character's history. Maybe they owe a debt to an influential figure, or they once saved someone who now secretly aids them. These alliances can open up unique storylines and character interactions.
- **Secrets and Revelations:** Embed secrets or potential revelations in your character's background. A hidden lineage, a secret society membership, or a concealed skill can create suspense and surprise in the narrative.
- **Adaptability:** Remember, these hooks are not rigid constraints, but starting points for your character's journey in Myth. Be open to developing and adapting these hooks as your character grows and the game world unfolds around them.

By thoughtfully incorporating these hooks, you create a character that is rich in potential and ready for the dynamic world of Myth. Your character's story will develop, deepen, and intertwine with the larger narrative, enriching your roleplaying



experience and the game.

### **Restricted Character Concepts**

In crafting your character's history, we invite you to be imaginative within our game's world and ethos. Here are some guidelines to help you create a character that enriches both your experience and that of the Myth community:

- **Live in the World:** Choose a hometown for your character from the existing cities and towns detailed on our game map. By rooting your character in our carefully crafted world, you honor the rich lore we've developed and enable our writers to weave your story more seamlessly into the overarching narrative.
- **Money & Power:** While ambition and dreams of grandeur can be fascinating character traits, avoid giving your character unrealistic advantages such as excessive wealth, noble birth, or powerful Relics. This ensures a balanced experience for all players, fostering a game where clever strategy and character development reign over materialism.
- **Inappropriate References:** Myth is committed to creating a safe and respectful environment. Therefore, please avoid including references to rape or other forms of sexual violence in your character's backstory. Our goal is to foster a welcoming and comfortable experience for all players.
- **Mental Illness Representation:** We believe in sensitive and respectful portrayals of all aspects of life, including mental health. We discourage the roleplaying of mental illnesses. This approach avoids reinforcing stereotypes and ensures all players feel respected and safe.
- **Encouraging Empathy and Respect:** While your character can have phobias or past traumas, we encourage you to approach these aspects with empathy and without resorting to clinical or technical terms. This approach allows for more profound character development while maintaining respect and sensitivity.
- **Roleplaying Etiquette:** Remember, the essence of roleplaying in Myth is to create enjoyable narratives for everyone involved. We encourage you to explore, create, and grow within the boundaries of respect, inclusivity, and the rich lore of our game world.

By following these guidelines, you help us maintain an engaging, inclusive, and fun game environment. We're excited to see the characters you'll bring to life within the realm of Myth!

## Deities of Hyraeth

In the mystical world of Hyraeth, deities stand as towering figures, embodying the highest virtues and darkest vices of mortal existence. They are not distant, indifferent watchers but active participants in the unfolding story, influencing events and guiding the destinies of heroes and villains alike.

These divine beings do not exist in isolation; their presence is deeply woven into the fabric of Hyraeth. They command respect, loyalty, and adherence, shaping the lives of mortals through their divine will. Temples and sacred sites dot the landscape, serving as conduits of celestial power and centers where the faithful gather to honor their deities.

As you craft your character's backstory, immerse yourself in the rich tapestry of divine lore presented in the following pages. This knowledge isn't just lore—it's a beacon guiding your journey through the divine intricacies of Hyraeth.

### Adara

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

### Amitel

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

### Dedrot

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

### Enoon

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

### Ixbus

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

### Naenya

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

### Ororo

Known as Stormlord, Ororo is the deity of elemental storms. Their symbol is a wooden disk adorned with symbols of the four elements. At the creation of the world, Ororo was born in chaos. There, they slept beneath the ocean, dreaming as the world shaped over the millennia.

### Ryknos

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

### Scandelen

Known as the Deity of Laughter or Laughing One, Scandelen is the deity of music, festivals, and beauty. Their symbol is a bottle of wine with grapes set to the side. Every time people celebrate a festival, create art, or perform music, Scandelen gains power.

# The Calendar of Hyraeth

In the mystical Realm of Hyraeth, we measure time by the ancient calendar of Kendra Armadas, a sage of the Kingdom of Cantara. This calendar, a blend of celestial wisdom and earthly cycles, mirrors our world's years, aligning the year 710 C.R. (Cantaran Reckoning) in Hyraeth with 2010.

## Years & Moons

People call the Cantaran year a “winter” and it comprises 365 days divided into 12 moons. Each moon, varying from 28 to 31 days, is further segmented into 7-day spans known as “rides.” Each moon and ride resonates with its unique magic and lore:

### Chillwind (January):

- **Sign:** The Star – Symbolizing optimism and inspiration.
- **Special Day:** Midwinter – The High Festival of the Moon, a time of planning and alliance-building amidst joyous gatherings.

### Snowfell (February):

- **Sign:** The Moon – Reflecting depth and spirituality.
- **Special Day:** None – A quiet time for introspection and fortitude.

### Winterwane (March):

- **Sign:** The Emperor – Exuding loyalty, wisdom, and ambition.
- **Special Day:** None – A period of strengthening resolve and vision.

### Mistmoot (April):

- **Sign:** The Hierophant – Embodying inner wisdom and guidance.
- **Special Day:** Springtide – Celebrating the awakening of nature and new beginnings.

### Meadowrise (May):

- **Sign:** The Lovers – Representing duality and perspective.
- **Special Day:** None – A time for growth and flourishing relationships.

### Greatsun (June):

- **Sign:** The Chariot – Harnessing focus and mental fortitude.
- **Special Day:** None – A period of action and advancement.

### Firemeet (July):

- **Sign:** Strength – Inspiring bravery and ambition.
- **Special Day:** Midsummer – The Long Night of feasts, music, and romance.

### Firewithe (August):

- **Sign:** The Hermit – Seeking inner purpose and enlightenment.
- **Special Day:** None – A time for self-reflection and discovery.

### Softsun (September):

- **Sign:** Justice – Advocating balance and fairness.
- **Special Day:** None – A period for harmonious transitions.

### Leafell (October):

- **Sign:** Death – Embracing change and renewal.
- **Special Day:** Hallowtide – A remembrance celebration and veiling festival.

### Snowmoot (November):

- **Sign:** Temperance – Valuing gentleness and wise judgment.
- **Special Day:** None – A time for preparation and foresight.

### Fellnight (December):

- **Sign:** The Mage – Bursting with passion and energy.
- **Special Day:** None – A period of reflection and anticipation.

## Weeks & Days

In Hyraeth, a week is a “ride,” a cycle of time echoing the natural rhythms of Hyraeth. We name each day of the ride after a cosmic or elemental force:

- **Moonday:** The day of lunar mysteries.
- **Twinsday:** A day for duality and partnership.

- **Winesday:** Celebrating bounty and festivity.
- **Thunderday:** Marked by strength and power.
- **Fireday:** A time of passion and creativity.
- **Swordsday:** Focused on valor and conflict.
- **Shieldsday:** Dedicated to protection and rest.

## Holidays of Hyraeth

The holidays of Hyraeth are not mere dates but pivotal moments where magic, myth, and community intertwine.

- **Midwinter:** The High Festival of the Moon, a splendid gathering of foresight and festivity.
- **Springtide:** A joyful celebration of rebirth and new beginnings.
- **Midsummer:** The Long Night of love, merriment, and dreams.
- **Aventine:** The herald of autumn, a time of travel, feasts, and varied celebrations, culminating in the ancient Hallowtide.
- **Hallowtide:** A three-day festival of memory and mirth, blending music, masquerades, and mystical traditions.

In the timeless dance of moons and rides, the calendar of Hyraeth weaves the tapestry of time into the fabric of fantasy, inviting all who dwell in its realm to partake in its celestial rhythm and earthly charm.



# Character Equipment

Every day by noon, Braeburn's Inner Market is full of life! People are everywhere, buying and selling all kinds of things. You can try on clothes, swing a sword, look at fantastic wood carvings, taste original foods, and much more. If you can think of it, you can buy it there.

But what if your character comes from a quieter place like Ever's Mile? It's a small town with a tiny market. You can't find everything there, so you might have to travel to different places to get your gear. Coming from a small town or village is a great way to explain why you might not have all the gear you want just yet.

## Starting Equipment

In most tabletop games, you start with coins to buy a sword, clothes, armor, bags, shoes, and a cloak. In Myth, you must purchase or create what your character will wear and need before you can play the game without using in-game coins.

## Character Wealth

Being rich in Myth isn't about how many coins you have. You can also have gems, Relics, art, and even land. You can find or earn these things while you play.

There are many kinds of money in our world, but the most common is from the kingdom of Cantara. Most big cities and towns use Cantara's money. There's no paper money, only coins like this:

Ten copper coins (bits) make one silver coin. Ten silver coins (stars) make one gold coin (crown).

Wealthy adventurers often use gold crowns, while most use silver stars. Cantara also makes special trade tablets from precious metals with a special kingdom seal. Other things, like gems and rare goods, also have their value depending on how rare they are.

## Starting Coin

When you first join a game of Myth, your character starts with 10 Silver Coins. If nobody gives them to you while you check in, be sure to ask for them.

## Character Armor

In Myth, armor is essential to protect adventurers from the dangers that await them. We categorize armor into three types based on the material and construction, each providing a different level of Armor Point (AP) protection.

## Specific Armor Coverage

The armor's effectiveness depends on how well it covers specific body areas, ensuring that each area receives sufficient coverage to provide the level of protection in terms of Armor Points for the type of armor being worn. You must wear a helmet for head coverage. For the arms, the armor must cover at least the forearms. Leg protection should extend to at least the shins. Finally, the torso armor must provide coverage for both the chest and back to be effective.

- **Light Armor:** Light Armor offers 1 AP of protection per area covered. It is made from flexible, often thin materials, providing some protection without compromising mobility. Light armor includes padded cloth or leather.
- **Medium Armor:** Medium Armor provides 2 Armor Points of protection per area covered. It offers more protection than Light Armor, balancing protection with moderate mobility. Some medium armor examples are studded leather, chain shirts (not full arms), furs/hide, and scale mail.
- **Heavy Armor:** Heavy Armor provides 3 Armor Points of protection per area covered. It offers maximum protection, fashioned from materials with the highest combat defense level. Some heavy armor examples are ring mail, full-sleeve chain mail, splint mail, and plate.

## Mixing Armor Types

Mixing different armor types on the same body area results in the benefit of the lesser armor type for that area. For example, you may have plate armor on one forearm and leather on the other. This combination would give you one AP, as the lowest armor value for your forearms is Light Armor.

## Simulated Armor

Acquiring real armor can be a significant investment, and not everyone may have the financial means or the crafting skills

to make their own. To ensure that our game is accessible and welcoming to all, we fully support purchasing or crafting simulated armor. The primary requirement is that the simulated armor closely resembles traditional armor in appearance, maintaining the immersive experience of Myth.

## **Safety Guidelines**

To ensure the safety of our members, we do not allow armor with real spikes, sharp edges, or elements that could damage foam weapons. Torn weapons can cause exposed piping, creating the risk of injuries from exposed materials.

## **Weapon Basics**

- **Handles:** You must wield weapons not made entirely of foam using their handles.
- **Grounded Weapons:** You may only use weapons that belong to you. We do not allow picking up others' weapons from the ground unless it is to move that weapon out of the way for safety.
- **Disarmed:** If hit with a Disarm skill, drop your weapon and wait five seconds before picking it up.
- **Shattered:** If hit with a Shatter skill, you may no longer use called skills until you repair the weapon.
- **Sword Tethers:** We do not allow weapon tethers designed to prevent the Disarm skill.
- **Maimed:** Being hit with a Maim renders a limb unusable. If holding a weapon, you must drop it or move it behind your back.

## **Weapon Limits**

Your character's skills determine the number and types of weapons you can have:

- **Archery:** You must have this skill to carry a bow or crossbow.
- **Dagger:** Permits a dagger in addition to a standard weapon.
- **Thrown Weapon:** Enables possession of multiple throwing weapons.
- **Untrained Weapon Usage:** Limits to one single-handed or two-handed weapon.
- **Spare Blade:** Carry an extra weapon without wielding it.
- **Dual Wield:** Wield a one-handed weapon in each hand.

## **Borrowing Weapons**

In combat, you can only borrow extra weapons from allies. You may only grab weapons you find on the ground if they are yours.

## **Two-Handed Weapons**

Two-handed or Pole-arm weapons require both hands for attacks. Even if one arm is injured, you can still use these weapons for blocking by keeping one end near the ground.

## **Weapon Specifications**

- **Weapon Sizes:** Adhere to the size ranges for boffer weapons specified in the table. We will accept weapons close to these dimensions as manufacturers adhere to different size rules.
- **Safety Check:** All weapons, even new ones, must undergo safety checks and measurements at event check-in. We recommend bringing backup weapons should yours not pass.

## **Exotic Weapons**

If you wish to bring an exotic weapon not typically found in Myth, please get in touch with the game staff beforehand. We consider each new weapon type on a case-by-case basis.

## **Latex-Style Weapons**

Molded foam swords represent a reliable option in LARP weaponry. Ensure your purchase is from approved sources, so you are more likely to meet our quality and safety standards. It should be noted that most molded weapons are no longer made out of latex due to late allergies and this is just what this style of weapons has been called for many years.

**Pre-Approval:** Confirm with game staff about approved weapon sources to avoid issues. Myth reserves the right to reject any weapon, even from approved sources, as necessary for safety and game balance.

## **Shields in Myth**

Shields are vital for defense in Myth, protecting a variety of attacks. They are for blocking only and may never be used to attack or push an opponent. Here are

important notes regarding shield use:

- **Preventing Attacks:** You must have your shield at the ready to block attacks effectively. If your shield is on your back or elsewhere, any hits against it count as melee damage to that area.
- **Turtling:** Avoid turtling, which involves crouching behind your shield in a way that only exposes your head. This position is unsafe, as the head is an illegal target area in Myth.
- **Shield Walls:** We ask that members avoid creating shield walls to reduce the chances of head shots and unsafe combat.
- **Keywords that Bypass a Shield:** In combat, the keywords that will bypass shields are “Through <trait>,” via packet and any Crit, indicate attacks that shields cannot block. Also, if your shield is affected by the Shatter skill, you can only stop regular attacks. Called attacks such as “Damage 2,” “Maim,” etc., will bypass your shield until you repair it.
- **Safety Inspections:** At the event check-in, all shields undergo a safety inspection. The primary focus is ensuring no sharp edges or points could damage weapons during combat. To meet safety standards, individuals must either make shields entirely out of foam or adequately cover them with foam.
- **Shield Sizes and Materials:** Shields should measure no larger than 64 inches when adding width and height. Acceptable materials include foam, plastic thinner than 10 mm, or quarter-inch plywood. For safety, you must cover all edges on plastic or wood shields with piping insulation. While we adhere to these size requirements, we may make size exceptions for purchased shields close to these dimensions.

### Contact for Advice

If you want to purchase a LARP shield online or need advice on shield-making, please get in touch with us. We're here to help and ensure that your shield meets both the game's safety requirements and contributes to the immersive experience of Myth.

### Magical Attunement in Myth

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Unlocking the full potential of specific Relics in Myth is a blend of strategy and fantasy, requiring a process known as attunement. Attunement involves bonding

with a magical item, enabling you to harness its powers and abilities.

### How to Attune

At the start of each game day you may remove any Relic attunements you have provided they are not cursed or green stickered. At this point, you may attune yourself to any new Relics you have in your possession up to your item slot limit. You must have the Relic card for each Relic in your possession.

### Item Limitations

Practical and magical restrictions apply to the use of attuned items:

- **Wearing Limits:** You cannot simultaneously wear more than one pair of magical gloves or boots.
- **Ability Stacking:** Stacking similar abilities from unique items may not always be practical. For instance, if you wear a Ring of Protection granting two additional Hit Points and Boots of Fortitude providing three additional Hit Points, only the higher benefit applies—in this case, the boots.
- **Level Requirements:** Some magical items may have restrictions, limiting their use until you reach or surpass a certain level.
- **Curses:** Be cautious; some items have curses, revealing adverse effects only after attunement. These curses may affect your character in unexpected ways.

Consider these factors when choosing which magical items to bond with, as they can significantly influence your journey and adventures in Myth.

# **PART 2**

## **PLAYING THE GAME**



# Playing Myth

The anticipation of your first Myth event is palpable. You've already dreamt up your character and scribbled costume ideas and are now on the brink of entering a world of imagination. We're here to ensure your arrival is as exciting as the adventure.

In this section of the guide, we cover:

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

## Arriving at Myth

Remember the thrill of preparing for your first event? Those weeks or months spent crafting characters, outfits, and weapons? We were all there once, excited and sharing our energy with friends. We aim to make your first experience memorable and positive. If you have any questions, please get in touch with us.

## Arrival Time

You're welcome to arrive on-site as early as noon on Friday, marking the beginning of the setup for our Adventure Weekend.

## Setting the Stage

Join us in transforming a rustic camp into a vibrant medieval fantasy town starting at noon on Friday. Your contribution in moving props and setting up areas is necessary and part of the fun. If you want to help, we'll sign you in upon arrival, assign tasks, and reward you with XP for your community effort.

## Your Cabin: Your Weekend Home

At Myth, your cabin is more than just a sleeping place; it's your home away from home. You can stow your gear immediately upon arrival if you know where you are staying. If you are unsure about your cabin's location or if you need to switch, our staff is here to assist. Drive to your cabin if the event hasn't started, but be quick to free up space for others to do the

same.

## Tents & Camping

If you plan to sleep in a tent, please inform us where you will stay for safety reasons. We allow period tents to be set up within the game area, while modern tents should be outside the play zone. Stay vigilant for in-game attacks, and avoid potential camp hazards like fires or tent ropes.

## Check-In Process

- **Check-in typically occurs from 6:00 pm to 9:00 pm on Friday.** We will announce changes to this schedule on our Facebook Group and Discord channels. During check-in, you'll need to:
  - **Confirm Attendance:** Provide your real full name for attendance tracking. We'll confirm your cabin and let you know where to find it should you need to know. If you haven't already, we will have you fill out a waiver of responsibility.
  - **Starting Coins:** First-time attendees receive ten silver pieces. Be sure to ask for them if you didn't get them when you confirmed your attendance.
  - **Resource Allocation:** Collect any starting resources, potions, or items your character begins with.
  - **Donations:** Turn in any game-requested donations and ensure we record your contribution for an XP reward.
  - **Equipment Safety:** All weapons undergo a safety check. You must stow unapproved gear in your vehicle to prevent accidental use.

## Payment and Partial Events

Events typically sell out, so we encourage online payment before the event to ensure your space. You must handle at-the-door registration online, as we do not accept in-person payment. You may leave the event and return as needed. Please let the director know if you plan to be gone for a while, so we're not sending NPCs out to find you with plotlines.

## New Player Workshop

To enhance your first experience, join our New Player Workshop at 8:00 pm on Friday. While not mandatory, it's a great way to meet other new players, ask questions, and get a better understanding of how to play.

## Opening Meeting

At 9:30 pm on Friday, we gather for an opening meeting to address safety, answer questions, and share important updates. All players must attend.

## Late Arrivals

If you arrive after check-in hours, head to Game Operations for necessary steps and updates. Note that we restrict vehicle access to the play area once the game begins, so you must carry your gear to your sleeping space.

## Game On

Game On marks the exhilarating moment we all anticipate. As the lights dim and tavern music starts, excitement fills the air, palpable enough to be sliced with your sword. Both Players and Cast shift into their characters' mindsets, diving headfirst into the action. This experience becomes a highlight every time you attend Myth.

This section is crucial as it guides you through everything from the game's start to its conclusion. It focuses on game safety and combat, two fundamental aspects that define the Myth experience from beginning to end.

## Melee Combat

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Combat at Myth often involves thrilling encounters, from battling bandits on bridges to mythical creatures in the woods or evil characters in town.

A typical combat scenario is a dynamic mix of weapon swings, parries, dodges, spell casting, and fancy footwork. It's not just an adrenaline rush but also a full-body workout. The soreness you feel post-event is often a testament to your engagement and fun.

In Myth's battles, there's no need for rolling initiative or using dice to determine hits. Your real-world prowess with boffer weapons and your honed game skills will sway the battle in your favor, leading to memorable stories.

## Making a Melee Attack

You must check your weapons often throughout the event to be sure they

are safe for combat. If your weapon gets damaged, have a backup weapon safety checked by the game staff before use. Here are guidelines for making melee attacks:

- **Charging into Combat:** Slow down before clashing to avoid bodily contact. Running at someone does not qualify as charging. Running into them does.
- **Physical Contact:** Ensure only your weapon or spell packets contact opponents.
- **Lightest Touch Principle:** Strive for minimal force in your strikes while anticipating some impact. Even if a hit feels soft, it still counts in combat.
- **Invalid Targets:** Avoid striking your opponent's head, neck, hand, or groin. Repeated striking of these areas may cause course correction.
- **Checking Swings:** If someone is hitting too hard, say, "Check your swings." Avoid overextending your swings beyond a 90-degree angle to help reduce velocity.
- **Awareness in Swinging:** Look before you swing to avoid accidental injuries.
- **Machine Gunning:** Strike different areas before returning to a previously hit spot.
- **Skill Calls:** Announce your combat skill before attacking. For example, say "Maim!" then attempt your strike.

## Taking Hits

- **Expect to Get Hit:** In the heat of combat, expect to feel the hits even though we follow the "lightest touch" principle. It's common for players to get caught up in the excitement and intensity of battle, which can sometimes lead to unintentionally harder swings.
- **Count All Valid Hits:** You must take hits in valid target areas, regardless of how soft the strike may have been.
- **Invalid Target Hits:** Getting hit in invalid areas is part of combat; you should be mentally ready for it. If someone consistently hits you with invalid strikes, please report it to the game staff.
- **Extended Body:** Backpacks and accessories do not prevent you from taking damage in those areas.
- **Spell Targets:** Spells affect you if they hit any part of you, including equipment. Exceptions are the head, neck, and groin.

## Blocking or Missing Attacks

If you miss with a called skill, or if your opponent blocks or resists it, you have used the skill.

## Damage or Effect

All attacks in Myth either cause damage or have a specific effect, but not both. For example:

- **Damage:** When a weapon or spell strikes you, the damage reduces your hit points in the following order:
  - **Armor Points (AP):** starting with any temporary or magical armor points, followed by regular armor points.
  - **Hit Points (HP):** beginning with any temporary or skill-created hit points, followed by regular hit points.
  - **Effect:** Attacks causing effects, like a “Maim” or “Paralyze,” do not deal damage. Instead, they apply their specific effect on the target.

## Roleplaying Wounds

Embracing roleplay enhances the game’s immersion. When struck by an attack, roleplay your wounds to enrich the experience for everyone. Good roleplaying is contagious.

## States of Health

During combat in Myth, your character’s health can pass through several distinct states:

- **Maximum Hit Points (HP):** This is the highest number of hit points your character starts with at the beginning of the game or after a full recovery.
- **Helpless:** When your character is unconscious, paralyzed, asleep, or unable to move, they become helpless. In this state, you can search or execute them.
- **Poisoned:** After receiving a “Poison” effect, your character must count to 300 before transitioning to the Death effect, unless cured.
- **Bleeding Out:** When your character’s Hit Points drop to zero due to combat damage, they enter a state called ‘bleeding out.’ During this critical time, you must quietly count to 300, representing your character’s precarious hold on life. If you receive healing before completing this count, it stops

the bleed-out process and revives your character. However, should healing not arrive in time, your character will succumb to the Death effect. It’s important to note that if your character is unconscious because of a magical effect, such as a sleep spell, healing will not wake them up. The bleed-out state is a dramatic moment in combat, offering a chance for allies to save your character from the brink of death.

- **Death Effect:** When your character enters the Death Effect state, they are dead. In this state, remain motionless on the ground until either the surrounding area is clear of other players or you complete a second count to 300. During this period, allies still can resurrect your character. However, if you complete the 300-count without being resurrected, your character transitions to the Spirit state. Once in the Spirit state, resurrection is no longer possible, and your character embarks on their journey to the afterlife.

- **Spirit:** In the Spirit state, your character becomes a spectral being journeying directly to Dedrot’s Realm. To represent this, move with a hand or your weapon placed on top of your head, signaling your ghostly form. In this state, you are invisible and unable to interact with living characters, mirroring the ethereal nature of spirits.

## Temporary Hit Points and Armor Points

Hit Points (HP) in Myth represent your character’s overall health, combining physical and mental fortitude with a touch of luck. They don’t just signify physical injuries; they’re a measure of your character’s ability to withstand various combat challenges.

- **Temporary Armor Points:** These are the first Armor to go if you have them.
- **Armor Points:** These are the last Armor Points to go if you are wearing armor.
- **Temporary Hit Points:** Once your armor is gone (or a Crit attack strikes you) temporary armor points are the first to get used up.
- **Hit Points:** Your regular hit points are the last thing to go once you use all of your armor, temporary armor, and hit points. Once all of your hit points are gone, you fall into the unconscious state.



## Blocking Ranged Weapons

You may only attempt to block a missile-or-thrown weapon with a shield. Swatting projectiles out of the air or stopping them with your hands or weapons is not allowed without the appropriate skill.

## Moving the Fallen

To move someone, tell them, “I carry you,” and walk beside them at a heel-toe pace. You may not fight or cast spells while carrying someone.

## Searching the Fallen

To search someone, hover your hands over them without physical contact and roleplay searching. State, “I search you.” They must hand over any items they possess immediately.

## The Fate of the Party

Suppose a situation becomes physically or mentally overwhelming. In that case, you can opt-out by stating “fate of the party” while putting your hand on your head and walking out of the encounter area. This declaration means you have tied your character’s fate to your group’s outcome. If they survive the situation, you rejoin them post-combat. If they perish, you share their fate. This option only applies in scenarios where escape isn’t an option and cannot be used to avoid combat.

## No Combat Zones

We designate certain areas as no combat zones, as shown by “No Combat” signs. While you can enter these rare areas, please refrain from fighting or casting combat spells.

## Physical Contact in Roleplay

Physical contact varies in comfort level among players. Always ask for consent before engaging in physical roleplay. Wrestling, lifting, or potentially dangerous actions are prohibited, regardless of comfort level.

**Spell Packet Touch:** Myth allows quick touches with spell packets required for game mechanics, but your target can withdraw consent anytime by stating “No Touch.” Permission for game-related

contact does not imply consent for inappropriate touching.

**Yellow Armbands:** Symbolizing Non-Combat In Myth, yellow armbands show an individual is not taking part in combat. When you see someone wearing a yellow armband, avoid engaging them in combat.

- **Armband Requirements:** Your armband must be highly reflective and have working LEDs for clear night visibility. If it doesn’t contrast well with your outfit in daylight, place additional material underneath to ensure it stands out.
- **Non-Combat Engagement:** Do not physically engage individuals with yellow armbands in combat. Instead, verbally declare, “I kill you” or “I knock you unconscious,” pointing your weapon or spell packet at them. If you possess the Execute skill, it’s permissible to use it while they are in a bleed-out state.
- **Member Responsibility:** Each player and cast member purchases their yellow armband. Consider your comfort with combat participation and overall safety when attending the event.

## “Prop” Declaration

If someone tries to take a unique costume accessory you’re wearing, clearly say “prop.” This designation ensures that your costume items remain with you unless you wish otherwise.

## Taking Prisoners

To restrain someone in-game, you must roleplay binding their wrists or ankles for 30 seconds and then hand them a representation of the restraint. Never use real shackles or tie someone up with rope. Game restraints should always allow immediate release.

## Playing Dead

While playing dead, remain silent and motionless. The exceptions are to prevent accidents, like warning someone of your presence.



## Critical Safety Calls

For a safe and enjoyable experience at Myth, it's essential to understand and use these critical safety calls correctly:

- **Game Stop:** Shout "Game Stop!" and stand still. Others should echo Game Stop and kneel. This halts gameplay for serious emergencies (injuries, lost glasses, medical issues). Only the production staff or first responder can end a Game Stop for medical emergencies.
- **Caution:** Use "Caution!" to warn of immediate risks, like "Caution! Watch the rocks behind you." It's like a temporary pause between you and the notified person to prevent injury.
- **Clarify:** If something is unclear, say "Clarify," as in "Clarify. I couldn't understand you through your mask." It's for understanding game mechanics or communication, not for identifying NPCs or players, or objects.

The integrity and safety of the game depend on these calls being used appropriately and not to gain an advantage.

## Spellcasting

In Myth, magic is a vital element, with spellcasting being the art of harnessing the energy that flows through all things. In a fantasy setting, casting spells involves precise incantations and gestures to create magical effects. Luckily, these things are much more straightforward in our game.

- **Reciting the Incantation:** To cast a spell, recite the incantation clearly and loudly enough for your target to hear and understand. Speak at an average pace. The incantation describes what you want the person to do if the packet you throw hits them.
- **Throwing Spell Packets:** After completing the incantation, firmly and accurately throw the spell packet at your target. The goal is for you to use enough force that they know you hit them with the packet, not hurt them with it for real.
- **Canceling Spells:** You can cancel any duration-based spell you've cast before it ends by stating, "I dispel my [spell name] spell."
- **Spell Stacking:** Beneficial spells do

not stack, even from different sources. For instance, if under the effects of an "Elixir of Greater Arcane Resonance," which amplifies spell potency, you cannot benefit from a similar effect from another source. The more potent version of a spell or magical effect overrides a less potent one.

- **Non-Spellcasters:** If you are not a spellcaster, you should still familiarize yourself with spell incantations to make reacting to the spell description easier when struck. You can use "Clarify" if unsure about the spell's effect or incantation.
- **Legal Spell Targets:** A spell that is delivered via packet, affects you if it hits any part of your body or anything you're holding, carrying, or wearing. The exception to this is your head, throat, or groin areas. Yes, hands count as legal targets with spells. Spells delivered via weapon are blocked by shields and other weapons.

## Making Spell Packets

You can get information about spell packet construction in our Facebook group files section or ask someone to share it with you on our Discord channel.

## Character Death

In the world of Hyraeth, being a hero is a journey filled with danger and mystery. Should your character fall, they will find themselves in Dedrot's Realm, where they must navigate the uncertainties of the afterlife by playing a game of chance called Dedrot's Gamble. This is no mere game of dice, but your chance to return to the world of the living.

## Arriving at Dedrot's Realm

- **Ring the Bell:** Announce your arrival at Dedrot's Realm by ringing the doorbell and await entry.
- **Once Inside:** Proceed to the Barrister's bench to determine your fate.
- **New Players:** Inform the Barrister if this is your first event, as new characters cannot die permanently.
- **Special Conditions:** Inform the Barrister if you're under the effects of Final Judgment, or a Blessing.

## How to Play Dedrot's Gamble

In the mystical expanse of Dedrot's Realm, where the veil between worlds is as thin as a whisper, lies the ancient ritual known as Dedrot's Gamble. This hallowed rite, a dance with destiny itself, beckons the fallen heroes to test their fate in the shadowy courts of the afterlife.

As you stand at the precipice of eternity, two six-sided dice forged in the mystical fires of the afterlife await your trembling hands. These are not mere tools of chance, but sacred relics that hold the power to seal your fate.

- **Roll Two Six-Sided Dice:** This begins determining your fate.
- **Handling 'Ones':** If you roll a 'one,' set it aside, count the other die, and re-roll the 'one' with an additional new die.
- **Re-rolling 'Ones':** Keep re-rolling any 'one' with an additional die, adding non-one numbers to your initial total.
- **Determining Fate:** Sum all non-one die. A total of 18 or more means permanent death unless a Good Fortune or Graven Miracle card alters your final rolls.

### Example Rolls:

- **Example 1:** Roll of 6 and 5 (Total: 11) – Survival.
- **Example 2:** Roll of 1 and 6, re-roll leads to 6 and 5 (Total: 17) – Survival.
- **Example 3:** Roll of 1 and 5 (count only the 5), re-rolling the 1 with a new die yields a 6 and 1 (count only 6), re-roll 1 with a new die again leads to 5 and 5 (Total: 21) – Permanent death unless altered by a Graven Miracle card.
- **Example 4:** The player rolls two 1s. For each 'one,' they re-roll with a new die, yielding rolls of 6, 4, 5, and 6. The total is 21. To avoid permanent death, the player uses a Good Fortune Card and re-rolls one six, getting a 2. This Good Fortune re-roll changes the total to 17, allowing the character to survive.

### Special Conditions:

- **Good Fortune Card:** Re-roll a single non-one die to avoid potentially reaching 18. You must have the card with you to use it.
- **Graven Miracle Card:** Escape permanent death even if the total exceeds 18. It is pivotal in averting the finality of a character's demise.

- **Remembering Your Death:** You will always remember the circumstances leading up to your death.
- **Saved by the Bell:** If your character perishes just before the game ends on a Friday or Saturday, you must visit Dedrot's Realm when game play resumes in the morning. If your character dies on Sunday, and the bell rings while you are in line for Dedrot's Realm, your character avoids death.

## General Gameplay Information

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While combat makes up a large part of game play, there are still elements you need to know to make play run smoothly.

### Interacting With Objects

In Myth, colored stickers show the rules for handling in-game items, each color representing different guidelines:

- **Blue-Stickered Items:** These items come with a note providing additional information. Always search for this note to understand the item's significance.
- **Yellow-Stickered Items:** take items with yellow stickers to the game checkout as they may need to be turned in. These items often play significant roles in the game's storyline or mechanics.
- **Pink-Stickered Items:** take these items directly to the barkeep in the tavern and let them know you have it.
- **Red-Stickered Items:** you cannot move red-stickered items.
- **Green-Stickered Items:** We attach green-stickers to items that only their owner can pick up or move them.
- **Heavy Items:** Items marked with yellow or red stickers that display a number show the number of people required to move them. You can move yellow stickered items anywhere within the game, while red stickered items should remain near where you found them.
- **X Sticker Rule:** If an item has a sticker with an 'X' on it, the item is disabled for the rest of the event. You cannot use its main functionality. However, any other properties or rules related to the item remain in effect. In other words, while you can't use the item's primary feature, all its other qualities or conditions are still active.

## Locks & Lock-picking

Throughout your adventures in Myth, you may come across chests or doors secured with locks. Successfully bypassing these locks requires the Sleight of Hand skill and the right tools. Here are the key points to remember about lock-picking:

- **Lock-picking skill Required:** To attempt picking a lock, you must possess the Sleight of Hand skill.
- **Using Lock-picks:** Standard lock-picking involves a paperclip fashioned into a makeshift lock-pick or actual lock picks.
- **Red Stickered Locks:** Locks marked with a red sticker are off-limits for lock-picking attempts. We consider these locks too secure for story reasons.
- **Breaking Locks:** Forcibly breaking or removing locks is not an option.
- **Combination Locks:** Some locks in the game may use combinations. Anyone can attempt to open a combination lock even without the Sleight of Hand skill.

## Forgery

Characters cannot forge coins, materials, or other in-game items for purposes outside the game's context. However, forging non-magical in-game documents is permissible for all players.

## Poison

After receiving a "Poison" effect, by default your character must count to 60 before falling unconscious and then to 60 again before entering the Death effect, unless cured beforehand. Some poisons are stronger or weaker making your possible count longer or shorter based on the call. A call of "Poison 10 seconds" means you have 10 seconds before you fall unconscious and 10 seconds before you enter the death effect.

## Resting

Rest is essential for adventurers to rejuvenate after a day filled with exploration, combat, and treasure hunting. Here's how resting works in Myth:

- **Short Rest:** After engaging in combat, a minimum 15-minute uninterrupted rest is necessary to reset any skills that recover on a short rest. Short Rest does not recover Hit Points or Armor

Points. During this period, engage only in light activities like eating, drinking, reading, conversing, playing a board game, or self-administering first aid. Suitable locations for a short rest include the tavern, cabins, encampments, places of power, or fire pits around the campground. Nearby combat disrupts your short rest.

- **Long Rest:** As the day's adventures wind down, players retreat to their guild halls, homes, or camps for a long rest, marking the end of the game day. During this rest, characters actively restore both their short-and-long-rest skills at the beginning of the next in-game day.

Note: If a player is under the effect of the Disease keyword, they gain no benefit from short or long rests.

## Traps

Traps in Myth come in various forms, each with its unique effect:

- **Acid Traps:** Cause "damage 2" to anyone hit by the liquid. Shields can block the acid, but splatter still causes damage.
- **Buzzer Traps:** Trigger the Weakness effect for as long as the buzzer sound is audible.
- **Mechanical Traps:** Represent traps like scything blades or falling rocks, dealing "Damage 2" upon contact.
- **Snake in a Can:** If you activate or are struck by a spring-loaded snake in a can, it has the "Poison" effect.
- **Snap Traps:** Require reading an attached note to discover the trap's effect.
- **Squeaky Toy:** Activating a squeaky toy has the "Paralyze" effect.
- **Popper Traps:** Caltrop-like traps that cause a "Maim" effect on the triggered foot.
- **Wire Traps:** Wire Traps activate when bells ring or wires break. If you trigger one, read the attached note right away to learn its specific effect.

## Curses

Curses weave a complex web, challenging even the mightiest heroes with their enduring effects. These enchantments, often the result of dark magic or unfortunate encounters, cling to their victims, altering their realities in strange and perilous ways. Unlike ordinary afflictions, curses remain



until dispelled by the focused power of a “Remove Curse” spell. These are some of the more notable curses you may encounter in the realm:

- **Curse of the Beast's Tongue:** You can only speak in guttural animal tones but can still read and write.
- **Curse of the Blurred Allegiance:** Your vision isn't what it used to be and during a battle, you may accidentally attack allies that are in front of you. For their sake, you don't get turned the wrong way.
- **Curse of the Dread Pirate:** You can only wield a weapon in your offhand.
- **Curse of the Eldritch Blood:** You must always have a bright light source in the darkness, or you'll be audibly fearful of the night until you do.
- **Curse of the Iron Bond:** A ball and chain are permanently attached to you. When the ball is on the ground, you cannot move your feet. You must pick the ball up with both hands to move.
- **Curse of the Iron Grasp:** You cannot put a specific item down, which could impede your ability to fight or cast spells.
- **Curse of Restless Whispers:** You frequently hear whispering coming from who knows where and gain no benefit from short or long rests.
- **Curse of the Stone Heart:** You cannot cast healing on anyone other than yourself.
- **Curse of the Tethered Soul:** Your spirit is bound to an item, and you must never be further than a certain distance from that item.
- **Curse of Lethargy:** You are under the effect of the Slow keyword and can't move faster than a walk.
- **Curse of Misfortune:** Any time you go to Dedrot's realm, you must notify the Barrister you are under the effect of Misfortune. This curse will force you to re-roll a good die on your first roll.
- **Curse of Reverse Healing:** Any healing spell cast on you does damage instead. You can still heal with potions or by resting.
- **Curse of Silence:** Break out that notepad. The cursed cannot speak or cast spells.
- **Curse of Unending Thirst:** You gain no benefit from drinking potions.
- **Curse of the Warrior:** You can't turn away from a fight and will enter combat at the drop of a hat. If you hear a fight is going on somewhere nearby, you won't be able to resist that chance you could

join the fray.

- **Curse of Vulnerability:** When you get hit by a weapon or spell, you take twice the damage.

Each curse is an element that enriches the challenges of your journey. It offers a unique opportunity to display resilience and resourcefulness until you remove the curse.

### Cabin Life at Myth

During Myth Adventure Weekends, we embrace the rustic charm of camp cabins. These cabins are not just for sleeping; they are part of the game's fabric. Here's how to make the most of your cabin stay:

- **Respect Your Space:** Treat your cabin and its furnishings carefully, considering your fellow players' comfort and experience.
- **Transform Your Cabin:** Your cabin doubles as an in-game area. Please bring it to life with thematic props and decorations. Create an alchemist's den, a secret mage's guild, or any immersive setup that enhances the game for everyone. It will make your event more immersive and fun.
- **Leave No Trace:** Our collective goal is to leave the cabins in better condition than when we arrived, respecting the camp facilities and the Myth community.

### Camping Amidst Nature

For those preferring the tranquility of the forest, setting up an encampment offers a unique experience.

- **Immersive Campsites:** Make your campsite a part of the game world. Use period-appropriate tents and gear to enhance the immersive experience.
- **Keep Modern Items Hidden:** Maintain the game's atmosphere by keeping anachronistic items out of sight.

### Campfire Guidelines

Campfires are a central part of the camping experience, but safety is paramount:

- **Pre-Approval:** Get approval from the Production staff for any campfire, including its location and designated fire watch.
- **Fire Pit:** Consider a portable fire pit or propane stove you can pack up after the game ends, leaving no trace.
- **Fire Watch Duties:** The fire watch



handles fire safety, ensuring it's extinguished when not in use and keeping a bucket of water handy.

- **Combat Awareness:** Keep combat away from the fire to prevent accidents. If a fire watch becomes involved in combat, they must prioritize fire safety.

## Personal Space

**Out-of-Game Under the Bunk:** The area under your bunk bed is a designated out-of-game zone for storing personal items. **Marked Foot Locker:** Attach a red sticker to an actual lock to show that you do not want this lock to be picked. Ask us for a red sticker if you don't have one.

## Sleeping Out-of-Game

If you need to rest, use a glow stick above your bed to show you're out of the game. Respect this signal and avoid involving out-of-game players with in-game activities.

## Property and Theft Guidelines

- **Stealable Items:** You can actively steal in-game items such as coins, gems, and anything marked with a yellow sticker.
- **Decor and Props:** Always respect the decorations in cabins and campsites. Only take items explicitly marked for in-game theft.
- **Securing Belongings:** For your out-of-game valuables, securely lock them in a foot locker labeled 'Out of Game' or store them in your car's trunk. Doing this helps prevent any confusion between in-game and personal items.
- **Responsible Theft:** Remember to respect others' property when taking part in in-game theft, especially in cabins. Avoid excessively rummaging through or disordering their belongings in your search for stealable items. Remember, it's a game, and mutual respect is vital.

## A Reminder of Personal Responsibility

We cherish the deep sense of community at Myth, but it's crucial to remember the importance of safeguarding your belongings. While we strive to create a trusting environment, we encourage you to take all the precautions to protect your valuables. Myth is not responsible for any lost or stolen items.

## Game Over and Event Breakdown

Checkout time is from 8:30 am to 10:30 am on Sunday. This is your opportunity to complete any final game-related activities, such as identifying items or performing experiments. Please be prompt, as there are no late checkouts.

## Myth Adventure Weekend Closure

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Our adventure weekends typically conclude at noon on Sundays. We follow this with a brief closing meeting to recap the event, give accolades, and share exciting updates about future happenings.

## Event Breakdown: Embracing Our Community Theatre Roots

At Myth, we view our adventures as community theatre, where every participant plays a crucial role on and off the stage. Just as actors in a community theater help with setup and stay behind to clean and organize after a performance, we encourage our members to help break down. Participation fosters a sense of ownership and community while directly contributing to our events' overall quality and success. Here's how you can be a vital part of this process:

- **Sign-Up:** Approach the breakdown coordinator to volunteer. Let us know where you can contribute the most.
- **Complete Your Assignment:** Once you finish, check back for more. If you need to leave early, please inform the breakdown coordinator.
- **XP Recognition:** To acknowledge your contribution, sign out with the coordinator. Signing out is like taking a bow at the end of a performance, ensuring you receive the XP applause for your efforts. We will automatically assign you the one-hour minimum if you don't sign out.
- **Encore Performance—Double XP:** For those who stay from start to finish of the breakdown process, we offer a standing ovation as double XP. Thanks for being there for the team.

Your involvement in event breakdown is essential. It's not just about cleaning up; it's about caring for our shared space and ensuring we set the stage for future adventures. This collective effort enhances the site for the next event and strengthens our bonds as a community. We extend our

heartfelt gratitude to everyone who stays behind to help turn the page to our next chapter.

### **Cabin Cleaning Responsibilities**

As we wrap up our adventure weekend, we each have a role in ensuring we leave our shared spaces better than we found them. Treating our cabins with care reflects our respect for the community and our commitment to leaving a positive footprint. Here's how you can contribute to this essential aspect of our gathering:

- **Sweeping:** A clean floor sets the stage for the next adventure. Sweep away the remnants of our shared tales, leaving a tidy canvas for future stories.
- **Restoration:** Return bunks and mattresses to their original locations.
- **Trash Collection:** Gather and properly dispose of all trash in the dumpster.

To make things easier, please come prepared with your cleaning kit – a broom, dustpan, and trash bags. Before you depart, ask the breakdown coordinator to perform a last check on your cabin. If we need to step in to clean up, it will, unfortunately, result in the loss of XP for all cabin members. Let's work together to ensure that each cabin is a testament to our community's care and respect for the camp we love.

# **PART 3**

## **SETTING EXPECTATIONS**

# Setting Expectations

Myth is committed to creating an environment that nurtures safety, positivity, and a sense of belonging. Our goal is to foster a community where friendship and play thrive, supported by activities like barbecues, training days, and other communal events that strengthen camaraderie among our members.

Thoroughly reading, understanding, and adhering to Myth's Code of Conduct are essential for every participant. This document outlines the game's expectations and guidelines for all involved. Compliance with these rules is crucial; failure to do so may lead to course corrections, ensuring the well-being and enjoyment of all members.

We recognize and celebrate the diversity of our community, with members coming from varied cultural backgrounds and life experiences. This diversity enriches our game but also brings unique expectations. Therefore, we aim to establish clear guidelines to ensure a harmonious and inclusive experience.

## Rule #1 - Participation as a Privilege:

Engagement in Myth is a privilege, not an inherent right. We reserve the right to remove or ban individuals from our events whenever necessary. While we always aim to exercise sound judgment and fairness, we will not hesitate to take action against those who violate our rules or disrupt the community's harmony. Our priority is maintaining a safe and welcoming space for all who respect and contribute positively to our community.

## Community Values and Guidelines for Myth

The core of Myth lies in its dynamic community, built on a foundation of friendship, collaboration, and immersive gameplay. These guidelines are the cornerstone of our rulebook, as creating an enjoyable, safe, and inclusive environment is our top priority.

## Membership and Code of Conduct

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Upon joining Myth, you become important to a diverse and enriching community. Following our DRAGoN Code of Conduct isn't just encouraged – we expect it from

our members. Failure to adhere to these guidelines may cause penalties ranging from temporary suspensions to permanent bans. Let's make Myth rule with respect, unity, laughter, and excitement for all.

## DRAGoN Code of Conduct

This code serves as the moral compass for everyone involved in Myth, whether players, cast, or staff. It ensures that everyone has a positive gaming experience. DRAGoN stands for:

- **Duty:** Follow all real-world legal requirements.
- **Respect:** Always get explicit consent for actions that typically require permission and treat everyone respectfully.
- **Awareness:** Prioritize safety—avoid activities that could lead to harm.
- **Good Sportsmanship:** Maintain an immersive environment by staying in character, avoiding out-of-character disruptions, and using the game mechanics in good faith.
- **Non-Harassment:** Foster a respectful and harassment-free atmosphere; report any incidents of harassment immediately.

## Additional Guidelines

**Photography:** We ask you to refrain from taking photos with your phone during events to help us maintain the in-game atmosphere as much as possible.

**Language:** Use respectful language and avoid inappropriate comments and swearing.

## Recommended Behavior

- **Kindness:** Show courtesy, respect, and empathy.
- **In-Character Focus:** Limit out-of-character discussions to non-playtime or away from others to avoid detracting from their experience.
- **Inclusivity:** Welcome everyone, especially new players and anyone who may feel left out.

## Young Player Guidelines

Members must be at least 16 years old, and those between 16 and 17 will require parental permission to take part. We will verify the young adventurer's age and confirm approval and emergency contacts with parents via phone if the parent is not



present. You cannot participate as a minor without a signed and approved parental consent form.

### **Online Etiquette**

Online interactions should reflect the values of respect and inclusivity we appreciate and expect in our adventure weekends. While we strongly discourage harassment and disruptive negativity, we welcome constructive feedback about the Myth community or game. If you have concerns, we encourage you to voice them respectfully. We will not tolerate cyberbullying or invasion of privacy.

### **Reporting, Appeals, and Feedback**

For incidents of misconduct, appeals against unfair accusations, or feedback, get in touch with us at [support@mythlarp.com](mailto:support@mythlarp.com). Provide as much detail as possible for the most effective resolution.

### **Be Excellent to Each Other**

Our community thrives on positivity. Be kind and avoid unnecessary conflicts. Refrain from modern-day vulgarity during in-game disputes. If you witness harassment, inform the staff; if it involves a staff member, report it to a higher authority within the organization.

### **Designated Smoking Areas**

You may only smoke in designated areas. If unsure where those areas are, ask the staff, and always dispose of cigarette butts responsibly.

### **Disguise**

You must maintain the physical appearance of your character as defined by your skills. Avoid altering it with items like wigs or temporary elf ears unless your skills explicitly allow such changes.

### **First Aid**

We advise players and cast members to bring a basic first-aid kit, including band-aids, sunblock, and insect repellent. The Myth first-aid kit is for serious medical emergencies.

### **Forging Game Items**

Myth strictly prohibits the creation or use of counterfeit in-game items, including coins, potions, and Relics. If in doubt, consult the game staff rather than risk course correction.

### **Fostering Inclusivity and Friendship**

Myth is about collaborative storytelling. Involve others in your narratives to forge and strengthen friendships, ensuring no one feels like an outsider. Actively welcome new players, offering guidance and involving them in activities. This inclusion helps new members feel integrated and enriches everyone's experience.

### **Illegal Drugs & Alcohol**

Myth events strictly forbid the use or possession of non-medicinal drugs (legal or otherwise) and alcohol, even if you leave the site.

### **Lost and Found**

Turn in any found out-of-game items to Game Operations. We will dispose of any unclaimed items left after events, so please ensure you collect all your belongings.

### **Metagaming**

Metagaming involves using knowledge gained outside of the game within the game, and it's essential to know when it's not permissible. Here are specific instances when you should not use such knowledge:

- **New Character:** When playing a new character, you must not use any insights or information gained from your previous role. Treat each character's knowledge as separate and distinct.
- **Unconscious or Dead:** In situations where your character is roleplaying being unconscious or dead, remember that out-of-game, you're still present and may overhear or see things. Any information gained in this state is strictly out-of-game; you must not use or repeat it in-game.
- **Sleeping Safely:** If you are sleeping out-of-game, indicated by a glow stick above your bed, use nothing learned once you resume play.
- **Cast and Staff:** If you are part of the cast or staff, keeping the information

you've learned in these roles confidential is crucial. Please do not share this information with players, nor use it in any other role you play in the game.

### Player Versus Player (PVP)

Competition is a natural part of games, including Myth. Remember to treat your in-game rivals with out-of-game respect when vying for limited resources. We don't tolerate real-world vendettas or actions against other members. Check-in with your in-game adversaries out-of-game to maintain a respectful environment. Better yet, be sure they're ok with PvP before you start. We're all friends here and should treat each other as such.

### Stay in Character

Maximize your in-game experience by staying in character. This immersive approach enhances the experience for everyone.

## Course Corrections at Myth

At Myth, we're committed to fostering a community based on respect, understanding, and personal growth. When issues arise, our approach is centered on empathy and constructive resolution. Here's our process:

- **Verbal Warning:** A verbal reminder about game rules and policies is the first step for minor infractions. These warnings are recorded in your character profile. Accumulating several in a short period could lead to more serious consequences. We view these moments as opportunities for reflection and improvement.
- **Written Warning:** For more serious or persistent issues, a written warning is issued. This formal notice encourages a deeper understanding of the impact of one's actions on the community and the need for positive behavioral change.
- **Suspension:** In cases of significant infractions, a suspension from Myth events and activities may be necessary. The length of the suspension varies based on the infraction's severity. This period is an opportunity for introspection and commitment to better conduct.
- **Ban:** For the most serious offenses, a permanent ban may be considered. This drastic measure is taken only after thorough deliberation, focusing on the community's safety and integrity. It's a last resort, and we hope it's rarely needed.

### Managing Conflicts:

- **Community Advisor Involvement:** For each case, Myth's management team collaborates closely with our Community Advisor, ensuring all perspectives are heard and understood. This collaboration is crucial for fair and unbiased resolution.
- **Direct Approach:** If you're comfortable, try resolving the issue privately and respectfully with the individual. A calm, empathetic conversation often resolves misunderstandings.
- **Report to Staff:** If a direct approach isn't possible or effective, report the behavior to the Game Manager at events or via email at [support@mythlarp.com](mailto:support@mythlarp.com). We handle all reports confidentially and seriously.

We believe in giving individuals a chance to redeem themselves. Banning is a last resort, and we prefer to work towards rectifying

behaviors and misunderstandings. Remember, participation in Myth is a privilege, and maintaining a safe, inclusive environment is our top priority.

### **If You See Negative Behavior:**

- **Approach with Empathy:** If you witness concerning behavior, consider addressing it directly in a non-confrontational manner, if you feel safe to do so.
- **Seek Assistance:** If direct intervention isn't an option or if the situation doesn't improve, contact the Game Manager or email us. We take every report seriously and strive for prompt, fair resolution.

Our goal is always to uphold the spirit of Myth, ensuring a safe and enjoyable experience for all members of our community.

## **Where Do We Go From Here?**

Congratulations on completing your journey through the rulebook of Myth! You're now equipped with the knowledge and understanding required to create a character and dive into the exciting world of Hyraeth. But, this is just the beginning of a much larger adventure.

Your next step is to become part of our vibrant community. Join our official Facebook Page by searching for "Myth LARP" on Facebook. This page is your go-to source for the latest events, announcements, and discussions. It's a great place to meet fellow players, ask questions, and share your experiences.

Additionally, we highly encourage you to become a member of our Facebook "Mythgnomers" Group. You can find this group on Facebook by searching for "Mythgnomers." This community is an invaluable resource for tips, advice, and in-depth discussions about the game. It's a perfect spot to connect with other enthusiasts, learn from their experiences, and get inspired.

For real-time interaction and engagement with the Myth community, join our Discord channel. The link to our Discord can be found on our website's contact page at [www.mythlarp.com](http://www.mythlarp.com). Our Discord channel is an excellent platform for quick queries, live discussions, and building connections with the broader Myth family.

Remember, your journey in Myth is yours to craft. Whether it's honing your character, engaging in epic battles, or exploring intriguing storylines, every experience is a step towards creating lasting memories. Your adventure in the realm of Myth awaits, and we can't wait to see the legend you'll become.

Welcome to Myth! Your story begins here, and we are thrilled to have you with us. Let the adventure begin!

END

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