







LIVE THE ADVENTURE

# Rule Book

- Edition 6.1 -





# Acknowledgements page

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All the information you need to play Fantasy Quest is contained within this book, including how to create a character, safety regulations, rules of play and background history.

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# TABLE OF CONTENTS

<b>Acknowledgements page .....</b>	<b>i</b>
<b>IMPORTANT INFORMATION.....</b>	<b>ii</b>
<b>Introduction to Adventure .....</b>	<b>vi</b>
<b>About.....</b>	<b>1</b>
Fantasy Quest Mission Statement.....	1
What is Live-Action Role-Playing?.....	1
About Fantasy Quest.....	1
How Do I Begin?.....	1
What You'll Need to Play.....	2
Out of Game Areas.....	2
<b>Contact.....</b>	<b>2</b>
Mailing List and Phone Policy.....	2
Payment Policy.....	2
Preregistration.....	2
Cancellations.....	3
<b>The Game.....</b>	<b>3</b>
Spirit of the Game.....	3
On the Spot Clarifications.....	3
Check In.....	3
Cabins.....	4
Camping.....	4
Cheating.....	4
Keepers.....	4
Make History! Don't Be It!.....	4
Out-of-Game Chit Chat.....	5
Game Lore and Rules.....	5
Send Us Your Ideas.....	5
Starting Your Own Group.....	5
Awarding Points.....	5
Updating Character Skills.....	5
Out-Of-Game.....	5
<b>Legal.....</b>	<b>6</b>
Destruction of Property.....	6
Don't Try This At Home.....	6
Drugs, Alcohol and Smoking.....	6
Fire and Light Sources.....	6
Release from Liability.....	6
Lost and Found.....	6
Modern Laws.....	6
Minors/Parental Consent.....	6
Props Donation.....	7
Real Weapons.....	7
Emergencies.....	7
Stealing.....	7
Weather.....	7
Merchant Policy.....	7
<b>Character Creation.....</b>	<b>8</b>
Choosing Your Race.....	8
Choosing Your Class.....	8
Selecting Your Skills.....	8
Choosing a Nationality.....	8
Starting Money and Equipment.....	8
Costuming.....	8
Background.....	8
Role Playing.....	10
Role Playing Traits.....	11
<b>Character Races.....</b>	<b>12</b>

<b>Dwarves.....</b>	<b>12</b>
<b>Elves.....</b>	<b>12</b>
<b>Humans.....</b>	<b>13</b>
<b>Orgreth.....</b>	<b>13</b>
<b>Half Races.....</b>	<b>14</b>
Half Dwarves.....	14
Half Elves.....	14
Half Orgreth.....	14
<b>Character Classes.....</b>	<b>15</b>
<b>Fighting Classes.....</b>	<b>15</b>
Holy Warrior.....	15
Ranger.....	15
Warrior.....	16
Arcane Warrior.....	16
Mystic Warrior.....	16
Bounty Hunter.....	16
<b>Spell Casting Classes.....</b>	<b>16</b>
Cleric.....	16
Druid.....	16
Mystic.....	17
Sorcerer.....	17
Warlock.....	17
<b>Stealth Classes.....</b>	<b>17</b>
Assassin.....	17
Rogue.....	17
Bard.....	18
Brigand.....	18
<b>Changing Your Character.....</b>	<b>19</b>
Changing Your Class.....	19
<b>Skills.....</b>	<b>20</b>
Skill Acquisition.....	20
Skill Instruction.....	20
Using Skills.....	20
Level Advancement.....	20
Losing Skills.....	20
<b>Level Advancement Chart.....</b>	<b>20</b>
<b>Fighting Skills Chart.....</b>	<b>21</b>
<b>Weapons Skills Chart.....</b>	<b>22</b>
<b>Magical Skills Chart.....</b>	<b>23</b>
<b>Stealth Skills Chart.....</b>	<b>24</b>
<b>General Skills Chart.....</b>	<b>25</b>
<b>Skill Descriptions.....</b>	<b>26</b>
<b>Fighting Skills.....</b>	<b>26</b>
<b>Weapon Skills.....</b>	<b>27</b>
<b>Magical Skills.....</b>	<b>28</b>
<b>Stealth Skills.....</b>	<b>29</b>
<b>General Skills.....</b>	<b>31</b>

<b>Safety and Combat.....</b>	<b>33</b>	Funeral and Final Modules .....	50
<b>Safety.....</b>	<b>33</b>	Volgen .....	50
Courtesy.....	33	<b>Magic.....</b>	<b>51</b>
Command Words.....	33	<b>Spell Types .....</b>	<b>51</b>
Running at Night.....	34	Level Based .....	51
Injuries .....	34	Packet Based .....	51
Yellow Arm Bands.....	34	Auto-Affect Spells.....	51
Common Sense .....	34	<b>Casting Spells.....</b>	<b>51</b>
<b>Combat.....</b>	<b>34</b>	Resistance.....	52
Combat Safety .....	35	Clarifying Spell Effects .....	52
Weapons.....	35	In-game and Out-of-game .....	52
Unsafe Weapons .....	36	Duration and Distance .....	52
Calibration.....	36	Disrupting Spells .....	52
Strength of Blows & Troll-Skinning .....	36	Spells After Death .....	53
Combat in Darkness .....	37	<b>Spell Packets.....</b>	<b>53</b>
Damage Progression .....	37	<b>Schools of Magic .....</b>	<b>53</b>
Parrying .....	37	The Arcane Arts .....	53
Special Skills .....	37	The Dark Arts.....	53
Conflict Resolution.....	37	Divine Magic.....	53
Fighting with Friends .....	38	Elementalism .....	54
Reporting Misconduct.....	38	Mysticism.....	54
<b>Special Attacks by Monsters .....</b>	<b>38</b>	<b>Spell Costs.....</b>	<b>54</b>
Acid.....	38	<b>Alchemy.....</b>	<b>55</b>
Blindness.....	38	<b>Scroll Craft.....</b>	<b>55</b>
Fire Breath.....	38	Scroll and Potion Use .....	56
Level Drain .....	39	<b>Spell Craft.....</b>	<b>56</b>
Paralyze.....	39	<b>Potion Craft .....</b>	<b>56</b>
Phasing.....	39	<b>Spell List Level 1-5.....</b>	<b>57</b>
Spell Effect.....	39	<b>Spell List Level 6-9.....</b>	<b>58</b>
Sticks and Stones .....	39	<b>Spells .....</b>	<b>59</b>
<b>Role-Playing.....</b>	<b>40</b>	<b>Terminology .....</b>	<b>59</b>
<b>Intelligent Role-Playing.....</b>	<b>40</b>	Notes on Mass Affect Spells .....	59
<b>Effects of Alcohol.....</b>	<b>40</b>	<b>Spell Descriptions.....</b>	<b>59</b>
<b>Staying in Character.....</b>	<b>41</b>	<b>Stealth .....</b>	<b>78</b>
<b>Armor.....</b>	<b>42</b>	<b>Locks and Lock Picking.....</b>	<b>78</b>
<b>Armor Restriction by Class.....</b>	<b>42</b>	Picks.....	78
<b>Armor Classification .....</b>	<b>43</b>	Keys.....	78
<b>Extra Armor .....</b>	<b>43</b>	Types of Keys .....	79
<b>Racial Armor and Weapon Restrictions .....</b>	<b>43</b>	Physical Locks .....	79
<b>Weapon Construction.....</b>	<b>44</b>	Magical Locks.....	79
Unsafe Weapons .....	44	Other Locks.....	79
Weapon Guidelines.....	44	Role-Playing Lock Picking.....	79
<b>Constructing a Safe Weapon .....</b>	<b>45</b>	<b>Time to Pick a Lock .....</b>	<b>79</b>
What you Need .....	45	Determining Lock Level .....	79
What To Do.....	45	<b>Traps .....</b>	<b>79</b>
<b>Weapon Specifications.....</b>	<b>47</b>	Trap Construction.....	80
<b>Life Points.....</b>	<b>48</b>	Setting Traps.....	80
<b>Life Points.....</b>	<b>48</b>	Disarming a Trap.....	80
<b>Death and Dying.....</b>	<b>49</b>	Avoiding Traps.....	81
Final Strike .....	49	Offensive Use of Traps .....	81
Death.....	49	<b>Poisons.....</b>	<b>81</b>
Memory.....	49	Making Poisons .....	81
Spirits.....	49	Detecting Poison.....	81
Ending It All .....	49	Blade Poison.....	81
Final Death .....	49	Contact Poison.....	82
Being Prepared for the End .....	50		

Ingestive Poison .....	82	Searching In-Game .....	96
Poison Costs .....	82	<b>A Brief History .....</b>	<b>97</b>
Poison Tags or Stickers .....	82	<b>The March of Eastguard .....</b>	<b>97</b>
Poison Damage .....	82	The Demesne of Stonewatch .....	97
Combat Contact .....	83	Stonewatch After "The Miracle" .....	97
Death by Poison .....	83	The Town of Stonewatch .....	97
Resisting Poisons .....	83	<b>Recent History of Eastguard &amp; Stonewatch ....</b>	<b>98</b>
Specialty Poisons .....	83	<b>The Pit .....</b>	<b>99</b>
Poison Longevity .....	83	<b>Greatlands Chronology .....</b>	<b>101</b>
<b>Religion at Fantasy Quest .....</b>	<b>84</b>	<b>Travel in Greatlands .....</b>	<b>102</b>
<b>The Pantheon .....</b>	<b>84</b>	Travel Time .....	102
Avagon .....	84	Travel Costs .....	102
Brodinn .....	85	Messengers .....	102
Caymlyn .....	85	<b>The Cast .....</b>	<b>103</b>
Danubu .....	86	Who are the cast? .....	103
Etyana .....	86	Group Leaders .....	103
Gheldann .....	87	Joining the Cast .....	103
Kandrell .....	87	Safety .....	103
Kyrriden .....	88	Black & White .....	103
Nivlac .....	88	Cast-vs.-Cast .....	104
Peryn .....	88	(Exceptions to the rule) .....	104
Undathos .....	89	Fudging It! .....	104
Voe .....	90	Playing to Win .....	104
Volgen .....	90	And the Winner is... ..	104
Pan-Deific Clerics .....	91	How to Have the Most Fun .....	104
Overview .....	91	Respect .....	104
Religious Structure and Clerical Hierarchy .....	91	Organization and Cleanliness .....	104
Evolution of Religion, from Ancient Times to the		Cheating .....	105
Present .....	91	Playing Personal Characters .....	105
"Seminary Prime" and the Local High Priest .....	91	"Out of Game Chit-Chat" .....	105
Sect Leadership .....	92	Points for PC's .....	105
The Local Sanctuary .....	92	Role-Playing .....	105
Exclusions .....	92	Costuming .....	105
<b>Life in Eastguard .....</b>	<b>93</b>	Changing Your Appearance .....	105
<b>Common Terms .....</b>	<b>95</b>	<b>Glossary .....</b>	<b>106</b>
Calendar of Eastguard .....	95	<b>Wild Card Points System .....</b>	<b>108</b>
Currency in Eastguard .....	95	<b>Index .....</b>	<b>109</b>
<b>Common Knowledge .....</b>	<b>95</b>		
Law in Eastguard .....	95		
Crimes .....	95		
Punishments .....	96		
In-Game Stealing .....	96		



# Introduction to Adventure



shadow broke away from the tree line and headed toward the small trading town of Stonewatch. Not one of the watchmen on guard had seen the wraith-like figure approach. A dull thud and muffled cry were the only evidence that the thief had made it into the town.

This was Rook, and his mission was not going to be easy. After all, this was Stonewatch. Made famous by the “Miracle” which ended the great Barbarian War, the town had since become haven to many hearty adventurers. That meant no easy pickings. Still, the challenge of finding the fabled Sword of Fallen Stars was enough to peak any good Rogue’s interest.

The town seemed strangely quiet this night, but light laughter could be heard coming from the tavern. Rook, moving even more cautiously, crept to the window and peered inside. Several patrons were busy getting to the bottom of their ale mugs. A bard, knowledgeable in the ways of lore, was telling a humorous story of Lord Balin and the troll. This bard would know of his quarry and he had every intention of speaking to her.

Fortune was indeed smiling upon him, for the bard was too eager to tell all. Silver can do that to people. Learning that the sword could be found in the library of a local noble’s manor house, Rook set out, determined to get it over with.

Thinking it wise to not be seen, he kept to the shadows. The manor house was easily found just outside of town and the rogue took the time to study his surroundings. Something was moving through the woods to his left and he unsheathed his sword. Moments later a couple of foul orcs broke into a clearing up ahead and stopped to look around.

Rook circled around them, trying to avoid confrontation. Bad choice! As he crossed through the thicket he saw that the orcs had another friend. This orc was bigger and obviously, the leader. Armed with a crude axe, it rushed to the attack. The rogue was quick and sidestepped the clumsy creature and before it could turn around, he struck and silenced the ugly orc.

Not waiting for the other two, he moved to finish his quest. The door to the manor house was locked, but proved no challenge to the crafty thief. Once inside, Rook began to search for the library. A set of double doors at the end of a long corridor seemed the obvious choice. Foolishly, he opened the doors without heed. Only realizing his mistake as the trap he set off launched a crossbow bolt that struck him in the arm.

Unswayed, Rook looked around the room. Many books and antiques lined the walls and a slightly musty smell revealed that the room had not been in use for some time. What little light came through the windows revealed several great swords hung in their cases, each clearly labeled. The one marked with a picture of a falling star was empty. Rook silently cursed and searched for evidence as to the sword’s whereabouts.

A book, resting nearby, told of the nobleman’s search for the sword. It seemed the sword had not yet made it to the lord’s trophy case. The script also outlined some interesting research on its location, including a cryptic map written in some strange language. Nothing was ever easy, thought Rook as he tucked the book into his pack and turned to leave.

Though his quest was not over, he felt the night a success. Tomorrow he would continue along the path fate had set for him, but that is another story.

## Welcome to Fantasy Quest.

## Live the Adventure!

## About

### Fantasy Quest Mission Statement

Fantasy Quest is a “living theater” game that was established in 1993 by a team of medieval-fantasy enthusiasts with experience in a wide variety of theater and role-playing games. Our goal is to provide a live-action role-playing game unparalleled by any other. Fantasy Quest was developed in the spirit of friendship, fun, and adventure.

We are dedicated to providing a unique form of dramatic entertainment done in the classic medieval fantasy style. The game system was developed with a focus more on role-playing than hack and slash combat. Fantasy Quest tries to create as realistic a setting as possible in a world where magic is commonplace and creatures of myth and legend are brought to life. Our commitment is to offer a fair and safe environment that challenges one’s creativity and enhances the imagination.

### What is Live-Action Role-Playing?

Live-action role-playing (LARP) is best explained as improvisational drama, or acting without a script. At Fantasy Quest, we give you a setting (the camp where we play), story line (plots and things for you to do), and a reason for your character (the part you are playing) to exist.

This “character” is a role that you will easily create and develop. You dictate your own personality and goals, as well as behave and dress as you imagine your character would. You define your character’s background history and ambitions. You may decide to play the part of an adventuring swordsman, a spell casting sorceress, or perhaps, you will choose a more passive role such as a merchant, scribe, or townspeople. The possibilities are as limitless as your imagination.

Once your character has been created, you then progress through a live, theater-like setting supported by a multitude of props and a supporting cast of characters. Here you interact improvisationally, with numerous others who are also playing their characters, all without preset lines.

Unlike the traditional “sit-down” role-playing games, in Fantasy Quest you actually have to perform the tasks you want your character to do. Acting and speaking the way you perceive your character would. The trick here is to keep it within the medieval frame of mind.

## About Fantasy Quest

Fantasy Quest, or FQ as it is often called, focuses storylines on character backgrounds or histories that players submit to us. Event participation is usually kept small so that everyone gets involved. This makes FQ precisely what role-players are looking for.

Fantasy Quest has a variety of character classes and races that give players a wide variety of character types to choose from.

Our combat system is easily understood. All weapons do one point of damage so it is unnecessary to call out numbers during combat as is done in some other LARP games. The magic system consists of five schools of magic with a large selection of easy-to-learn spells that would certainly appeal to the magician in anyone.

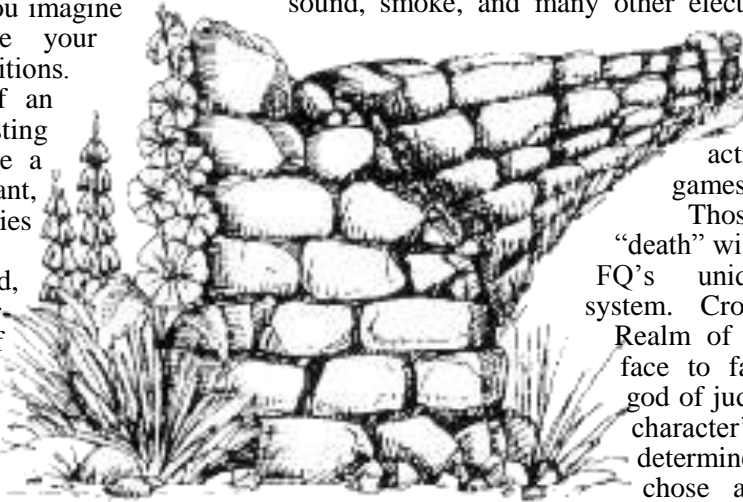
Fantasy Quest puts a great deal of emphasis on role-playing, and awards skill points (experience) by how well you act, instead of how many creatures and players you slay at an event. This system helps eliminate “PC bashing” (bumping off player characters for Skill Points) as well as giving you the choice, without penalty, of slaying monsters or avoiding them.

Not surprisingly, the townspeople are interesting to role-play with. Townsfolk are commoners and merchants who tend to be helpful, rather than murderous plot devices (but, you never know...). A talented and dedicated cast of characters who are just “dying” to entertain you supports the town setting.

As an adventurer in Stonewatch you will encounter, and perhaps battle, many different types of creatures (with safe “boffer” swords), all of whom are in costume and wearing high quality masks (when necessary) rather than “cheesy” makeup jobs. FQ’s setting seems to come to life with the use of superior props, special lighting, sound, smoke, and many other electronic, visual, and

audio effects, setting Fantasy Quest apart from other live-action role-playing games.

Those who do face “death” will be captivated by FQ’s unique resurrection system. Cross over to the Realm of Spirits and stand face to face with Volgen, god of judgment. Here your character’s destiny is determined when you chose a card from the Deck of Fate.



### How Do I Begin?

To begin playing Fantasy Quest there are some things you are required to do.

- It is a mandatory that you download and read this rulebook. It helps immensely when everyone knows the rules and abides by them.
- You will have to supply your own costume.
- You must also supply any weapons that your character uses. All weapons must be approved before being allowed in play. Included in this book are instructions on how to construct a safe “boffer” weapon.
- Lastly, you must sign a legal release stating that you have read the rules of the game and understand that you are playing at your own risk. The game is made as safe as possible, but we still have to rely on the participants’ cooperation.

## What You’ll Need to Play

Here are a few suggestions on what you should bring to a Fantasy Quest Weekend:

- Game “boffer” weapons (if your character uses weapons).
- Costume!! How could you forget that?! Medieval style please, NO JEANS!
- Pillow and warm sleeping bag.
- Personal hygiene equipment (tooth-brush, toothpaste, towels, soap, shampoo, shower shoes). The camp has indoor showers available to keep you clean after a hard day of adventure. (P.U., Please do!)
- Extra socks, boots, shoes (PLEASE NO WHITE SNEAKERS!)
- Extra warm and dry clothing. Be prepared for rain or cool weather, especially at night.
- Spell packets (if you’re going to be a spell caster).
- Weapon repair kit (duct tape, two inch thick open-cell foam, scissors, etc.).
- Cabin props! Make your cabin look like your adventuring party’s home! It helps you and your group to stay in character and enjoy yourself more.
- Flashlight (for cabin use only!).
- Glowsticks or Candle lantern.
  - No White Lights
  - Diffused colored lights are fine
  - Colored LED glow sticks (non-flashing) are allowed
- Snacks, meals and a cooler to hold all your goodies in.
- Trash bags – we have to keep the camp clean.
- Paper, pen or pencils to scratch off spells and skills, record information, etc.
- Bard in the box (a tape/CD player). Tape/CD players cannot play modern-day music during game time. Only medieval or renaissance music is allowed.
- Insect Repellent. Keep those nasty ticks off.
- First aid kit. Band-Aids, ace bandages, aspirin, etc.

## Out of Game Areas

Some areas at events are un-playable or “Out of Game”. These include the bathrooms, the parking lot, the Cast sleeping quarters, the kitchen and the Plot cabin.

There are also boundaries at the events, such as the end of camp property, which we all must stay within.

Avoid residential areas and roads close to the camp property.

## Contact

### Mailing List and Phone Policy

Fantasy Quest will not furnish addresses or telephone numbers to anyone, without express permission. You may send letters to us (SASE) and we will forward these to the appropriate person(s).

All submitted information on your player information sheet will be held in the strictest of confidence and will not be made available without your express permission.



For more information and to find out the Fantasy Quest event schedule email or write to us:

[fqgeneral@fantasyquest.org](mailto:fqgeneral@fantasyquest.org)

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CT 06410

## Payment Policy

There are three options for payment

- Online at our website (via PayPal)
- Check or Money Order
- Cash at the door

Please make all checks or money orders payable to *Fantasy Quest*. There will be a \$20 fee for any returned checks. Failure to make amends with a bad check will result in the individual being unable to play Fantasy Quest until corrected and or legal prosecution. Continual bouncing of checks (2 or more) will result in a “Cash Only”, basis for that particular individual (money orders and bank checks are fine too).

Participants that only come for a partial event must still pay for the entire event. There may be a chance for those who only attend half the event to receive a partial refund.

## Preregistration

Preregistration helps us to determine how much food to supply and who to center plots on. Event

participation is limited. Events can fill up quickly. Preregistration is sorted by the postmarked date on the envelope you send us. This makes it fair for all to determine who makes it into an event and who does not. You will be contacted by phone or e-mail if you do not make it into an event. You have the option of applying your payment to the next event and NPCing the event that you did not make it into. The best way to preregister is to use the website to sign up for an event.

## Cancellations

Fantasy Quest requests you provide a week and a half (10 days) notice of cancellation in order to receive a full refund of your preregistration fee. This allows us the opportunity to sell your reservation to another player who would like to attend the event. If you provide less than a week and a half (10 days), Fantasy Quest may keep all or part of your preregistration fee to cover administrative costs incurred for the preparation of your arrival. In order to be eligible for a 50% refund of your preregistration fee, Fantasy Quest requires that you contact the individual in charge of preregistration (see the newsletter and/or website), no later than the Wednesday 9:00 p.m. before any event. Non-attendance without notification is an **automatic forfeit** of your preregistration fee.

## The Game

### Spirit of the Game

The Spirit of the Game has a few meanings at Fantasy Quest. Typically, it can be summed up with what was the intention of the effect, rule, or on the spot call.

FQ is an entire world with many things happening all at once. There will be times when it will appear that from one interaction to the next, or even a stated rule in the rulebook is being contradicted. Often there are things going on in the world that people (the players) are unaware of. In each moment consider these discrepancies to be the way the world works; at that moment. We encourage you to bring any issues up to a Player Rep, Staff, or Keeper. We still want to know about them in case there is an issue.

Many of the rules have grey areas. We ask, that you ask yourself, what was the intention of this rule. This helps to

minimize rules lawyering and keep the game flowing.

If there is an issue, we ask that you bring it up when there is a pause to do so, such as after the combat, module. This helps to minimize the OOG interaction and exposure to other players.

If you need a clarification or an immediate response to continue, then do your best to ask in a way that least interrupts the others around you.

At each game, we want everyone, the Staff included, to have a good time and play fair.

## On the Spot Clarifications

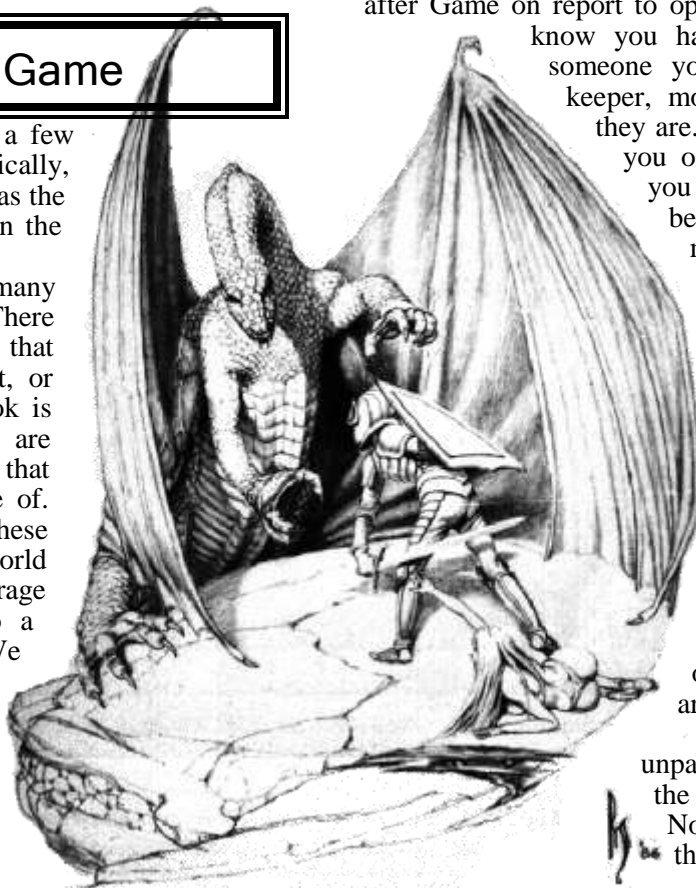
There are times in the game where an on the spot call is needed. When these occur, that is the ruling and that is how things worked in the world at that instant. It is possible that the clarification may contradict the rules. We do are best to keep our entire Staff informed of all the rules, but we are still all human. After an On the Spot Clarification it may later be clarified how the rule is officially interpreted from then on. This will not change the On the Spot Clarification that was made. Only a Keeper should make an on the Spot Clarification.

## Check In

The first thing you must do when you arrive at an event is go to check in. Depending upon when you arrive, it is hard to say where a keeper will be. If it is after Game on report to operations (Ops) and let them know you have arrived. Otherwise ask someone you see to direct you to a keeper, most players will know who they are. They will be able to direct you on what to do next, and let you know what cabin you have been assigned to. Next, you may unpack your vehicle (check to see appropriate places to drive your vehicle first). If you don't have an assigned cabin, you will then be given sleeping quarters based on your group's size.

Check in for the game usually starts between 6-630, and runs until about 9. You may also check in after Midnight on Friday or whenever you arrive after that.

When you are done unpacking, take your vehicle to the assigned parking area(s). No vehicles will be allowed in the "in-game" area after 9



P.M. Friday through 12:30 P.M. Sunday. This rule is, of course, exempt if there is an emergency situation.

You can then go back to Ops to get your character card or create your character (whatever the case may be), get your weapons safety-checked, armor evaluated, etc.

There is usually an opening meeting for everyone at 9:00 P.M. on Friday. New players must go to an orientation that generally gets underway around 8:00 P.M. Enjoy your weekend! That's all there is to it!

## Cabins

When you register for an event, you will be assigned a sleeping cabin. Your cabin is your home when you are at an event. Every member of a cabin is responsible for keeping it clean. Keeping your cabin clean helps us to escape the reminder of waste and litter of the mundane world and keeps up our up our relationship with the camp.

After an event, if your cabin is left a mess, each member of the cabin will be charged a \$5 fee. Remember, it is not our camp, we are only guests there and as such we must respect the property of the camp and keep it clean.

Yes, your cabin is "in-game" 24 hours a day! This means others can enter and pilfer in-game items at any time. If you must sleep "out-of-game" you must have a visible sign saying "Out -of-game" and check in at Ops, so you will not be attacked in your sleep. If your cabin is attacked or robbed while you are sleeping "out-of-game" you cannot suddenly come back into game to help your friends or to see who is robbing the cabin, nor can you hide in-game items on you if you are not in play.

The only sections of your cabin that will be "out-of-game" are the area under your bunk and one corner of the cabin that has been marked with an "out-of-game" sign.

If you are searching a cabin for goodies, you should always stay away from these "out-of-game" areas. Please use your judgment wisely when taking things that may seem "in-game" (see the sections on in-game (96) and out of game stealing (7)).

Above everything else please help us keep the camp clean. It is not our camp, we are privileged to use it and want to maintain good relations with the camp directors. Pick up any litter, whether it is yours or not. Also respect the camp's belongings and property.

## Camping

Camping is only allowed in approved camping locations. Before pitching your tent check with Ops on suitable areas. Campsites will be subject to the same rules of conduct and cleanliness as with cabins. Also, be sure to obey our rules on campfires.

## Cheating

Fantasy Quest is highly based on the honor system. This is the only way a game such as this will work, so we must all accept what happens. If you are unsure of something, like how many points of damage you took during a combat, talk it out with your opponent. The verdict should almost always be in favor of the person in question. Any problems with someone and how they have been playing should be addressed to a Keeper.

We have tried to create as many ways as possible to reduce cheating, but it's always possible to find loopholes or twist the rules, so please be honorable and play by the way these rules were intended. In the event that a situation arises that is not covered by the rules, a Keeper will make the decision.

Anyone caught cheating will be dealt with severely. The discipline for cheating will vary depending on the type and number of offenses, from being put in the stocks and labeled with a sign, to suspension, or even expulsion from FQ.

## Keepers

The game marshals at Fantasy Quest are called Keepers. These people are well versed in the rules and have the authority to make judgment calls in the case of conflict. Any problems or emergencies should be addressed to a Keeper. Be sure to know who the Keepers are.

## Make History! Don't Be It!

You may receive skill points for submitting a character history. We would prefer all histories be typed. If this is not possible, then please write very neatly. The length of the history should be somewhat

brief. It can be handed in before a game or e-mailed to the staff ( [fqcharacters@fantasyquest.org](mailto:fqcharacters@fantasyquest.org) )

## Out-of-Game Chit Chat

If your character tells another character something “in-game” then that’s fine. If you are not in-character (out-of-game), and tell someone something (that is in-game), they may turn around and use that information “in-game”. They may have never had the intention of doing this; they just let the information slip out by accident. This is called “metagaming” and is not allowed.

In order to prevent metagaming, the following is the policy of Fantasy Quest: If you talk about something “out-of-game” at any time (before, during, or after game play) you are therefore talking about it “in-game”. This includes, but is not limited to, writing letters, sending E-mail, or talking to friends on the phone.

## Game Lore and Rules

It is mandatory that every participant have a copy of the Rulebook prior to playing Fantasy Quest. This ensures that everyone knows and understands the rules of play. Copying of this book is strictly forbidden.

Occasionally, Fantasy Quest may modify or change the rules of play.

## Send Us Your Ideas

We will gladly accept your gaming ideas! Any and all plot ideas, setting suggestions, props, safety concerns, weapons ideas, bettering or new rules, etc. Your ideas will help to make our game evolve better for everyone.

## Starting Your Own Group

New groups and guilds are always forming at Fantasy Quest. If you’ve got a bunch of friends, get them all together and create an “in-game” organization. Fantasy Quest encourages you to start new guilds, even if one of the same type already exists! Give us a call and we will let you know how and where your group can fit in. If you are not a guild or organization, it may be wise to still give your group a name so that everyone, including the plot team, can identify you.

## Awarding Points

To advance your character in ways of skill, FQ rewards players after each event with skill points. These points are awarded on how well someone played their roles, tasks they have accomplished, staying in character,

creativity, etc. The following is a list of some different ways FQ awards points:

- **Achievement:** For accomplishing special goals set by Fantasy Quest you can receive Skill Point awards. This may be something as simple as discovering a lost treasure or as complex as decoding the perplexing riddle that leads you to the Sword of the Lost King which is the only thing that can stop the ferocious two-headed troll that has kidnapped the Margrave’s favorite horse, Buttercup.
- **Blanket:** All players who attend a weekend event will receive a “blanket”. This blanket represents Skill Points awarded for attending the event and attempting to role-play. This will also cover role-playing we might not have seen.
- **Costuming:** FQ may award points for costuming. Costuming is an essential part in helping you role-play your character.
- **Role-Playing:** Fantasy Quest rewards outstanding role-playing. If you role-play well, you may get noticed by our cast members. They in turn will add your name to a sheet in the Plot Cabin/Operations so you can be properly outstanding role-playing done by the cast as well.
- **Wildcard Points:** We are almost always in need of help to set up and break down before and after an event (mostly afterward as the camp requests that everything is left exactly the way we found it). We reward those who help us with Wildcard Points which can be redeemed for various things including Skill Points. Please remember to have a Keeper sign you in and out on the Wildcard sign-up sheet in order to receive your points!

## Updating Character Skills

In order to speed check-in, it is required that all players update their characters before events. You cannot update at an event, but we are working on this as a future option. Updating can be done in one of two ways, by phone or by mail. In either event calls or mail must be received no later than three (3) days before an event, usually a Tuesday.

If you plan on updating, be sure that you have the proper instruct cards to do so. Please try to keep phone calls to a minimum and have your skill choices ready. Skill Point awards are usually available one week after an event.

## Out-Of-Game

Everyone has a story to tell or questions to ask. We, the Keepers, are here to listen, but please try to keep conversations to a minimum. We have a lot to accomplish during an event. We may be in a hurry to get something done and can’t be tied up chatting with everyone. Please stay in character and refrain from talking out-of-game. If you must speak with a Keeper and it’s not an emergency (any safety problem is, by



definition, an emergency!), please ask first if that person is busy. If so, then make arrangements to meet later.

## Legal

See also Important Information pg. ii

## Destruction of Property

The willful destruction of Fantasy Quest or camp property will result in the offender(s) replacing the damaged merchandise or paying the cost to fix it. Failure to replace damaged merchandise will result in suspension from the Fantasy Quest game system until proper recompense has been made. Legal action may be taken if the offense warrants it.

## Don't Try This At Home

Some NPCs have "rehearsed" special "fight scenes" in which some physical contact is being made. Players should not do this sort of acting. PCs must use their weapons for any physical contact.

## Drugs, Alcohol and Smoking

Illegal substances/drugs or alcohols of any kind are forbidden. Players caught with either during an event will be expelled immediately; up to and including permanent expulsion.

Smoking: By law, smoking is not allowed inside any of the structures on site. Please do not throw cigarette butts on the ground. This is considered littering and is disrespectful to us, as well as to the camp. Buckets filled with sand have been placed in designated areas. These areas are still in-game.

## Fire and Light Sources

Fire can be very dangerous if misused. It can cause damage of property or woodland as well as to one's self and others. Listed below are the areas in the game where fire is allowed and what types of lighting you can use.

In Cabin: Candles and oil lamps are allowed so long as open flames are extinguished before leaving the cabin. Please place something underneath candles to catch wax. Oil lamps should be placed safely out of the way. Any electrical lighting used in the cabin should be diffused. Bright white light takes away from the atmosphere Fantasy Quest tries to create.

Outdoors: Stationary torches (Tiki torches) can be used for effect but cannot be carried from place to place while they are lit unless supervised by a Keeper. There

is no combat allowed within twenty (20) feet of a lit torch or campfire.

A Keeper must approve all campfire locations. Campfires must have a bucket of water or sand close by to extinguish the flames. Fires must be 100% out before leaving them unattended.

Carried light sources: Only candle lanterns, glowsticks (the 'light' spell), or a Fantasy Quest approved light source may be carried. There are to be no flashlights during game time. They are too distracting and anachronistic. White light must be diffused with red or amber lenses (we may have some gels available if needed).

## Release from Liability

Once per playing season (Spring and Fall), everyone who participates in FQ (players, staff and directors alike) must sign a release from liability. This is a legal and binding agreement between you and FQ, just like any other contract. Treat it accordingly! Take the time to read the release and understand what it is you're agreeing to. When you sign it, you are agreeing to all its provisions and cannot later claim that you were unaware of its contents. The contents of the release may change as required, but generally you agree to:

- Abide by all safety regulations.
- Notify us of any impairment, which might affect your safety
- Not engage in illegal activities.
- Not bring alcohol or illicit drugs to an event.
- Understand the risks involved in participation.

This list is not exhaustive! Be sure to read the release each time you sign it, so that you know what it covers.

## Lost and Found

Items found should be turned in at the Operations/Plot building where the rightful owners may claim them. *Fantasy Quest is not responsible for lost or stolen articles.*

## Modern Laws

Modern day laws are still very effective in our game. Breaking laws such as sexual harassment, theft, vandalism, discrimination, assault, etc., will not be tolerated, and may result in suspension or even expulsion from the Fantasy Quest game system as well as having to deal with the local constable.

## Minors/Parental Consent

Minors under the age of 16 are not allowed to participate in FQ events. Minors, ages 16 & 17, must



have written parental consent in order to attend a Fantasy Quest event. They must also show proof of age along with the phone number of their parents.

Parental Consent forms are only required once per season. Minors who falsify documents concerning their age or parental permission (forging your parent's signature) will be banned from participating in FQ entirely. *Fantasy Quest will not be held liable for minors that have forged their parent's signatures.*

## Props Donation

Properties or "Props" are always happily accepted to help to improve the game's atmosphere. Props donated to the game become the property of Fantasy Quest Productions Inc. You can drop props off at an event.

While we appreciate donated props we have limited storage space, so you may want to contact us first, to see if we can use it and/or store it.

There is always a risk of props being broken, stolen, or lost and as such, *Fantasy Quest will not be held responsible for any personal props or those "lent" temporarily.*

## Real Weapons

Live steel or real weapons are **NOT allowed** at Fantasy Quest. Violation of this rule will result in expulsion from the game, permanently! Nearly everyone enjoys real swords and weaponry, but they are very dangerous. Please keep these items at home. Folding knives and utility knives will be allowed on site for practical purposes and they are considered to be out-of-game.

## Emergencies

In the rare event that someone gets injured, it is important to get immediate medical attention for that individual. Find a Keeper or go to the Plot Cabin to get help. Please don't move an injured party without first consulting these experienced medical personnel. Those with medical training are announced at each opening meeting.

## Stealing

Stealing for real: Taking any item that does not belong to you is obviously stealing and is against the law. This pertains to the theft of other people's in or out-of-game belongings or of any item that belongs to Fantasy Quest. Anyone caught stealing will be expelled from the game and tried to the fullest extent of the law.

## Weather

Fantasy Quest will be played rain or shine. Unless some huge weather disaster stops us, the game will run as scheduled, so it is best to come prepared for any weather.

## Merchant Policy

Fantasy Quest does have a policy governing the sale of any items at events. The policy may differ in each case, so speak with a keeper before bringing your goods to the events.



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# Character Creation

This section will help you create your Fantasy Quest character. There are several decisions you will have to make. Consider each thoroughly and decide what will be best for you. Most of what you find here is to be used simply as guidelines to help you create a personality and profession that you yourself can further define. For instance, no two warriors are alike and can be played a variety of ways, so long as you follow the rules.

A character may be re-created after its initial creation. Prior to playing their third event *new players* can alter their character (between events) with no penalty. *Non-new players* may re-create their character only after the first event. This gives new players 2 events, to try different skills and or classes, and experienced players 1 event, before needing to determine the characters race, class, and skills.

You always have the choice of beginning a new character and retaining the old one to be played at separate times. No player will be permitted to play more than one character at an event, unless otherwise approved by the FQ staff.

## Choosing Your Race

This is very important. Please read the section on playable character races to be sure the character you have in mind is appropriate for that race. For example: Orgreth are known as a warrior race and tend not to be spell casters. Their honor may steer them away from being assassins (however, there are always exceptions).

## Choosing Your Class

You have 15 classes to choose from, and once you choose, it will determine much of that character's abilities. When deciding upon a character's class, do not let the name of the class limit you as to the character type. For example: A bard can be a lore master, a gypsy, or just a jack-of-all-trades. Just because he is a bard does not mean he has to be an entertainer.

## Selecting Your Skills

Each new player starts the game with ninety (90) skill points to purchase skills for their character.

## Choosing a Nationality

If you really want to round out your character, choose a nationality. The game setting takes place on the continent of Greatlands in the March or Eastguard. Most characters are native to Eastguard, but for some reason,

your character may have come from another part of Greatlands.

Many areas are briefly described in this book, but more in depth information can be found in the *Player's Guide*, a supplement to the *Game Lore*.

Choosing a nationality may help define your character. Remember, characters from other countries may speak with a different accent, dress differently, and/or have alternate views on life. For instance, a Holy Warrior from Cal'Debblin might not wear armor, probably speaks with a slightly "middle-eastern" tone, and has a view that honor begins with family or tribe.

## Starting Money and Equipment

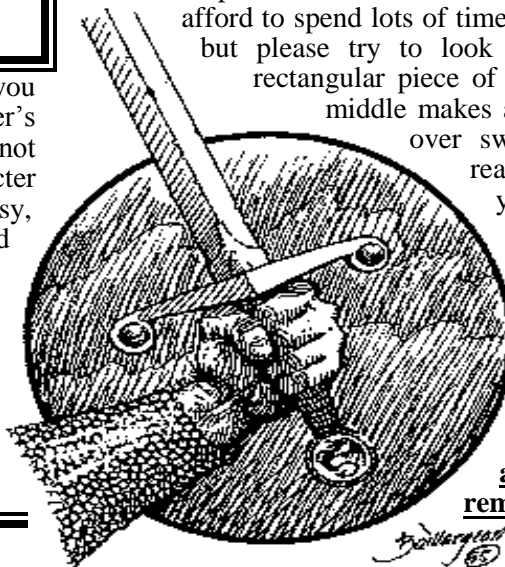
All characters begin the game with three copper flange, their initial weapons and equipment free of "in-game" costs. From that point forward however, all weapons and equipment that are lost or "stolen" must be re-purchased at the trading post or "other" places in the town (depending on the circumstances of the disappearance). New weapons that you bring into game (to add to your arsenal or for use with a new skill) must be purchased at check-in with "in game" money.

**NOTE:** You are responsible for providing your own weapons and costuming.

## Costuming

A character's appearance is vital to the game's atmosphere. We understand that not everyone can afford to spend lots of time or money on a costume, but please try to look somewhat medieval. A rectangular piece of cloth with a hole in the middle makes a great tabard. Wear this over sweat pants and you are ready to go. The more effort you put into your appearance, the better you will feel about playing your character.

**Please do not wear blue jeans, white sneakers, T-shirts, wristwatches, or anything else that may remind us of the mundane world.**



## Background

Fantasy Quest's overriding goal is to see that everyone has the best time possible. A well-developed character background can go a long way toward helping both you and the FQ staff achieve this goal.

A background describes your character's origin, personality, idiosyncrasies, morality, goals, and much more. A good background not only details a character's past, but also shows the character's goals for the future. Not all events in the past should be neatly wrapped up. Loose ends result in plots that can be resolved in-game.

Even though this is a fantasy game, your background has to meet certain criteria. Unfortunately, not all backgrounds will easily fit into the FQ game setting. Your background must be fair to the other players. You cannot simply "write in" anything that gives you an advantage over other players. It may be best to have your background approved by the plot team prior to role-playing it.

**For example:** You cannot create a back-ground that states that you are a rich lord's child, and were given a great horde of wealth to help you out while you sought adventure. You would have to explain why you are no longer of noble status and virtually penniless.

As a player, you will have to earn whatever wealth your character acquires. All characters begin the game with a certain amount of wealth (3 Flange).

In general, you cannot claim the following things in your background, but this does not mean you will not be able to acquire these things later on:

- Wealth or noble heritage.
- Access to large amounts of wealth and/or land.
- A title, office, etc.
- Magic items.

One aspect of a good background is that it seems natural and follows a logical progression of events or circumstances. Above all, a character background should make sense. We suggest that you think about

your character for a while. You do not have to show up at the first event with a ten page, typewritten, fully developed background, although it wouldn't hurt to have something.

Excellent role-players sometimes take personality and background traits from fantasy stories, movies, people they know in the mundane world, or even from their own lives.

### **Where did you grow up?**

This may affect your outlook on life. Did you grow up in an urban or rural setting? Are you civilized and educated or wild and barbaric? An example would be:

A character that grew up in the city will react differently the first time they come across a troll, compared to a person who lives in the country and may have encountered them before.

### **What was your childhood like?**

Did you have a family, guardian, or did you grow up in the streets or in the woods? Most importantly, how does this affect you today? Here are some examples:

Your parents raised you to believe in law and order. You may tend to be a bounty hunter or a holy warrior.

You grew up on your own in the streets of Stormy Gulch. You had to fight to survive. Now you feel the world owes you. Maybe you'll be a rogue or a brigand.

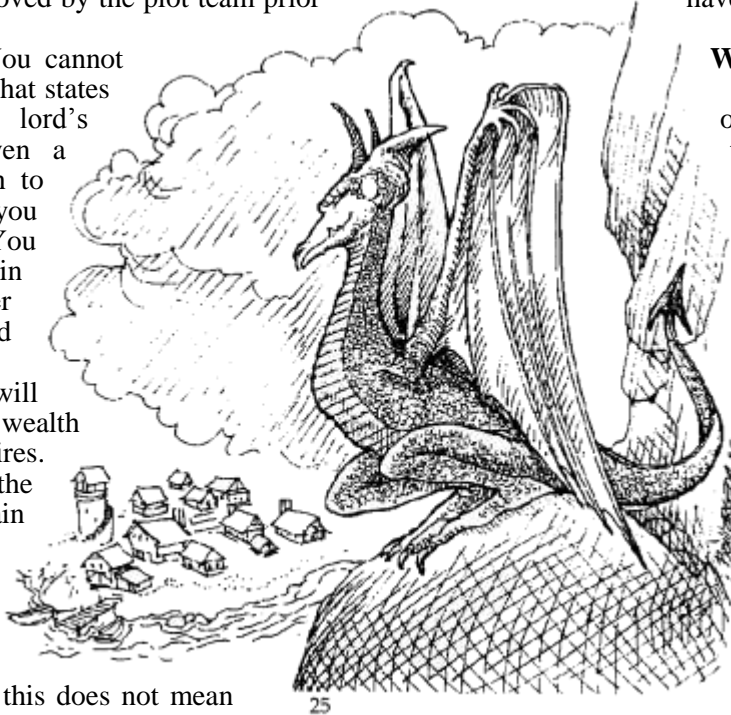
### **Any major events affect your life?**

Were there any situations which may have changed your life? Either socially, mentally, or in some other way?

One day, as a youth, you were assaulted and a cleric of Volgen saved you. Now you feel you want to be just like that person.

You have always hated being pushed around and others were always taking advantage of you. One day, you found an old book that told of a powerful magic called the Dark Arts. You decide to dedicate your life to learning it. One day you will be a Warlock and have abilities to show "those people" you're no one to mess with.

### **Any major goals and ambitions?**



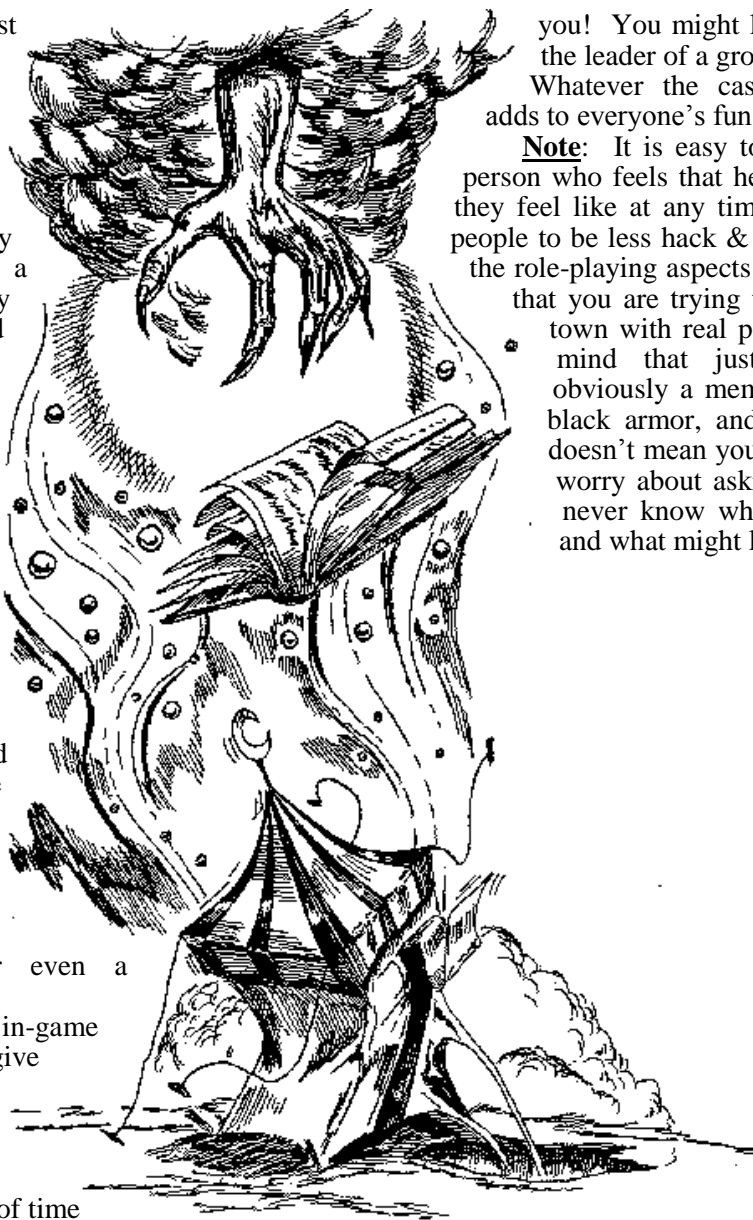
This is one of the most important aspects of background and give the FQ plot team much to work from. Goals can be specific or vague.

Your parents were assassinated because they accidentally found out about a conspiracy to kill a noble. They told the authorities and spoiled the plot. The assassin found out about your parents involvement and murdered them. You have since learned the assassin has fled to the frontier and you have vowed to chase him down and avenge your parents.

### Any professions, talents, career?

Your character may want to hold a position in the town. There are many jobs that could be reached. Some may take time, however. You could create a group or guild of your own such as a merchant guild or thieves' guild. You could also become a town watchman, a blacksmith, or even a mercenary, etc.

Maybe you want to start an in-game business. A business could give your character a reason to be there and help develop your personality. Your business may only be open a few hours a day so that you still have plenty of time for adventure. (All such businesses need to be brought before the FQ staff for approval and suggestions.)



you! You might like to travel alone, or be the leader of a group rather than a follower! Whatever the case may be, role-playing adds to everyone's fun.

**Note:** It is easy to play an evil or chaotic person who feels that he or she can do whatever they feel like at any time. We try to encourage people to be less hack & slash-like, and more into the role-playing aspects of the game. Remember that you are trying to earn a living in a real town with real people, etc. Also keep in mind that just because someone is obviously a member of the cast, wearing black armor, and seems not to like you, doesn't mean you should kill him first and worry about asking questions later. You never know who may be helpful or not and what might lead to greater adventure!

## Role Playing

Role-playing is much like acting, only in Fantasy Quest there are no lines to memorize, and no set script to follow. Everything is done through improvisation. The key is to stay "in-character" as much as possible. As we have mentioned before, it is important to refrain from speaking about mundane things like modern day sports or television.

Your role-playing will help improve your character's status through a gain in notoriety and through the earning of skill points. These points are later used to purchase more skills for your character.

Your character's personality is projected out through your role-playing. You may have certain personality or physical quirks that add to the characterization such as: a patch on one eye, a real outrageous accent, etc. Maybe you have a cowardly streak in you, or Orgreth offended

# Role Playing Traits

The following are a variety of possible traits, professions, and interests to role-play that may help players add some depth to their character. These traits can be equally useful for cast members as well and help separate their multiple roles apart from each other.

## Personality Traits

- Optimist/Pessimist
- Altruistic
- Suspicious
- Helpful
- Moody
- Practical Joker
- Cruel
- Mischievous
- Opinionated
- Malevolent
- Forgiving
- Forceful
- Rude
- Arrogant
- Diplomatic
- Humble
- Easy Going
- Moron
- Intellectual
- Hard-hearted
- Jealous
- Vengeful
- Greedy
- Giving
- Liar
- Deceitful
- Coward
- Brave
- Saintly
- Hot Tempered
- Unfeeling
- Compassionate
- Brilliant
- Lazy
- Energetic

## Interests

- Legends
- Nature
- Magic Items
- Foods
- Gambling
- Drinking
- Hunting
- Fishing
- The Pit
- Law/Politics
- Crafts
- Wines
- Collecting Things
- Magic (Spells)
- Rumors/Gossip
- Weapons/Armor

- Gems/Jewelry
- Trade/Trading
- Monsters/Creature Lore
- Plants/Fauna

## Profession

- Adventurer Type
- Candle maker
- Trader
- Trapper
- Farmer
- Linkboy/Torch bearer
- Baker/Cook
- Butcher
- Barber
- Taylor
- Shoemaker/Cobbler
- Pirate/Buccaneer
- Bounty Hunter
- Armor smith/Blacksmith
- Mercenary
- Linguist
- Historian
- Alchemist
- Scribe
- Cartographer
- Bowyer/Fletcher
- Woodworker/Carpenter
- Watchman/Soldier
- Merchant
- Thief
- Beggar
- Bartender
- Sailor/Corsair
- Banker/Moneychanger
- Woodcutter/Lumberjack
- Entertainer/Minstrel
- Poet
- Assassin
- Ranger/Guide
- Messenger
- Herbalist
- Architect
- Priest
- Miner/Prospector
- Potter
- Mason
- Basket Weaver
- Fisherman
- Herald
- Brewer/Brew Master
- Inn/Tavern Keeper
- Animal Trainer
- Artist
- Weapons Trainer
- Gem Cutter
- Shepherd
- Stable hand
- Collector
- Soothsayer
- Slaver

# Character Races

For now there are primarily four races that can be played within the Fantasy Quest realm. These are Human, Elf, Dwarf, and Orgreth. There are also three half races, each being one half human and one half of another playable race. Below is a brief description of these races along with in-game advantages or disadvantages.

## Dwarves

Dwarves are a hardy race that tend to live in or near mountainous regions. They are generally short in stature but tall in pride. Dwarves tend to be clannish and treat most other dwarves with a brother-like respect.

Players who wish to play Dwarves must be of a certain height. Males can be no taller than 5'7" and females no taller than 5'2". Male Dwarves must have a beard (real or fake); females should wear braids- one to either side of their face.



### Bonuses:

- Resist magic (+2 levels of resistance, does not include Mysticism spells)
- ½ cost (rounded up) for weapon smith, armor smith and regenerate skills.

### Limitations:

- Cannot use weapons over 5' in length
- Cannot use bow or tower shields
- All magic skills cost double (except Faith, Banish Undead, Create Holy Water, & Divine Intervention)

### About the Dwarves.....

The Dwarves are the oldest sentient race in the world. Myths tell of a time when the gods were forming the world and they found their labors too taxing, so Kyrriden created assistants to aid his work- the primeval Dwarves. Among the talents given to the Dwarves were mining, masonry, smelting, forging and the art of incorporating magic into what they built.

Dwarf legends call this time the Age of Labors, when they worked ceaselessly to make the world as it is. As a reward they were given the first choice of all the lands to dwell in. They chose the mountains, the most majestic of all the gods' works.

Dwarf legends also speak of dark powers wanting to corrupt the world to their own ends. To combat the Dwarves these powers created the kuzma, "the malformed". It is not known what the original kuzma were like, but orcs are among their descendants. They fought many long and bitter wars and the Dwarves built many strong fortresses beneath the mountains. In the end the Dwarves prevailed.

While the Dwarves were victorious, they realized that they were too secluded. By this time, elves and man had dwelt in the forests and plains for some time and the Dwarves forged alliances with many nations. In fact, because of some of these alliances cities were built with the aid of Dwarves and were considered some of the greatest wonders of the world.

The fall and plundering of some of these wonders caused the Dwarves to seclude themselves in their halls once again. While they have aided others in many wars with the orcs, they are not seen as often in the world as they once were.

The cities they built were deep below the mountains. They were said to be wondrous to behold. Tales speak of jeweled mansions and great caverns. The greatest of them have never been visited by any of the other races.

While their love of creation and beauty leads them to do great works, their jealousy makes them very secretive.

Dwarf society is clannish in nature. Their fierce pride in their families and clans is legendary- to insult a dwarf's ancestors is to invite his or her family's wrath.

Clan names are descriptive. Common ones are Ironfist, Longbeard and the like. If a dwarf has a parent of some note they will often associate themselves with that parent (i.e. Kagen, son of Mauk, Orcslayer).

Clan pride has caused many rivalries, some of which have escalated into civil wars. Such wars are uncommon and Dwarves rarely raise a weapon against each other.

Recently it was discovered that there were Deep Dwarves living far beneath the ground. These Dwarves believe that Kyrriden forsook them and have instead turned towards Danubu. Deep Dwarves are typically xenophobic even to regular Dwarves.

## Elves

Elves are a sylvan race descended from the Faerie. They are generally forest dwellers, but sometimes seek adventure within urban settings. Elves are generally slender and graceful and can be quite adept at magic.

Elven characters must wear pointed ears and cannot have facial hair.

### Bonuses:

- Resist mysticism spells (+2 levels)
- May take bow skill at ½ cost (rounded up)
- Receive 10 extra skill points to spend on magical skills (this is added to your total starting points).
- Elven holy warriors may take bow for 20 skill points

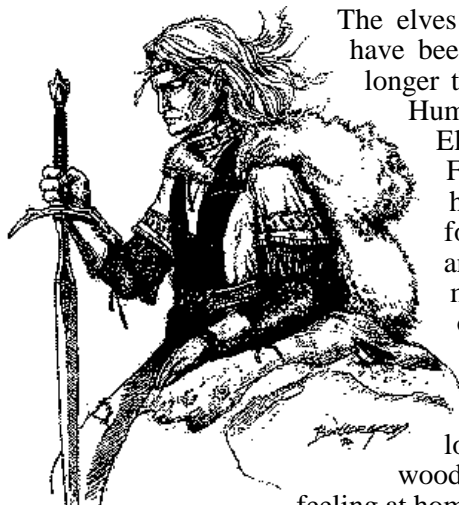
### Limitations:

- -1 life point to start



- Cannot use two-handed weapons (save staff)
- Health skill costs double

### About the Elves...



The elves are an old race and have been in the world much longer than either Orgreth or Humans. Undoubtedly, Elves are related to Faerie-kind. All elves have a deep, abiding fondness for forests and have a talent for magic (though not all of them choose to learn how to use it). Like all other Faerie-kind, they love the forests and woodlands, never really feeling at home anywhere else.

Long ago, Elves and Humans were closely allied. Several civilizations arose from meetings between these two races. The collapse of these nations caused chaos and evils that had once been contained were loosed again. Most of the elves retreated into secluded forests, for there they were the masters.

Separation caused rifts. Humans considered the Elves haughty, proud, and aloof. Conversely, Elves began to think of Humans as crude, simple-minded and fickle. In this time, only one link still connected the two races- the brotherhood of Rangers. These skillful woodsmen, who were at the same time hunters and caretakers of the wild, received their traditions from both Humans and Elves. In this fraternity there were no Elves or Humans- only fellow rangers.

As time went by, the two races began to encounter each other once more. Over the past two centuries much of their erstwhile goodwill has been restored. Some Humans still shun Elves and some Elven communities remain hidden deep in the wild and do not care for strangers.

Even the secretive Elves of Caer Argent in Eastguard are on diplomatically good terms with that nation. During the Khasaba Invasion they came willingly to assist in Eastguard's defense.

The largest Elven community in Greatlands lies within the Overwood. There the Elves have built a great city in the enormous trees at the heart of the forest. Here rules the beloved Elf-King, whom many Elves, even in other lands, call their sovereign.

In Eastguard, at least, Half-Elves are not uncommon. With the slow restoration of amity between Elves and Humans, Half-Elves are finding greater acceptance among both races.

## Humans

Humans are much the same as in the real world and can be from a variety of backgrounds. They are the most common and widely accepted race of the realm.

There are no game benefits or restrictions to Humans.

## Orgreth

Orgreth are a proud people and warrior race. Though they are uneducated in civilized ways and technology, they are not stupid. The Orgreth are tribal in nature and their bravery is unmatched.

Orgreth have a single horn extruding from the center of their forehead and may have dark tan skin. Most Orgreth will usually wear tribal face paint, especially when they know they are going into battle.

### Bonuses:

- Resist poison (+2 levels)
- +1 life point to start
- ½ cost (rounded up) for
  - Regenerate skill
  - Polearm/Spear
  - Two Handed Edged
  - Strength skill

### Limitations:

- Cannot take the read magic skill
- Literacy skill costs double
- Cannot wear better than studded leather armor

### About the Orgreth...



The Orgreth are a proud race of warriors with a long history of brutal warfare. They have warred more amongst themselves than with Ulvnah (Outlanders), and have earned a reputation with other races as being little more than savages. This is far from the truth; they are actually quite cunning, and have used the ignorance of others to their advantage many times.

They have fought several wars with Humans and Elves, and have generally lost. While they may be a great warrior race, they have no mages, and have suffered much as a result.

Orgreth society is centered on clans and honor. Each clan has a strict honor code, which must be followed. Failure to do so brings dishonor to one's self or clan, and would bring ostracism. A dishonored Orgreth is considered to be nonexistent to all others. On the other hand, the greatest compliment an Orgreth can give is "he died with great honor". This is the ideal that all Orgreth strive for their entire lives.

They are a largely superstitious people. To them, everything is infused with its own spirit. The hawk, the river, the night. Everything is alive. Although Orgreth have no mages, a few shamans, or "holy ones", exist



among them. They use divine or elemental magic. Most of the spells they use are basic, with mundane uses (healing, light, detection, etc. are the most common). Orgreth almost never use offensive spells.

The ability to use nature based magic is a sign of holiness to the Orgreth. Shamans are treated on par with warriors, and a shaman's word carries great weight. The ability to use other forms of magic is treated with some suspicion.

Orgreth politics are a bit confusing to outsiders. Authority is acquired simply by asserting oneself, and then successfully backing it up, with force if needed. There may be as many as 200 clans in existence. While many of these are small and little more than renegade war bands, there are five great clans that have existed since ancient times. They are Spear, Claw, Blade, Arrow, and Stone. Together, they are the Old Clans, and make up the largest part of the nation of Umril. Overseeing all the clans, at least in name, is the High Chief of Umril.

The High Chief has always come from one of the Old Clans, most often from clan Spear or Clan Arrow. In recent years, however, Clan Claw has provided the Overlord. Some scholars concur that the many internal wars amongst the Orgreth were their way of holding elections. No one has actually researched this theory, however.

During the Khasaba invasion, Clan Claw was the first to come to the aid of the Human kingdoms. The other Old Clans followed suit in a few months. As a result, Clan Claw has better relations with other races than most.

The relationship between Humans and Orgreth is uncertain. Most sages agree that, of all the sentient races, these two are the most closely related. For many years it was believed that Orgreth were the product of an experimental, magical breeding program between Humans and animals. This theory was recently abandoned as it has been proven that Orgreth have existed long before Humans learned any significant magics.

Half Orgreth are somewhat rarer in modern times than in the past. Most often they are the result of raids against Human villages. As recently as the last century, such children were cast out of human society and left to die in the wilderness. Orgreth do not share the same prejudice, and Half-Orgreth are most often found among them. Individual worth and honor is more important than origin.

The Orgreth are so committed to this view that people of other races have been treated as equal members of a clan. One example is Sir Gendon of Argeleth (before he was the second Castellan of the Stonewatch). During the Khasaba Invasion, his party was wiped out in an ambush. He alone survived, taking refuge with a Clan Claw war band. The High Chief was so impressed with Sir Gendon that he was given full clan status. After the war, Sir Gendon was accorded the title of Clan Chief, and the Orgreth still call his family and holdings Clan Sword.

Orgreth have a desire to live peaceably with other races, since they have suffered so many defeats over the

years. They are still a proud race, and cling to old traditions. In general, an Orgreth will respond quite violently if he/she feels threatened. Peace is not an ideal for them. The Khasaba Invasion earned them some respect and better understanding with some races, especially Humans. All in all, treat an Orgreth with goodwill and honor, and you will be shown the same. Otherwise, be prepared for a fight.

## Half Races

Cross breeding has been known to happen between humans and the other non-human player races, but never between two non-human races. Although more rare than pure-breeds, half races generally are accepted in most communities.

Half races must always be one half Human and are usually role-played more toward the non-human side.

### Half Dwarves

#### Benefits:

- Resist magic (except mysticism spells) at +1 level

#### Limitations:

- Magical skills cost double (except those listed under Dwarf)
- Half Dwarves still need to wear a beard, but may be up to 5'9" height for males and 5'4" for females

### Half Elves

#### Bonuses:

- Resist Mysticism spells and control magic at +1 level
- Bow skill at ½ cost (rounded up)

#### Limitations:

- Cannot use 2-handed weapons (save staff)
- Half elves must still wear pointed ears

### Half Orgreth

#### Bonuses:

- Resist Poison at +1 level
- ½ cost for the Regenerate skill (rounded up)

#### Limitations:

- Cannot take the Read Magic skill
- Half Orgreth must still have a horn, but tan skin is optional

# Character Classes

The following are descriptions of the fifteen different character classes you may choose to play. Once you have selected one, you should not change it, although we do have a system that will allow you to do so. Your class will determine your Life Point advancement, armor restrictions, skill costs, and more, so please compare them to see which class would best suit your needs. All character classes start at 1<sup>st</sup> level with 2 Life Points, except Warriors. Warriors start with 3 Life Points.

New Characters start with 90 Character Points.

## Fighting Classes

Holy Warrior  
Ranger  
Warrior  
Arcane Warrior  
Mystic Warrior  
Bounty Hunter

## Spell Casting Classes

Cleric  
Druid  
Mystic  
Sorcerer  
Warlock

## Stealth Classes

Assassin  
Rogue  
Bard  
Brigand

## Fighting Classes

### Holy Warrior

Holy Warriors (formerly Knights) are divine warriors who usually follow a code of chivalry and honor. They are sometimes loyal to a deity and/or lord. It is not necessary for a Holy Warriors to become part of an organization (order) or a group. He or she may choose to be on their own and find other ways to serve their patron. Holy Warriors do not have to have "good" virtues, however, honor is still the key to even an "evil" Holy Warriors' life. If a Holy Warrior chooses a deity (Faith Skill) s/he may gain the ability to cast Divine Magic. Holy Warriors that choose to be devoted to one deity may receive additional benefits and limitations as described in the section on deities. Holy Warriors can learn to use almost any weapon and can wear any armor.

**Note:** The Holy Warrior class does not give you noble status and you cannot be called Sir or Dame until the title is earned in-game.

A first level Holy Warrior might start with these skills:

- 1 handed edged (25), Tower Shield (20), Faith (10), two 1<sup>st</sup> level Divine spell (30) and 5 points remaining

Below are some of the basics of Honor and Chivalry, and what they entail:

#### Honor

- Always keep your word of honor
- Always stay true to your principles
- Avoid lying

#### Fair Play

- Never attack from behind
- Never attack an unarmed foe
- Avoid cheating or trickery

#### Courage

- Show courage in both word and deed
- Fight with honor and bravery
- Never abandon a friend, ally or cause

#### Courtesy

- Show good manners and taste
- Be respectful of hosts and your lord

#### Loyalty

- Remain loyal to your lord, country, deity and to the code of Chivalry

#### Nobility

- Respect authority
- Obey the law
- Be self-disciplined
- Administer justice when necessary

### Ranger

Rangers are woodsmen adept at hunting, tracking, and the ways of nature. They have sworn themselves to protect the forests and the creatures who dwell within. Most Rangers consider themselves neutral in their views, and regard all things equally and fairly. Aside from being skilled in the use of many weapons, Rangers may also practice the art of Elementalism. A Ranger can wear up to chain mail armor.

A Ranger at first level might look like this:

- Bow (20), 1 Handed Blunt (25), Florentine (20), Two Weapon Combo I (25)
- Or this:
- Staff (25), Commune with Nature (20), Three 1<sup>st</sup> level Elementalism spells (45)



## Warrior

The words strength, agility and fighting prowess can easily be summed up in one word – Warrior. The Warrior, who in time can build up enough points to master all weapons and fighting skills, is the most versatile of the fighter-types. Some arts of stealth are accessible to the man-at-arms, but at a higher cost. A Warrior starts at first level with 3 Life Points and can wear any armor. Warriors may not cast spells, except from scrolls. All Fighting skills may be taken one level earlier than the prerequisite states.

At first level, a Warrior might have these skills:

- 2-handed edged (20), Disarm (15), Trip (20), Buckler Shield (15) and Weapon Craft Metal (20)

## Arcane Warrior

When the ancient power of the Arcane Arts merged with the brawn of the warrior, the class of Arcane Warrior was born. As taught by the elves of long ago, a character can have the benefit of purchasing the powerful arcane magic skills, and at the same time buy weapons skills inexpensively. Though they may seem weak at first, an Arcane Warrior will make a formidable opponent in the long run. An Arcane Warrior can wear up to studded leather armor.

A first level Arcane Warrior might look like this:

- 1 Handed Edged (25), Literacy (10), Read Magic (10), Three 1<sup>st</sup> level Arcane Arts Spell (45)

## Mystic Warrior

By combining the mental powers of a Mystic and the physical skills of a Warrior, the Mystic Warrior is forged. A player who chooses to be a Mystic Warrior becomes a spell-caster who can wear armor and can use a variety of weapons. A Mystic Warrior has the advantage of gaining mysticism spells and, at the same time, may purchase fighting skills at a lower cost than a straight Mystic. A Mystic Warrior can wear up to studded leather armor.

A first level Mystic Warrior might look like this:

- 1 Handed edged (25), Trip (25), Parry (30), Meditation (10)

## Bounty Hunter

Bounty Hunter is the term used to classify the combination class of a Warrior and a Rogue. Although skilled in the use of weapons and fighting, the Bounty Hunter has also learned the ways of stealth. This makes a well-rounded character class. As far as hunting for bounty is concerned, that may be done; if they wish. A Bounty Hunter can wear up to chain mail. Bounty Hunters may not cast spells, except from scrolls.

A first level Bounty Hunter may look like this:

- 1 Handed edged (25), Florentine (25), Rumors (10), Backstab (30)

Or this:

- Staff (25), Two Rumors (20), Info Gathering (20), Disarm (25)

## Spell Casting Classes

### Cleric

Clerics are devout worshippers of a particular deity. They have dedicated their entire existence to the service of that deity. Through this deity, a cleric is able to cast Divine Magic spells. These spells are usually non-harmful and can be used to heal, to defend, protect, and to combat undead. Clerics that choose to be devoted to one deity may receive additional benefits and limitations as described in the section on deities. The Cleric is a welcome addition to most any adventuring party. Clerics can wear up to chain mail armor.

First level Clerics could look like this:

- 1 Handed blunt (30), Faith (10), Three 1<sup>st</sup> level Divine spells (30), 2<sup>nd</sup> level Divine spell (20)

Or this:

- Faith (10), Banish Undead (20), Six 1<sup>st</sup> level Divine spells (60)

### Druid

A Druid is an Elementalist spell caster and is one with the ways of nature. Do not misinterpret the calm attitude they may project, for they have very potent spell capability. Druids are usually neutral in their views and would never allow wrongful destruction of the woodlands. Most Druids are friends to Rangers, forest animals, and other denizens of the woods. A Druid can wear leather armor.

An example of a first level Druid might be:

- Staff (30), Commune with nature (20), Two 1<sup>st</sup> level Elementalism spells (20), Nature Lore (15) and 5 points remaining

## Mystic

A mystic is a master of mental ability. Using his mind, the mystic can enhance his own physical or mental skill and even affect the minds of others. Even while bound and gagged a mystic can cast mysticism spells. If a mystic cannot see the target however, s/he cannot affect it. Difficult as it may seem, mystics can cast spells at night or with objects in both hands. One disadvantage is the fact that they cannot create potions or scrolls from their own school of magic. Weaker at lower levels, they can aspire to great power with patience. Mystics cannot wear any armor unless the wear armor skill is purchased.

Only those who have the skill meditate can hear a mystic's spell incantation. Anyone without the skill cannot hear the spell being cast. This allows mystics to cast spells with no one knowing a spell was even cast.

If a mystic casts a spell, others with meditate can feel the spell being cast. They can sense the mental power but do not know the source or its destination. Once the level of the spell being cast is announced, if the person is equal or higher level than the spell level, they can determine the source of the magic and its target. Of course, by then the spell is complete. If the spell is called at a higher level than the person sensing it, all s/he can feel is the spell in the air. They will not know the source or its intended victim, even if it was aimed at them! This is further explained in the section dealing with the schools of magic.

**Note:** A mystic must always cast his or her spells out loud like every other spell caster, regardless of the circumstances.

A Mystic at first level may look like this:

- Meditate (10), Four 1<sup>st</sup> level Mysticism spells (40), Two 2<sup>nd</sup> level Mysticism spell (40)

## Sorcerer

A Sorcerer (or Sorceress) is a master of the ancient magic of the Arcane Arts. Although not very aggressive in physical combat, the Sorcerer can be a very potent adversary. The Arcane Arts are the most diverse and the most offensive form of magic in the realm. Most Sorcerers are known to be the scholarly type and have to study regularly to gain spells. A Sorcerer will find that most of their spells can be converted to potions and/or scrolls. This, and the fact that they have more Packet based spells, can be a great advantage when reaching

higher levels. A Sorcerer cannot wear any armor unless the Wear Armor skill is purchased.

A 1st level Sorcerer may include:

- Literacy (10), Read Magic (10), Two 1<sup>st</sup> level Arcane, Arts spells (20), One 2<sup>nd</sup> level Arcane Arts spell (20), Staff (30)



## Warlock

The Warlock is a practitioner of the Dark Arts, a mysterious, almost forgotten, magic that deals with death and the undead. Not all Warlocks are evil, some may choose to use this magic towards goodly ends. Just be forewarned, it may be illegal to practice Dark Arts inside the town limits. The eyes of the watch will be upon you. A Warlock cannot wear any armor unless the Wear Armor skill is purchased.

A 1<sup>st</sup> level Warlock might have these skills:

- Literacy (10), Read Magic (10), Small weapon (15), Two 1<sup>st</sup> level Dark Arts spells (20), Astrology (30) and 5 points remaining

## Stealth Classes

### Assassin

A merchant of death, the Assassin is a master of intrigue. Although not adept in fighting skills, the assassin is the perfect person to deal with any "problems" that may come along (especially if that problem has a heavy purse). You'll find most everything, other than stealth skills, are pretty costly. An Assassin can wear up to leather armor and may not cast spells, except from scrolls.

A first level Assassin might look like this:

- 1 Handed edged (30), Thrown weapon (20), Backstab (10), Poison Lore x1 (10), Create Poison (20)
- Or like this
- Small Weapon (15), Backstab (10), Waylay (25), Two Rumors (30), Instruct (10)

### Rogue

Rogues are trained in the ways of stealth, however, not all Rogues are thieves. Some rogues use the skills to help their group through some pretty tricky situations. There are some, though, that use these abilities for personal gain. These men and women are usually smugglers, con-artists, locksmiths, pickpockets, and so on. Most perform numerous tasks and make a pretty penny doing it (honestly or not). A Rogue can wear up to

studded leather armor and may not cast spells, except from scrolls.

A first level Rogue may look like this:

- 1 Handed edged (30), Lock Picking I (20), Rumors (15), Backstab (15), and 10 points remaining

## Bard

A Bard is usually an entertainer, and can be a minstrel, lore master, storyteller, dancer, or even a poet. Bards are not limited to this, however, and among their broad interests; a Bard may learn the ancient magic of the Arcane Arts, Mysticism, or Elementalism (The cost of the prerequisite of a Bard's primary school of magic is 20 points, regardless of what is listed on the Skill cost chart).

They may even match wits with the craftiest of rogues. With their natural desire for adventure, they roam the lands telling their tales and singing their songs. Chances are they have picked up a rumor or two. Who knows, it might be about you! A Bard can wear up to studded leather armor. If Arcane is chosen as the primary school, each prerequisite cost is 10 points.

A first level Bard might take these skills:

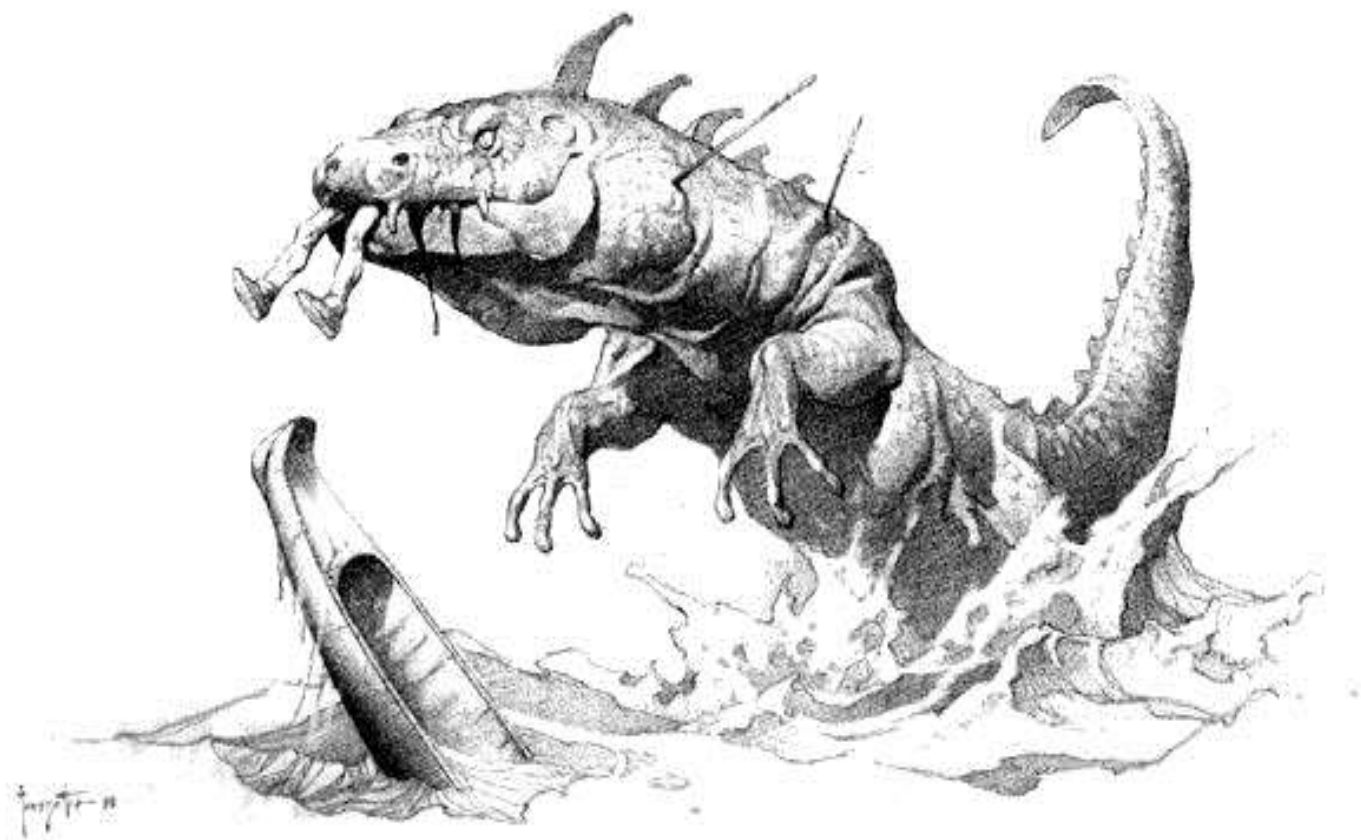
- Small Weapon (15), Two Rumors (20), Literacy (10), Read magic (10), One 1<sup>st</sup> level Arcane Arts spell (15), Backstab (20)

## Brigand

The Brigand, like the Bounty Hunter, is a dual-classed Warrior/Rogue. They specialize in both fighting and stealth skills although the Brigand is more Rogue than Warrior. The Brigand would make an excellent addition to any group, especially if the group is light on sword fighters and in need of someone with expertise in disarming traps and picking locks. A Brigand can wear up to studded leather armor and may not learn to cast spells.

A first level Brigand might look like this:

- 1 Handed edged (25), Buckler Shield (25), Rumors (20), Waylay (20)



## Changing Your Character

New players that have never played Fantasy Quest may find, after their first couple of events that they have chosen a character class that wasn't exactly what they had in mind. FQ allows new players to change their entire character after no more than two events. Prior to the third event

Veteran players that create a new character to replace their old one may change that character after one event, but not again after that.

## Changing Your Class

Characters tend to develop in different ways and sometimes players find that they like their character, but want the character to pursue another way of life. For example, a Warrior may find religion and choose to become a Holy Warrior. If you want to change your class several events after you have been playing a particular character, the option is available.

There are a couple of drawbacks to changing your class. First, you won't be able to change until you are at least 3<sup>rd</sup> level. Next, it will cost you 100 points to switch at third level and 25 additional points per level above third. The new character class is then considered to be at zero skill points.

You need to let FQ Operations know that you intend on switching your class at least one event prior to changing. This change will immediately cease your character in progressing further in levels in that class, thus making it more expensive to change.

Third, when your class is changed, the character is treated as level one in the new class. Also, your resistance goes back to level one as well. The more experienced a character becomes, the more expensive it is to change (you can't teach an old dog new tricks).

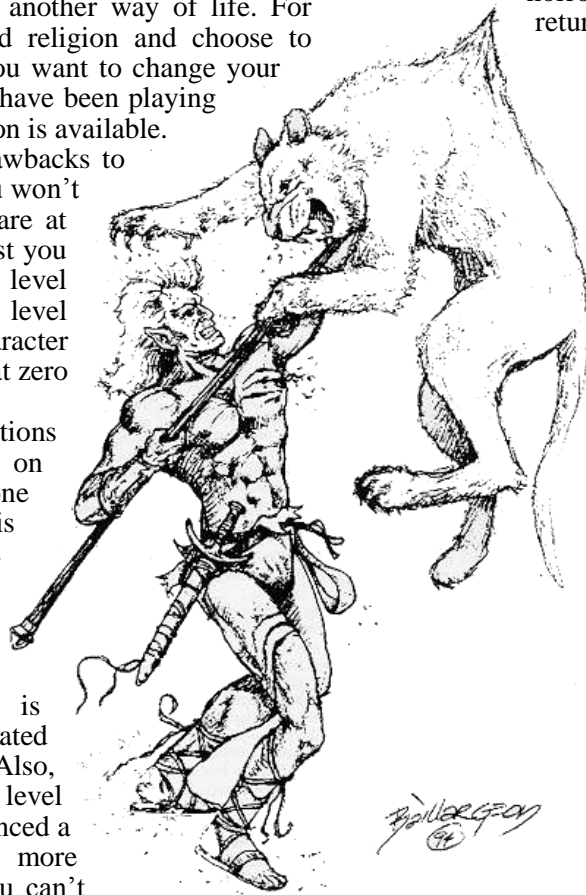
When a character changes class, he must purchase skills at the cost of the new class. All the abilities of the previous class are retained, as well as the Life Points. The character's Life Points will not go up again until the level of the new class exceeds the level of the old class. The skill Health may still be purchased to increase the character's Life Point total.

When changing class, it is important to remember that the character is still basically the same. He may have access to new skills and hold a slightly different outlook, but his background and personality will not change. Changing your class does not mean changing your character, just his potential. If you want a totally new character a boffer blade to the throat will do just fine.

There are class changing restrictions for Clerics and Holy Warriors. Those who follow Voe, Etyana, Kandrell or Avagon cannot become assassins or warlocks. The reason being that those particular deities would not allow such a change to occur and still offer their followers benefits.

Lastly, it should make sense, in-game, that your character has decided to change his or her class. Somehow, during the course of your character's life, he or she should have been interested in the new class. It just doesn't seem reasonable that a warrior suddenly turns Mystic without ever having role-played learning what a mystic is.

**Note:** It may be good to always have a backup character ready to play in case something unfortunate happens to your character. Your character may be imprisoned in the Castellán's dungeons for a year, die a permanent death at the hands of some unspeakable horror, be stuck in another realm unable to return, etc.



# Skills

## Skill Acquisition

Once you have an idea of what kind of character you wish to create, you must then choose what skills that character can use. Some skills can't be bought. They are based on your own talents. How good you are at running, picking pockets, hiding, moving silently and so on are simply your natural ability to do so. Because this is a fantasy game we have developed skills that can make you capable of feats you would not normally be adept at (i.e. casting spells).

Skills are described on the following pages and are purchased with skill points at the cost listed under your chosen character class. Some skills may be purchased multiple times. These are marked with a (#). The listed cost is then multiplied by the number of times purchased. Multiple purchase skills that do not go up in cost each time they are taken will be marked on the chart with a (M). All other cost variances will be explained under the skill description. Spell costs are explained in the section on magic.

Here is an example of multiple purchase skill costs: A warrior takes the skill disarm for the second time. The listed cost of 20 pts. is multiplied by 2 for the second time taken, making the total cost 40 pts. If he took it a third time it would cost him 60 pts., the fourth 80 pts., and so on.

## Skill Instruction

Some skills you can simply buy with the skill points you earn each event, others will have to be taught to you in-game before you can take them. This in-game training is done through the use of the instruct skill. Skills that need instructing are marked on the skill chart with an (I).

You will need to find someone in-game who will teach you the skill you wish to learn. That person will give you an instruct card that must be turned in to Fantasy Quest check-in, or you may mail it to us prior to taking the skill. Instruct cards are good for one year.

You May get instructed for a maximum of two skills in advance. You may not use these skills until you have earned enough skill points to purchase them. After purchase and update of your character you will have use of that skill at the next event. If you wish to take the same skill a second time you will not need instruction unless the skill specifically requires it to reach a higher level (alchemy, potion lore, poison, etc.). Spell casters must be instructed every time they wish to learn a higher-level spell, but not for each individual spell.

## Using Skills

Unless otherwise noted, all skills may be used once per day. You will have one (1) use of a skill at a one-day event. For a Friday to Sunday event weekend, you get two uses. For a long weekend event (4 day) you'll get three (3) uses.

All of these "uses" will be given to you at the start of the event. How quickly you use them is up to you. It is your responsibility to keep track of how many you have used. This will be based on the honor system. Anyone caught using more skills than they actually have is cheating and subject to disciplinary action up to dismissal from Fantasy Quest.

## Level Advancement

As you earn skill points, your character will increase in skill level. Skill level is best described as a rating of that character's experience. The higher the skill level, the greater the experience and the more skills a character will have. Skill level affects a character's resistance to various attacks (see Resistance, page 52) and life point advancement (see Life Point, page 48).

## Losing Skills

Fantasy Quest reserves the right to remove any skill from a character. This usually applies to those that are found to be using skills in an unsafe or improper manner. Bows and shields are a good example.

## Level Advancement Chart

Skill Level	SP Total
1	60
2	110
3	210
4	335
5	485
6	685
7	935
8	1235
9	1635
10	2135
11	2735
12	3435



# Fighting Skills Chart

Skill Name	Arcane W.	Assassin	B. Hunter	Bard	Brigand	Cleric	Druid	Holy W.	Mystic	Mystic W.	Ranger	Rogue	Sorcerer	Warlock	Warrior*	Prereq.	Codes
Awareness	-	-	-	-	-	-	-	-	-	-	-	-	-	-	50	Toughness	I O
Battle Rage	50	-	-	-	-	-	-	50	-	50	50	-	-	-	40	None	O
Critical Attack	35	50	40	50	40	-	-	35	-	35	35	50	-	-	25	3 <sup>rd</sup> Level	I #
Disarm	20	40	25	40	30	45	-	20	-	20	20	40	-	-	15	2 <sup>nd</sup> Level	I #
Florentine	25	30	25	30	25	30	-	20	40	25	20	30	-	-	20	Weapon	I O
Lethal Strike	50	-	50	-	-	-	-	50	-	50	50	-	-	-	40	7 <sup>th</sup> Level	I #
Parry	30	40	30	40	40	40	50	30	50	30	30	40	50	50	25	Weapon	I #
Sever	40	-	40	-	50	-	-	40	-	40	40	-	-	-	35	4 <sup>th</sup> Level	I #
Strength	-	-	40	-	40	-	-	-	-	-	-	-	-	-	35	None	I #
Toughness	40	40	40	40	40	50	50	35	50	40	35	40	50	50	30	None	O
Trip	25	30	25	40	25	40	-	25	50	25	25	30	30	30	20	Weapon	I #
Two Weapon-Combo I	25	30	25	40	25	40	-	25	50	25	25	30	-	-	20	Florentine	O
Two Weapon-Combo II	25	30	25	40	25	40	-	25	50	25	25	30	-	-	20	2 Wpn. Combo I	O
Ultimate Enemy	50	-	50	-	-	-	-	50	-	50	50	-	-	-	40	5 <sup>th</sup> Level	O

**I** = Instruction is required to take this skill.

**O** = Skill can only be purchased once.

**M** = Skill can be purchased multiple times, but the cost does not increase with each purchase

**#** = Skill may be purchased multiple times. Cost increases by a factor of 1, each time purchased.

**Note:** The Warrior class may acquire all Fighting skills one level earlier than the prerequisite states (i.e. Disarm can be taken at 1<sup>st</sup> level.)

# Weapons Skills Chart

Skill Name	Arcane W.	Assassin	B. Hunter	Bard	Brigand	Cleric	Druid	Holy W.	Mystic	Mystic W.	Ranger	Rogue	Sorcerer	Warlock	Warrior	Prereq.	Codes
Bow	40	40	30	-	35	-	-	-	-	40	20	40	-	-	20	None	I O
One Handed Blunt	25	30	25	30	25	30	30	25	50	25	25	30	50	50	20	None	I O
One Handed Edged	25	30	25	30	25	30	50	25	50	25	25	30	50	50	20	None	I O
Polearm/Spear	-	50	35	-	45	-	-	35	-	40	40	50	-	-	30	None	I O
Small Weapon	15	15	10	15	10	15	15	15	15	15	15	15	15	15	10	None	I O
Shield, Buckler	20	30	25	35	25	30	35	20	50	20	20	30	50	50	15	None	I O
Shield, Normal	25	40	25	-	30	30	40	20	-	20	25	40	-	-	20	None	I O
Shield, Tower	40	-	25	-	50	40	-	20	-	25	30	-	-	-	20	None	I O
Staff	25	35	25	30	30	30	30	25	30	25	25	35	30	30	20	None	I O
Two Handed Blunt	50	45	30	-	35	50	-	30	-	50	40	40	-	-	20	None	I O
Two Handed Edged	50	45	30	-	35	50	-	30	-	50	40	40	-	-	20	None	I O
Thrown Weapon	30	20	30	25	20	35	35	-	35	30	30	20	35	35	20	None	I M

**I** = Instruction is required to take this skill.

**O** = Skill can only be purchased once.

**M** = Skill can be purchased multiple times, but the cost does not increase with each purchase

**#** = Skill may be purchased multiple times. Cost increases by a factor of 1, each time purchased.

# Magical Skills Chart

Skill Name	Arcane W.	Assassin	B. Hunter	Bard	Brigand	Cleric	Druid	Holy W.	Mystic	Mystic W.	Ranger	Rogue	Sorcerer	Warlock	Warrior	Prereq.	Codes
Alchemy	30	-	-	30	-	15	15	30	15	30	30	-	15	15	-	Potion Lore	I M
Animal Likeness	-	-	-	-	-	-	40	-	-	-	50	-	-	-	-	3 <sup>rd</sup> Level	O
Astrology	45	50	50	35	50	35	30	50	25	40	45	50	30	30	50	None	I O
Banish Undead	-	-	-	-	-	20	-	30	-	-	-	-	-	-	-	None	O
Commune with Nature	50	-	-	50	-	40	20	50	50	-	20	-	40	40	-	None	I O
Create Holy Water	-	-	-	-	-	20	-	30	-	-	-	-	-	-	-	3 <sup>rd</sup> Level	I M
Divine Intervention	-	-	-	-	-	40	-	50	-	-	-	-	-	-	-	6 <sup>th</sup> Level	O
Faith	35	-	-	35	-	10	30	10	30	35	35	-	30	30	-	None	I O
Healing Elixir	50	50	50	50	50	35	25	50	50	50	30	50	50	50	50	Nature Lore	I M
Meditate	-	-	-	50	-	40	50	50	10	10	-	-	40	40	-	None	I O
Potion Craft	80	-	-	-	-	70	60	90	70	90	80	-	60	60		6 <sup>th</sup> Level & Alchemy	O
Potion Lore	30	50	50	30	50	30	30	30	30	30	30	50	30	30	50	None	I M
Read Magic	10	50	50	40	50	50	20	50	20	50	50	50	10	10	50	Literacy	I O
Scroll Craft	10	-	-	15	-	15	15	25	25	20	25	-	10	10	-	4 <sup>th</sup> Level & Read Magic	I #
Spell Craft	-	-	-	-	-	50	50	-	50	-	-	-	50	50	-	7 <sup>th</sup> Level & Scroll Craft	O

**I** = Instruction is required to take this skill.

**O** = Skill can only be purchased once.

**M** = Skill can be purchased multiple times, but the cost does not increase with each purchase

**#** = Skill may be purchased multiple times. Cost increases by a factor of 1, each time purchased.

**Note:** The Bard class may acquire the pre-requisite for their primary school of magic for 20 points (i.e. Commune with nature would only cost 20, not 50 points).

# Stealth Skills Chart

Skill Name	Arcane W.	Assassin	B. Hunter	Bard	Brigand	Cleric	Druid	Holy W.	Mystic	Mystic W.	Ranger	Rogue	Sorcerer	Warlock	Warrior	Prereq.	Codes
Appraise	40	30	35	25	25	40	40	40	40	40	40	20	40	40	40	None	I O
Assassinate*	-	40	50	50	50	-	-	-	-	-	-	50	-	-	-	6 <sup>th</sup> Level* & Backstab x3	I #
Avoid Traps	50	35	45	40	35	50	50	50	50	50	50	25	50	50	50	None	I #
Backstab	-	10	30	20	20	-	-	-	-	-	-	15	-	-	-	Edged Weapon	I #
Create Poison	-	20	40	50	35	-	50	-	-	-	50	30	-	50	-	Poison Lore	I M
Escape Bonds I	50	30	40	30	30	50	50	50	50	50	50	20	50	50	50	None	I M
Escape Bonds II	-	35	40	35	35	-	-	-	-	-	-	30	-	-	50	Escape Bonds I	I M
Escape Bonds III	-	40	40	40	40	-	-	-	-	-	-	40	-	-	-	Escape Bonds II	I M
Evade	-	-	-	-	50	-	-	-	-	-	-	45	-	-	-	7 <sup>th</sup> Level	I #
Information Gathering	40	25	20	30	30	40	40	40	40	40	40	25	40	40	40	Rumors	I O
Lock Picking I	50	25	45	45	30	-	-	-	-	50	-	20	-	-	50	None	I O
Lock Picking II	-	50	90	90	60	-	-	-	-	-	-	40	-	-	-	3 <sup>rd</sup> Level & Lock Picking I	I O
Lock Picking III	-	75	135	135	90	-	-	-	-	-	-	60	-	-	-	5 <sup>th</sup> Level & Lock Picking II	I O
Magic Lock Picking	-	100	-	-	135	-	-	-	-	-	-	80	-	-	-	7 <sup>th</sup> Level & Lock Picking III	I O
Poison Lore	50	10	40	30	30	50	50	50	50	50	50	20	50	25	50	None	I #
Set Traps	-	25	35	30	25	-	-	-	-	-	-	15	-	-	-	None	I #
Specialty Poison	-	50	-	-	-	-	-	-	-	-	-	-	-	-	-	Create Poison x3	I O
Waylay	50	25	40	35	30	50	50	40	50	50	40	20	50	50	40	None	I O

**I** = Instruction is required to take this skill.

**O** = Skill can only be purchased once.

**M** = Skill can be purchased multiple times, but the cost does not increase with each purchase

**#** = Skill may be purchased multiple times. Cost increases by a factor of 1, each time purchased.

\* The Assassinate skill is available to the Assassin class one level earlier, at 5<sup>th</sup> level.

# General Skills Chart

Skill Name	Arcane W.	Assassin	B. Hunter	Bard	Brigand	Cleric	Druid	Holy W.	Mystic	Mystic W.	Ranger	Rogue	Sorcerer	Warlock	Warrior	Prereq.	Codes
Armorsmith, Leather	35	40	30	45	35	40	35	25	50	35	20	40	50	50	20	None	I #
Armorsmith, Metal	40	45	40	50	45	40	50	25	50	40	40	45	50	50	20	None	I #
Craftsman	30	25	30	20	30	30	30	30	30	30	30	25	30	30	30	None	I #
Health	40	40	40	40	40	40	40	40	40	40	40	40	40	40	40	None	O
Instruct	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	None	M
Legend Lore	35	40	40	10	50	40	40	30	40	40	30	40	40	40	50	None	O
Literacy	10	30	30	10	30	20	35	20	30	30	35	30	10	10	30	None	I M
Luck	35	35	35	35	35	25	35	25	35	35	35	35	35	35	35	None	O
Nature Lore	40	50	40	25	40	25	15	40	40	40	20	50	30	20	40	None	I O
Regenerate	35	40	30	40	35	40	40	35	40	35	35	40	40	40	25	None	#
Resist	40	40	40	40	40	40	40	40	40	40	40	40	40	40	40	None	#
Rumors	20	15	10	10	20	25	30	20	25	20	25	15	25	25	20	None	I M
Tend Wounds	40	50	30	40	40	20	25	25	40	40	20	50	40	40	30	None	I O
Theology	35	40	40	20	40	10	30	20	30	35	35	40	30	30	35	None	I O
Weapon Craft, Metal	30	50	30	50	40	40	50	20	50	30	50	50	50	50	20	None	I #
Weapon Craft, Wood	30	50	30	50	40	40	50	20	50	30	15	50	50	50	20	None	I #
Wear Armor	30	30	25	30	25	30	30	-	35	30	25	30	35	35	-	None	O

**I** = Instruction is required to take this skill.

**O** = Skill can only be purchased once.

**M** = Skill can be purchased multiple times, but the cost does not increase with each purchase

**#** = Skill may be purchased multiple times. Cost increases by a factor of 1, each time purchased.

# Skill Descriptions

## Skill Chart key:

**I:** Instruction is required to take this skill

**M:** Skill may be purchased multiple times; cost does not increase with each purchase.

**O:** One-time purchase skill.

**#:** Multiple purchase skill. This skill increases in cost by a factor of one (1) each time it is purchased. (i.e.: if it cost you 20 points to purchase the skill it would cost you 40 to purchase it again, and then 60, then 80, etc.).

**%:** This purchase system works the same as the Multiple Purchase (**#** above), except the 4<sup>th</sup> purchase and **beyond** the calculated total is reduced by ½. (i.e. the **#** skill example above purchased a 4<sup>th</sup> time, instead of 80 would be 40, then a 5<sup>th</sup> purchase would be 50). To determine the cost on the 4<sup>th</sup> or greater, calculate as per the **#** rule and then divide by 2. (i.e. 5<sup>th</sup> purchase with a base of 20 is, (20x5) = 100, divide by 2 = 50)

## Skill Availability

**E:** Skill can be used once per event

**D:** Skill can be used once per day

**L:** Skill can be used once per level of the character

**U:** Skill can be used an unlimited amount of times at any event

## Fighting Skills

**Awareness (I/O/E):** An adventurer will diminish the first stealth attack dealt to him/her (assassinate, backstab, waylay). The character will still take one point of damage, but all other effects of the skill are nullified. If the one point of damage reaches life points, any poison on the blade will still have an effect. A backstab 4, poison 3 attack would be reduced to a regular 1 point damage attack plus the poison 3. The Toughness skill will be used before the awareness skill. The call for this skill is Awareness.

**Battle Rage (O/D):** Characters with this skill can remain conscious for two (2) more life points after reaching zero life points (LP) provided s/he is in battle. At the end of the combat, if the battle raging character has reached the zero life point mark, they will slip into unconsciousness. A final strike is still necessary to end the character's life.

**Note:** It is not necessary for the character to fly into an unseeing frenzy while affected by battle rage, but the character

should role play that a great anger (adrenaline rush) has filled them.

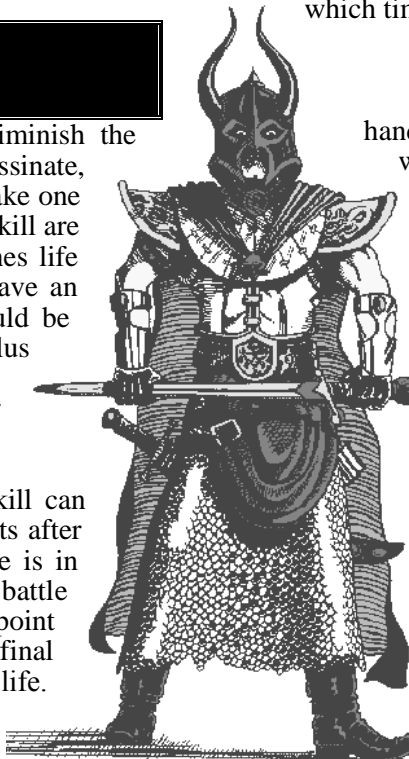
**Critical Attack (I/%/D):** The first three times this skill is taken a character can inflict one (1) additional point of damage with a weapon. The character would state, "Critical Attack," (or simply Crit.) and the damage amount prior to the swing of the weapon. For example: "Crit. Attack, damage 4," or, "Crit-4."

This skill may be taken an unlimited number of times, but Crit damage will only increase to 4 via the first three purchases of this skill. One critical attack per time taken can be used per day (i.e. if taken three times, the character would have three Critical. Attack-4, per day). This skill can be negated with a parry or another Critical Attack, regardless of damage difference (i.e. a crit. two can Parry a Crit-4). At this point both skills would be consumed. Critical Attack cannot be used in conjunction with backstab.

**Disarm (I/#/D):** This skill will cause an opponent to fumble a weapon. The adventurer must state "disarm" prior to his swing. His weapon must then contact the opponent's weapon to make the use of the disarm skill successful. If the opponent's weapon is not struck, the skill is still active until a weapon is hit. When a weapon is struck by a disarm skill, the opponent must toss his weapon at least three feet away. Please do this safely. Don't hit people when the weapon is tossed. Disarmed weapons may be picked up immediately. A disarm or parry skill can be used to negate another disarm skill, at which time both skills are consumed.

**Florentine (I/O):** Enables a character to fight with two weapons, one in each hand. One of these weapons must be a small weapon (i.e. a dagger). If you have a one-handed weapon skill you will not need to take small weapon in addition to it.

**Lethal Strike (I/#/D):** This skill can only be performed with an edged or sharp tipped weapon. This strike will bypass any armor and bring an opponent's life points to zero. The armor will remain completely intact from the strike. If you wish to use this skill you must state "lethal strike" prior to your swing. The swing must then hit your opponent in the torso. If you miss, the skill is still active until used. A lethal strike can only be parried with another lethal strike, at which time both skills are negated. A lethal strike can parry another lethal strike without requiring an edged weapon. When using lethal strike with a bow the shot must still be to the



torso.

**Parry (I/#/D):** With this skill a character can negate the effects of one disarm, critical attack, sever, or trip. All damage from the attack is negated. "Parry" must be stated immediately after the opponent's special fighting attack. It may not be used to parry a lethal strike. You must have a weapon in hand to use this skill.

Example: A warrior states, "disarm" and strikes your sword. You then immediately reply, "Parry". The warrior has lost the use of one disarm skill and you a parry, but you still have a good hold on your sword.

**Note:** You may not parry any attacks made by surprise (i.e. assassinate, backstab, waylay, etc.).

**Sever (I/#/D):** This skill can only be performed with an edged weapon. This skill will sever the tendon of one limb (arm or leg only, not head). When struck by a Sever skill, the opponent will be unable to use that limb. All items in a severed arm must be dropped. A sever to the leg will result in the opponent falling to the ground, role-playing the wound. When used you must state "sever" prior to your swing.

Any magical healing will restore the use of the limb, but the skill tend wounds or a bless spell will not. A sever may be used to parry another sever attack, at which point both skills are nullified and used up. A sever can parry another sever without requiring an edged weapon. If you miss, the Sever is still active until used.

**Strength (I/#/E):** This skill represents the physical exercise and training of a warrior, focused into a single feat of great strength, as per the spell strength. If used for an attack, the recipient may call a critical attack two (this crit. attack cannot be stacked with any other fighting skill) or be able to accomplish a task that would require great strength (such as lifting large rocks). This spell will not allow a person to break open normal locks, magical locks or chests with locks on them. The person **cannot** use this feat of strength to break out of a snare, paralyze, arcane bonds, etc.

\*If the feat of strength requires a length of time, the strength will last ten minutes.

**Toughness (O/E):** An adventurer can resist the first waylay dealt to him/her. The character will still take one point of damage, but all other effects are nullified. This is best explained by saying the victim was fortunate to have been hit in a tough part of the head. This skill will trigger before the Awareness skill if both have been purchased. The call for this is Toughness.

**Trip (I/#/D):** This is a dirty trick type of skill that works like the spell trip, except the adventurer must hit his opponent in the leg with a non-missile weapon. The skill user must state, "Trip," prior to his/her weapon swing. The target must touch their stomach or back to the ground, but may get right back up. The trip skill can be used to parry another trip, at which point both skills are negated. Trip causes one (1) point of damage, just like any other attack. The trip is active until you hit your opponent's legs.

**Two Weapon Combination I (O):** This extends the Florentine ability to carry up to a short sword instead of dagger.

**Two Weapon Combination II (O):** This extends Two Weapon Combination I to carry a long sword instead of short sword.

**Ultimate Enemy (O):** Characters may choose one non-adventurer race as their most hated enemy. The adventurer is allowed one critical attack two per event against this ultimate enemy per level of the character. Therefore, if you were a level five ranger and chose orcs as your most hated foe you would have five critical attack two skills against orcs per event. These Critical Attacks against your enemy are separate from any other Critical Attack skills you may have purchased.

## Weapon Skills

The choice of a weapon skill (described below) gives a character the ability to use that particular type of weapon. Weapon lengths and other specifications are described under weapon specs. & construction. **Fantasy Quest reserves the right to reject any weapon for any reason.**

**Bow (I):** Includes short and long bows. Must be 25 lb. pull or less. Many safety restrictions apply. (See section on bow safety & also arrow construction)

**One-Handed Blunt (I):** Includes clubs, maces, hammers, etc.

**One-Handed Edged (I):** Includes long, short, and broad swords, daggers, scimitars, etc.

**Pole Arm / Spear (I):** Includes pole-axes, halberds, spear, etc.

**Small Weapon (I):** Includes dagger, sap, hand axe, small clubs, etc. If you have the one-handed edged or one-handed blunt skill you do not need to purchase the small weapon skill. Obviously, the skill one-handed blunt would not let you used a dagger and one-handed edged would not let you use a small club.

**Shield (I):** There are three types of shields: buckler, normal and tower. Each shield type must be purchased separately. Only one Buckler can be worn on an arm. To wear one on each arm the skill must be taken twice. Sizes must conform to FQ specifications. Shields are to be used for defense only. Therefore, sword-shields or spiked shields are not allowed.

**Staff (I):** Allows the use of a quarter, Jo or Bo staff. Quarter staves must be used with two hands at all times.

**Two-Handed Blunt (I):** Includes Warhammers, large clubs, etc.



**Two-Handed Edged (I):** Includes claymores, battle axes, etc.

**Note:** Two-Handed Weapons cannot be disarmed via the Disarm skill. The proper call to counter the Disarm is “Two Handed” or “No Effect”, it is important to let your adversary know their skill was heard. Two-Handed Weapons can still be disarmed via other means such as magic.

**Thrown Weapon (I/M):** Includes knives, stars, hammers, axes, spears, etc. Adventurer must choose one type to be proficient in.

Thrown weapons cannot be used in hand-to-hand combat. The following are skills that cannot be performed with a thrown weapon: backstab, waylay, assassinate, trip or disarm.

**Special weapons** must be approved by FQ prior to using them at events. Examples: flail, trident, etc. **Shield-swords and man-catchers are not allowed.** All weapons must be of medieval style.

## Magical Skills

**Alchemy (I/M):** Enables a character to create magical potions that have effects similar to some spells. It also allows for experimentation and manufacture of unique



potions  
(See the  
Alchemy  
on page  
55).

**Animal Likeness (O/E):** The adventurer chooses one animal from the list below that they wish their character to be in the likeness of. The character will be able to mimic the animal's special abilities as described below. Some characters may want to role-play having the animal likeness. All special animal abilities work exactly like the skill of the same name. This is also one of the only ways some skills may be taken more than once (i.e. if you have the luck skill already and choose cat as your animal likeness, you could use luck twice in a weekend event).

**Note:** This is a list of the approved *Animal Likeness* skills. Suggestions can always be made for additional types.

- **Bear** – An extra armor point and Life Point is added to your existing status. Neither of these additional points can be repaired or healed, but they will return the following weekend event.
- **Boar** – Gives the skill *Battle Rage*.
- **Cat** – Gives the skill *Luck*.
- **Fox** – Gives one use of the skill *Avoid Traps*

- **Opossum** – Gives the character the ability to don a mask of death. This works exactly like the ninth level Mysticism spell of the same name
- **Snake** – Will give the character immunity to the first poison attack against them.
- **Turtle** – Gives the skill *Toughness*.
- **Weasel** - Gives the ability stated by the skill *Escape Bonds II*
- **Lizard** – Gives the skill *Regenerate*.

**Astrology (I/O):** The adventurer will receive random, vague information about an event that may occur in the future. This includes not only divination by gazing at the stars, but also card reading, scrying with a crystal ball, bones, runes, palm reading, etc.

**Banish Undead (O/L):** Enables the repelling of undead creatures based on the level of the Cleric or Holy Warrior. Characters must hold forth their deity's holy symbol and state “I call upon the power of (deity's name) to banish all undead before me (character's level)”. Undead creatures of that level or lower will flee from the area. If these turned creatures are attacked the effects of the banishing is negated. Undead creatures may be banished by the same caster only once.

**Commune with Nature (I/O/U):** This skill is the prerequisite for Elementalism magic. It represents a character's attunement with nature (the earth, plants, animals, and the weather). This skill will also allow the character to communicate with trees, this is done with notes marked “Treespeak” that can be found in-game on trees or animals. If you do not have this skill you cannot look at these notes.

**Create Holy Water (I/M/O):** A character can bless one vial of holy water per time the skill is taken. This vial is represented by a white spell packet with the symbol of the creator's deity. Holy water may cause variable amounts of damage to undead or other creatures. Anyone can throw holy water. You must simply state “holy water” and then throw that packet that represents the vial. It is always assumed that the vial has been broken and holy water may only be thrown once regardless of whether it hits or misses. A holy water will last for 6 months.

**Divine Intervention (O/E):** This represents a reward for servitude to a deity. If a faithful worshipper prays for one hour they may be awarded one of the following:

- At any time, the character wishes (including while unconscious) they may restore themselves to full Life Points. This skill cannot be used if you have been dealt a final strike.
- The character's level of power can be doubled for one hour. This will double the character's spell casting level and resistance level, but will not increase Life Points or skills.
- Character can divine the answer to one question asked of their deity. This question must be asked at the House of Judgment and it may take some time to

receive an answer. Answers will vary upon the nature of the question.

**Faith (I/O):** This skill is the prerequisite for Divine Magic. It represents a character's allegiance and worship of a deity. An unquestioning belief, devotion, and loyalty to one particular religion. You must declare the object of your faith when this skill is purchased. You may choose one of our 13 deities or pan-deific.

**Healing Elixirs (I/M/O):** Enables a character to create elixirs and salves that have medicinal and healing effects. This skill does not increase in cost as purchased. When applied to a wound or imbibed, the elixir will heal 2 Life Points of damage.

One healing elixir is given per event for each time the skill is purchased. Fantasy Quest suggests that for role-playing reasons, you may want to go out and "find" the necessary herbs, plants and liquids to create the elixir. Players must supply their own bottles to contain the elixir. If the player does not have a bottle, then the elixir is considered not made and forfeit for that event.

**Meditation (I):** This skill is the prerequisite for mysticism magic. It represents the character's deep continued thought and mental awareness (See Mysticism on page 54). One hones the mind through concentration and inner perception so as to develop mind over body techniques. It may also allow a character to know when another mystic is casting a spell.

**Potion Craft (I/#):** Enables the character to research and create new Potions. See Potion Craft on page 56.

**Potion Lore (I/M):** When a player purchases potion lore it enables that player to determine what a potion, balm, or oil is without having to drink or use the potion, balm, or oil.

Potions are identified with a single letter and a color that corresponds to the potion level: A is level one; B is level 2, etc. The letter and color are written on the back of the potion sheet so it is visible when looking at the potion bottle. The color is the color of the liquid.

When a player purchases potion lore, s/he is assigned a single letter. The letter represents the level of potion lore a player has. These letters occasionally change, in addition the letters listed are just examples.

Example:     **Level one Potion Lore -W**  
                  **Level two Potion Lore – T**  
                  **Level three Potion Lore – P**

The player will be able to open and read any potion, balm, or oil for the level of potion lore that they know without having to suffer the effects of the potion. Example: Lazarus has purchased potion lore four times and can identify potions marked with a W, T, P, or B. He finds a potion on an orc marked with a W. He can therefore open and read the potion sheet without having to drink the potion.

When a person attempts to identify a potion, oil, or balm, that player must role-play the identification process. The player must use taste, touch, smell, and

sight before identifying the potion. Simply looking at the bottle is not enough. How viscous is the fluid? Is it sweet or sour? Does it make your fingers tingle? Does it smell like bitter almonds? All these senses must be used to identify a potion. When a person tries to identify a potion, they will not be affected by it if they have potion lore. The player must read the potion sheet before role-playing the identification so that s/he will know the potion's taste, smell, color, etc. Example: Lazarus decides to identify the potion he found on the orc. He looks at the color and tilts the bottle to watch the liquid flow. He opens the bottle and reads the potion sheet, then lightly sniffs it, then dabs a bit on his finger, tastes it and finally rubs his fingers together. He put the sheet back in the bottle and closes it, looks at his friends and says, "I think it's a potion of armor!"

**Note:** Any player can attempt to identify any potion regardless of the level, but the player cannot remove and read the potion sheet unless they have the potion lore level that corresponds to the letter on the potion.

**Note:** A potion with a circle around the identifying letter cannot be broken down as an instruct

**Read Magic (I/O):** This skill is the prerequisite for arcane arts and dark arts; it also enables someone to read and write magical script. Anyone with this skill can employ the use of magic scroll.

**Scroll Craft (I/#):** Allows the creation of magical scrolls that are known to the creator. See Scroll Craft on page 55.

**Spell Craft (I/O):** Enables the character to research and create new spells. See Spell Craft on page 56.

## Stealth Skills

Some stealth skills must be made by surprise. They are assassinate, backstab and waylay. Our definition of surprise is that the attack be made from behind without warning to the victim and that the victim must not see the weapon being used. You cannot use these skills while facing the front of your victim.

**Appraise (I/O/U):** This skill allows a character to evaluate the value of gems, jewelry and certain other in-game items. Gems and jewelry correspond to an appraisal sheet we will give to you. Other items that do not appear on your list should be brought to the Trading Post, the Naked Rose or Ops for an out-of-game estimation of the items value. The information learned is, of course, in-game. This represents your estimation of that item's value. Players who take this skill will also be given a list of common goods and their value.

**Assassinate (I/#/E):** This skill will bypass armor and kill an unsuspecting victim. The victim is then at zero Life Points and is considered to have been simultaneously dealt a final strike. The assassination attempt must be by 'surprise'. A character with this skill must state, "Assassinate", when making the attack.

Assassinate bypasses armor, leaving it completely intact. This skill cannot be used with missile weapons.

**Avoid Traps (I/#/E):** Allows a character the ability to avoid traps. A character with this skill can disregard the effects of a sprung trap. This skill is further described in the section on traps.

**Backstab (I/%/D):** This skill may be taken only once per level. A backstab must be by 'surprise'. Similar to critical attack, this skill will inflict one additional point of damage to the victim. The character must state, "Backstab (and the damage amount)". (i.e. a rogue sneaks up on a guard and stabs his dagger into the guard's back. He states, "Backstab 2". The guard takes two points of damage). The additional damage increases with each time the skill is purchased and can be taken up to three (3) times for a total damage of four (4) points. You will then receive one backstab per day/per time taken. This skill cannot be made with missile weapons and cannot be stacked with other fighting skills.



**Create Poison (I/E):** Allows the creation of any poison type (Blade, Contact, or Ingestive). Purchase of this skill gives one (1) poison of the type chosen. The player must purchase this skill in the four-tower format as described in the poison section of this rulebook.

**Escape Bonds I (I/M/E):** Will allow a character to escape from hand tied bonds such as rope. This skill takes one minute to perform.

**Escape Bonds II (I/M/E):** Enables a character to escape from metal bonds, such as manacles and shackles, or from hand tied bonds. This skill takes one minute to perform.

**Escape Bonds III (I/M/E):** A character can escape from restraining devices such as stocks or cages. The character may choose instead to escape from hand tied or metal bondage. This skill takes one minute to perform.

**Evade (I/E):** A character with this skill may choose to negate one packet based spell, effect (such as acid damage) or missile weapon. To use this skill, you must see the attack coming and the player should role-play the evasion. The call for this skill is "Evade".

**Lock Picking I (I/O/U):** Only someone with this skill is allowed an attempt at opening a mechanical lock without the required key. Characters will receive three picks (1,2,3) that may be used to try and open in game locks. (See Lock Picking, page 78)

**Lock Picking II (I/O/U):** Characters that purchase this skill will receive three different (4,5,6). This skill also allows the character to create a skeleton key. Skeleton keys are described in the Locks section. (See Locks Picking, page 78)

**Lock Picking III (I/O/U):** Purchase of this skill will allow a character the last three lock picks (7,8,9) that may be used to try and open in-game locks. (See Locks Picking, page 78)

**Magic Lock Picking (I/O/U):** This skill will also allow characters to pick magical locks. (See Locks Picking, page 78)

**Information Gathering (I/O/E):** This skill will give the character information concerning a topic of the adventurer's choosing. The information sought must be received, complete, and in writing prior to the Friday before an event. You must include a clearly stated question as well as the name of your established NPC contact character(s) to whom you are directing your question. Late or incomplete requests will result in a random truthful rumor. Depending on the nature of the topic, the knowledge level of your contact(s), or the availability of your contact, there is a possibility of no information being available. Requests are sent to the Info Gathering Coordinator outlined in the most recent Newsletter.

**Poison Lore (I/#/E):** Allows a character to detect poison on one object (see page 81). It will also provide information on poison components and their identifications. This skill does not allow the creation of poison antidotes. This is the prerequisite skill for create poison. A player must always have poison lore equal to their level of create poison.

Poison Lore may also be used to detect poisons. When using the poison lore skill to detect poison, you will only be able to detect a poison of equal or lesser level than your current poison lore level. i.e. if you had purchased the Poison Lore skill 3 times you would be able to detect poison 3 times per day. In addition, you would only be able to identify any poison of level 3 or lower. Any poison that doesn't have a level is considered level 0.

**Set Traps (I/#/E):** Allows a character the ability to set traps. This skill is further described in the section on traps. (See Locks Picking, page 79)

**Specialty Poison (I/O):** Allows a character the ability to learn specialty poisons. Each poison must be learned and updated with separately (See Specialty Poison page 83)

**Waylay (I/O/L):** This skill will render a victim unconscious for ten minutes. The attack must be made by 'surprise.' The adventurer must state, "Waylay," and strike the victim with the hilt of a weapon on the upper back. This represents being hit on the head. This skill cannot be used with missile weapons. Metal helmets will negate the effects of waylay, but leather skullcaps and chain coifs will not.

One waylay may be made each weekend for every level of the character (i.e. a third level rogue would have three uses of the waylay skill in a weekend). Characters unconscious due to waylay can be awakened earlier than ten minutes with a healing spell or with the spell awaken. Shaking them will have no effect.

To be realistic, Waylay cannot be performed while the victim is in combat. The battling victim would be too hard to hit by such a precise attack. If the victim is in the middle of changing opponents or steps back from a fight for a moment, a Waylay can then be performed. Do not misinterpret the intentions of this rule. It is only when the victim is in full combat that they cannot be Waylaid.

## General Skills

**Armor Smith, Leather/Metal (I/#/D):** Character must choose either Leather Smith or Metal Smith. S/he can then manufacture or repair armor of that type at a rate of 2 Armor Points (AP) per day per time taken. It takes a full 5 minutes per AP to repair armor.

**Craftsman (I/#/E):** Skill indicates that a character has gained knowledge of a particular trade and is considered an artisan. This adventurer will receive in-game money at the beginning of each game weekend. This coin is representational of earnings from the trade (after expenses). Example crafts are: mining, carpentry, begging, performing, trapping, etc. The adventurer must state the chosen profession and then role-play accordingly. This skill can be taken up to three times for additional income. Each time taken determines the craftsman's ability.

Purchases	In-Game Verbiage	Coin received at check in
1	Beginner	2 Flange
2	Expert	5 Flange
3	Master	1 Noble

**Health (O):** Skill indicates a healthier way of life. Due to this effort a player will receive 1 Life Point per X Levels based on a combination of their Class and Level, as indicated below.

Class	1 LP Per X Levels
Warrior	2
Hybrid & Stealth	3
Caster	4

A 7<sup>th</sup> level Warrior would receive 3 extra Life Points.  
A 7<sup>th</sup> level Rogue would receive 2 extra Life Points.  
A 7<sup>th</sup> level Cleric would receive 1 extra Life Points.

**Instruct (M):** This skill allows a character to teach another character any one skill they currently know. This has been somewhat explained under "skill acquisitions". One skill may be taught each time this skill is taken per weekend. You will get an Instruct card that is to be given to the person you teach your skill to. Instruct cards can carry over between weekends if unused.

**Legend Lore (O):** Provides character with various heroic tales, folklore, myths, and legends. Legend Lore

can provide good material for storytellers or may have in-game relevance.

**Literacy (I/O/U):** Allows the character to read and write the most common language of the realm. Without this skill, players must role-play illiteracy. Keep in mind that people who cannot read and write don't have to "play dumb". Illiterate doesn't mean stupid.

**Luck (O/E):** A character with this skill who has been brought to zero Life Points may regain consciousness, after 10 minutes, with one Life Point. This skill will not work if the character was dealt a Final Strike.

**Nature Lore (I/O):** This skill will give some information on plants, animals and/or minerals. This skill will also provide random information about various monsters, races and other creatures.

**Regenerate (#/D):** Allow a character to regenerate Life Points after sleeping for at least four hours. On LP, per time taken, can be regained for each night of sleep. This skill may be taken a maximum of four times.

**Resist (#/U):** Players may choose one of the following to be resistant to: Poison, disease, fear, sleep, charm (enthrall, command, & mind slave spells only), or magic\*. The adventurer will then resist at two levels higher in regard to their choice. Each choice can be taken only once. (see resistance, page 52).

\*If an adventurer chooses to resist magic s/he must choose one school of magic to be resistant to (i.e. Mysticism). This adventurer will then resist level based spells from that school at one level higher. The skill resist can only be taken once per choice.

**Rumors (I/M):** Provides information on people, plots and events based on hearsay, rumor, assumption, and fact. Rumors will be read at the time received and are then turned back in. Rumors may only be written down if the adventurer has the skill literacy.

**Tend Wounds (I/O/U):** After tending a mortally wounded character that person will no longer be dying and will regain consciousness with one Life Point. This skill cannot be used to heal a character with more than zero points and will not restore life to a dead person. This skill takes five minutes to complete. This duration represents the time it would take to properly clean and bandage wounds.

**Theology (I/O):** Provides more in-depth knowledge on religion and religious events in the realm, and also may give more information on religious secret activities.

**Weapon Craft (Wood/Metal) (I/#):** Allows a character to manufacture either wood or metal weapons (adventurers must choose one). Characters must have the materials and the resources to do so (i.e. the steel and a forge).

**Wear Armor (O):** Allows a character to wear armor of one type higher than allowed by his class (i.e. Rogues

could wear chain mail). Regardless of this skill, Racial, Clerical and Holy Warrior restrictions still apply.

# Safety and Combat

## Safety

❖ Please read this section carefully

If it seems that Fantasy Quest is obsessed with safety, we are! There is nothing more important to us than the safety of our participants. Of course, the Keepers can't do it alone. We must insist that everyone who participates in Fantasy Quest looks out for the safety of everyone else. Our goal is to hold fun and injury free events, every time. We will not settle for less. With your help, we can achieve that goal.

Safety must be the primary concern of any live action role-playing game. Sure, fun and excitement are important, but if the game becomes dangerous, it's no fun for anyone. We cannot stress safety enough; safety is more important to us than fun. Please understand that there is nothing that can possibly happen to you in this game which makes getting injured worth it! Here are some simple guidelines which will make Fantasy Quest safe, and therefore fun for all.

## Courtesy

Courtesy is as important as anything else when dealing with safety. In general, don't do to anyone else what you wouldn't want done to yourself. As long as everyone is courteous, and tempers don't flare, the game will be much more enjoyable overall.

## Command Words

In order to keep the flow of the game moving both smoothly and safely, Fantasy Quest uses the following command words. These are perhaps the most important rules in our game, so do your utmost to act accordingly when you hear them.

**HOLD:** A verbal command used to stop all action in surrounding game areas of play. To be used primarily for safety reasons or serious situations that call for it.

When the word Hold is shouted all those in the area should stop action and repeat the Hold statement. Everyone within hearing distance should stop all actions and wait for someone to say "**Play-on**".

**"HOLD!"** You may hear several of these at every event. They can be annoying and often take a while to resolve. Holds always seem to happen when the action reaches a high point. But without a hold, all sorts of terrible things can happen. If you hear, or think you hear, a Hold, stop attacking, and echo the Hold. Take a deep breath, and call out the word loud and clear. Don't worry

if not everyone seems to hear you; others will echo it. Don't hesitate to call a Hold if you see a safety hazard. Everyone has the right to call a Hold when there's a need. And everyone else will stop and listen to you when they hear it.

During a Hold, please listen carefully to any instructions issued by a keeper, or the person in charge of the Hold. Your obedience could be critical!

Occasionally someone else may stumble on the area, not knowing a Hold is in place. Please inform the person of the Hold, and ask kindly "could you please step back fifteen paces and wait? Thank you".

When a Hold is about to be released, everyone should be aware of this, and get back to where they were when the Hold was called. Then one person, the person controlling the Hold (usually the person who called it in the first place), will announce "Play-on!" This means the Hold is over and time returns to the moment the Hold was called. Finish your spell, slay your enemy, tie your shoe – do whatever you were doing, at that time.

**Note:** A good "in-game" word to stop someone from moving is "halt" or "stop". Please refrain from using the word "Hold" except for the way described above.

**CAUTION:** This verbal statement is more of a one-on-one command used to stop one small portion of game play rather than the *entire* surrounding area, sort of a mini-Hold.

A Caution is used mainly to warn an adventurer of some danger, so they can avoid falling over an obstruction, such as a pile of logs, stepping into a hole, or on a "dead" body. In the case of objects, they should be moved aside, or else those involved should step over or away from the object. In the case of a dead body, the dead adventurer should courteously move to a safer place. The location of the body doesn't matter much, certainly not to him! After the safety hazard is avoided combat can resume (Play-on).

**CLARIFY:** A verbal statement that is used to determine a rule or spell effects proper consequences.

A Clarify might be used to ask another person how long a particular spell lasts. "Clarify, how long does sleep last?"

**PLAY-ON:** A verbal command issued by the person who originally called a command word to cease play. Play-on is used to resume game play after the appropriate action(s) have been taken. Everyone should return to where they were when the Hold or Caution was called.

**RUNNING:** A verbal statement by a person who wishes to flee or run at night, from a situation, but feels unsafe to actually run. This command word lets people know you are should be considered to be running. If an NPC is chasing you, they will follow at the same pace you are moving at, neither gaining nor losing pace. If you take

wide turns they may still catch you. If you run into something else, this does not mean they can't hit you.

## Running at Night

Running at night can be very dangerous; especially if you are unfamiliar with the area you are running through. People can trip over unseen rocks and roots even in the daylight hours, so be extra careful at night.

## Injuries

If someone gets hurt, call a Hold immediately. A loud one. No combat is to occur when someone is injured. Then, find someone able to take charge of the situation – a Keeper, someone with emergency medical training, etc. We will clearly point out to you at the beginning of every event those who are qualified to take care of an injured person. In the meantime, don't crowd around to see what happened. Stand back, and let those who are qualified handle the situation.

If you personally get hurt, call a Hold if you can, or signal to someone else that you're hurt. The definition of "hurt" can vary – but suffice it to say that, if you feel pain, you're hurt. Don't try to "tough it out", you may end up in worse condition.

If the injured person decides s/he is all right, and wishes to resume combat, then only s/he should call a Play-On. At this point, everyone should return to where they were standing, when the hold was first called.

If a serious injury occurs far from camp, and there's no one with any medical training, do not attempt to move the person. Instead, send someone back to camp to find a Keeper or someone with medical training.

## Yellow Arm Bands

We don't need to tell you to watch out for anyone with a real-life injury or physical disability. If someone wears a knee brace, for example, avoid hitting that leg or making that person run too fast. If it's you who has an injury, please take care of yourself. Don't put yourself at risk. Make sure everyone around you knows what level of activity is safe for you. And by all means, let a Keeper know, at check-in, if you have any sort of physical impairment. We can't look out for you if we don't know that we should. These participants are asked to wear a bright yellow armband that lets everyone know they are "non-combat" participants. If anyone comes up against a person with a yellow arm band, they are asked not to engage him/her in combat. These participants will, in turn, have to forfeit any battles they initiate.

## Common Sense

The golden rule for safety is common sense in judgment. Never sacrifice safety for the sake of role-

playing your character or winning a fight. If you feel that others engaged in combat are doing something unsafe, tell them so. Call a Caution or a Hold. Yes, Holds are a nuisance, but a broken nose is worse!

If you ever feel you are in a situation where you can't fight safely, then don't fight. Tell your opponent that you refuse to fight under those circumstances. Find a Keeper when you can, and explain what happened. The Keeper will then deal with the situation. Keepers have control of the game, but only you have control over the reality of a situation.

Please watch out for the safety of your opponents. The Cast in particular often wear masks or intricate costumes which restrict their vision, hearing, mobility, or all of these. Try to accommodate them. If a creature's mask spins around, be kind and call a Caution, or just step back a moment, until the mask can be straightened out. We know the temptation is strong to charge in, and take advantage of these situations, but act honorably and safely. Don't fight someone while they can't see or if they can't move around.



## Combat

Combat refers to any in-game battling, whether it is magical or physical. Spells have varying effects that are explained in the "Magic" section. Every normal weapon (melee or projectile) in the game will cause one (1) point of damage upon a successful hit to the opponent, regardless of the weapon's size or type. All wounds should be somewhat acted out so as to at least acknowledge the fact that you were hit. Every person can take only so many points of damage before they become unconscious (zero Life Points). If the combat is with weapons, the last hit an opponent takes before reaching zero LP must be to the torso area, this includes the top of the shoulders to the top of your groin (front and back). The entire area resembles a sleeveless t-shirt.

**Note:** Spells and poisons, if effective, will bring an opponent to zero LP regardless of where the hit was taken. In other words, it does not have to be a torso shot.

## Combat Safety

**Illegal Targets:** Combat can be very aggressive and to ensure no one gets hurt certain parts of the body are restricted from contact. These are the head, neck, groin, hands and feet. If an adventurer is obviously aiming for these areas, do not fight him or her; report it immediately to a Keeper. Headhunters are unwelcome. Accidents do happen, especially at night, so please don't be upset if you are accidentally hit in one of these areas.

For game purposes, hits to these areas do no damage. You may role-play them ("Ooof, nearly winded me there!") or simply call them out ("Groin shot!"). If someone asks you to check your swings, don't argue about it – just be courteous and do so.

For magical attacks, all areas of the body, except the head, will be considered effective. This includes your shield, cloak, clothing, hands, feet, etc.

Please keep in mind that the cast may have difficulty seeing through their masks and this vision impairment is much worse at night. This may result in the cast accidentally striking illegal targets. If so, please let them know they are doing so and that they should use more caution.

**Dirty Fighting Tactics** such as shield bashing, charging into someone, or any other such dirty tricks are not allowed.

**Real Fighting** is *not* allowed. Anyone actually striking someone with your hands, feet, etc. will be dealt with by the local authorities, and that person or possibly both involved will be expelled from the game.

## Weapons

**No live steel is ever permitted at any Fantasy Quest events!** You may have a pocket knife, as long as it is sheathed and safely stored at all times. Keep them in an "out-of-game" pocket or place in your cabin so that others won't find it accidentally.

The majority of injuries at live-action role-playing games are caused by either unsafe weapon construction, or unsafe use of weapons, in the heat of combat.

Fantasy Quest uses safe, foam weapons for combat. These weapons are safety tested at each and every event. Any physical contact with another person during combat is to be done with weapons only.

The only items that may be used in combat are boffer or soft-sculpture weapons, spell packets, or bows with boffer arrows.

**Note:** all of these must meet Fantasy Quest safety standards.

The *Game Lore* includes weapon construction specifications. Remember that safety is more important than appearance, so build your weapons accordingly. If for some reason, you feel the need to stray from these guidelines, you must obtain permission from a Keeper first. We don't want to have to turn down the great eleven-foot-long, super-giant halberd you spent nine hours to make, so for your own sake, be sure to ask first!

**All weapons must be checked in with a Keeper, every time you bring them to a Fantasy Quest event,** whether or not you intend to use them at the event. Yes, your sword may have passed nine times before, and that is all the more reason to have it checked again! It may have worn down and you may not have noticed, since you use it all the time.

Fantasy Quest reserves the right to reject any weapon we feel is unsafe, at any time and for any reason, before or during an event. You may repair it, if you wish, and we can even help you. The weapon must then pass another inspection before it is used again. Anyone using a rejected weapon will have it confiscated.

Please understand that, even though a weapon meets specifications and passed inspection at another live role-playing game, it does not automatically mean it will be allowed at Fantasy quest.



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**Weapon Tags:** To ensure that every weapon has been safety tested we may affix a dated Weapon Tag to the weapon that shows it has been approved. Weapon Tags must be affixed to every weapon and shield. These tags get renewed at each event.

**Bows:** An adventurer must have express approval from Operations in order to use a bow and will be safety trained and tested in the proper use of this weapon. Bows are too dangerous and inaccurate to use in darkness; therefore they are restricted from use during nighttime hours. Arrows should be aimed for the stomach region or lower to further prevent headshots.

If you aren't approved to use a bow at an event, we will see to it that you are provided with a substitute weapon.

**Projectile Weapons of any kind:** This includes arrows, throwing daggers, etc., must be aimed at the opponents' stomach area or lower. Too many people aim for the chest and end up hitting others in the head. If the FQ staff deems that you are using missile weapons unsafely then you will be asked to cease using that weapon.



## Unsafe Weapons

Please do everyone a favor, and keep an eye on your own weapons. If during the event, your weapon becomes unsafe – if it falls apart – stop using it immediately. Do this even during combat, by calling a Hold or a Caution, if you must. Put the weapon away, you can repair it later. In the meantime, another one can be obtained. The cast usually carry spares, and we recommend that players bring spare weapons for this reason.

If you notice that someone else's weapon is unsafe, inform that person immediately, and then stop fighting that person. In any case, please inform a Keeper as soon as you can. Don't hesitate to tell anyone and everyone that someone has an unsafe weapon.

Conversely, if someone tells you that your weapon is unsafe, stop using it, and have it checked. There may be something wrong with it that you didn't notice, *the foam may have split on one side*, for example. Even if you think it's safe – have it checked!

If you notice an unsafe Cast weapon, point it out immediately. Don't just let it fall on the pile of weapons that gets scooped up and dragged away to the plot cabin. If you see an unsafe arrow, bring it to the attention of its owner, or a Keeper. As a last resort, break the arrow shaft. Arrow shafts are cheap; it's the safe foam arrowheads that take time, effort and expense. Fantasy Quest will reimburse the cost of any arrow that was unjustly broken. It's simply more important to us that unsafe arrows are taken out of play ... and quickly!

Sword tethers, (tying or attaching your sword to your wrist), is illegal at Fantasy Quest due to safety concerns.

## Calibration

If you will be using a weapon, you must be calibrated with its use. This means you must demonstrate your ability with that weapon, to be sure you know how to use it both effectively and most importantly, safely.

For most boffer weapons, this means you will strike a Keeper. The Keeper will then tell you to strike harder or softer, until the Keeper is satisfied that you know the proper "feel" of the weapon and can use it proficiently and safely.

At any time, a Keeper may calibrate you again for safety reasons. This may seem a nuisance, but it will help you to keep your blows consistently safe. And it will avoid a lot of arguing ("That blow was too hard/soft!" ... "Was not!"). In this way, recalibration will actually protect you from being accused of swinging too hard.

For throwing weapons, the same principle applies. Both your aim and the force of your throw will be tested. If you are making many throwing weapons of the same sort, it's best to make them all the same size, weight, and balance, so you'll be able to throw them consistently. The number of thrown weapons you can carry should reflect realism in terms of weight. It does not seem

realistic to be carrying 20 throwing axes that are supposedly made of steel.

Bow calibration is more intensive, involving drawstring pull and your ability to aim safely, even under pressure. If we feel you are not proficient we will ask you not to use a bow at that event, and to practice with it before the next event. Bows and arrows are very dangerous. We have already seen some of our players injured by misplaced arrow shots.

Here are some simple suggestions you might want to incorporate into your fighting style, to help you use a weapon more safely.

- Never swing your weapon through more than a ninety-degree arc, from start to end; this way you can avoid "baseball bat" style blows.
- Never raise a weapon over your head in order to swing straight down. If you do, you are almost sure to hit your opponent in the head.
- Don't run at someone while swinging your weapon. This will help you avoid being accused of "charging", which is illegal. In addition, you will prevent "back-pedal" injuries.

## Strength of Blows & Troll-Skinning

Occasionally someone may receive a blow, which he or she feels is too light to count. If this happens to you, you have the option of not scoring the blow. This is a judgment call – but remember that your opponent is pulling the strength of his or her swings as a courtesy to you. As a rule, if a blow struck you straight, but lightly, count it; if it was a strong blow, but only nicked you – say, with the tip – then you may, if you wish, not count it.

This is one of the biggest causes of conflict. Conversations starting with "Hey, you should be dead by now!" happen all too often because of judgment calls based on strength of blows. To avoid these arguments, please explain immediately to your attacker when you have received a light blow. Again, you may do this in character ("Yipe, just nicked me, there!") or "out-of-game" ("Light blow". Hopefully your opponent will acknowledge this, and combat can continue.)

If your opponent tells you that one of your blows is too light, you have two options. You may – **carefully!** – strengthen your blows slightly, or so that your opponent will feel them a bit more. You may also simply acknowledge it was a bad blow, and keep going. Never, never argue with an opponent about the calibration of a blow. If you have a problem with how your opponent received your blows, see a Keeper afterwards. The Keeper can then straighten out the situation. If you feel that, because of a bad blow calibration, your character was killed unfairly, don't assume the Keepers will resurrect you. Keep your chin up about it. Think maturity, think courtesy, and think safety!

Players who call "light blows" repeatedly, or who simply don't count their damage, are known as "troll-skinners". If the Keepers hear reports from several players that you are not counting blows on a continual basis, i.e., troll-skinning, you may be asked to stop doing so. Please be courteous and honor the Keepers' wishes. We don't want to have to take drastic measures.

Dealing heavy blows, however, is a far worse crime. If you are hit by a blow that you feel was way too hard (it stings for several seconds, causes you to stumble, etc.), you have several options. You could always ignore it. Some players don't mind that sort of thing, and, well, if you're sure you weren't hurt, then there's not much we can do about it. We would prefer, however, that you make your opponent aware of how hard s/he is hitting. Even if it doesn't bother you, someone else may not be as tough. You may do this in character ("Whoa, I'll be feelin' that one tomorrow!"), or out of character ("Heavy blow!"). Finally, you can call a Caution to inform the person you were struck heavily and to get your breath back or to check for injury.

You also have the right to discount any blow that you feel was too heavy. As with light blows, let your opponent know you aren't counting the blow, and why. Chances are, he or she is unaware you were hit too hard. Combat is very tricky, what with all the distractions, adrenaline pumping, etc.

If your opponent tells you that you are hitting too hard, then you must lighten up your swings immediately. There is a possibility that just one person thinks you are hitting too hard, when you are actually swinging safely. Regardless, you must acknowledge that you may be hitting too hard (even if it is only for that person). You should have yourself recalibrated at your next opportunity. If we receive several reports from players that you are swinging too hard, we will approach you on the subject. Please cooperate with the Keepers in running a safe game.

## Combat in Darkness

Obviously, fighting in darkness can be hazardous. It is important that you take combat safety even more seriously at night. You have to worry not only about your opponent, but about unseen obstacles such as rocks, roots, and frogs. Be super-extra-careful in the dark, especially if you are making the attack. A surprised person may swing blindly in your direction or stumble backward and trip. In these cases, since only you know what's about to happen, consider yourself responsible for the safety of that situation.

If possible, move combat to an area that has more light, if it's close by. If you are very concerned about the safety of a fight in darkness, you may always forfeit. Your opponent may then do what he or she wishes with your character and possessions.

## Damage Progression

The progression that damage is taken is explained below, from what goes first to what goes last.

- Magical Protective Armor Spells
- Other Magical Protective Armors
- Armor Points
- Magical Life Enhancing Spells

- Other Magical Life Protection
- Life Points

Any attacks that are specifically called as damage to Life Points (LP) start at "Magical Life Enhancing Spells" and work down toward Life Points.

## Parrying

You can always physically attempt to parry a melee attack with a weapon or shield. In some cases, though, you can parry with special skills. Some special skills (only those listed under Fighting Skills) can be used to parry another special skill of the same name. (At that time both skills are negated and used up.) If you wish to do this, simply state the name of the skill used as a parry after the opponent's attack. All damage from the attack is negated as well. For example: Your opponent says "Disarm" and hits your sword. You then say "Disarm". This is a parry to the attack so you do not have to toss your weapon. Similarly, the "Parry" skill will negate a Disarm, Sever, Critical Attack, or Trip skill.

## Special Skills

Some skills allow an adventurer to exceed their natural ability to fight. These include the Disarm, Trip, Sever, Critical Attack, Lethal Strike, Backstab, Waylay, and Assassinate skills. These are better explained under the skill descriptions, but it is important to clarify a few things.

Prior to swinging a weapon, the attacking character must state the skill name and total damage (if more than one point of damage) being delivered to the opponent. The opponent must react accordingly, so it is important everyone knows what effect these skills have.

If a special attack misses its target, that skill is not wasted and may be used again immediately. If you miss and wish to use the skill again on the same opponent, you need not call out the skill name a second time, however it is helpful to do so, so your opponent is aware, especially in the midst of multiple opponents.

**Note:** All weapon hits will do one (1) point of damage in addition to any "special effects." This is in all instances unless otherwise stated.

## Conflict Resolution

"Nice swing. Going for the Olympic record, are we?" "Hey! I told you to stop hitting me in the head!" "That's not how that rule works!" "If you do that again, I'll take that sword and . . ."

Heard these before? Sort of pours a bucket of water on your fun. If you hear someone talking like this, needless to say, he or she is probably very upset. Please do what you can to alleviate the situation, by being courteous, or even making some concessions. Just try to keep the ball rolling. Later on you can approach the

person when he or she has cooled off. Or, you can inform a Keeper about it.

Do not fight with a person who is obviously agitated; such people are safety hazards. Wait for him or her to calm down, or else lower your weapon and walk away. Never try to argue with such a person; there will end up being two of you instead of one!

Anyone who repeatedly acts in an un-sports-manlike manner may be asked by the Keepers to leave the game. We don't want to have to do that, but in the name of safety, we will.

## Fighting with Friends

Once in a while you'll be tempted to "spar" (mock-fight) with your friends. Keep in mind, when doing so, that others may be unaware of the nature of your "battle." They may join in, thinking it a real fight between enemies. Moreover, friends tend to fight more strenuously with one another out of familiarity. This can contribute to lots of misunderstandings.

So do everyone a favor. If you want to spar with your friends, feel free to do so deep in the woods, where no one will see you and get the wrong idea. Or maybe behind the cabins. Or anywhere that's out of sight and out of mind.

## Reporting Misconduct

We don't encourage tattle-tales, but we like to be aware of how our participants interact. If there is an individual who you feel is spoiling the game by bad play, troll-skinning, complaining, or is a safety hazard, feel free to discuss it with a Keeper in private. If we get enough reports from various sources about a person, the Keepers will intervene. Count on it! Remember that everyone who participates in Fantasy Quest is subject to all the rules. Heck, so are the Keepers! No one is immune.

Always feel free to yank a Keeper aside and ask his or her opinion as to how to deal with any unsafe situation. He or she will either give you an answer on the spot or get back to you about it. Never hesitate to do this; as much as we might grumble, it is nevertheless our responsibility to ensure the safety of all participants, and we take it very seriously. If you feel for some reason you can't talk to a Keeper about a situation, please talk to a Player Rep about it. The most important thing is, don't wait. All too often we hear about something that occurred several weeks or even months after a game, it makes it extremely difficult for us to then investigate it. If something occurs that you think should be reported, tell a Keeper or Player Rep at that game. Everyone, not just Keepers and Player Reps should be aware of the rules and keep their eyes open to any infractions or misinterpretations of the rules. Always, before a game, read your rulebook. Even if you think you know the rules like the back of your hand, it pays to reread the rules to refresh your memory. Remember when in doubt about a rule refer back to the rulebook.

## Special Attacks by Monsters

Some monsters of the realm have the ability to attack or interact in ways other than with just weapons. Some different special attacks or unique abilities made by monsters are listed below.

Any new special attacks by monsters that we have not mentioned here will be explained, in game, as the need arises. Remember to use the "Clarify" command if there is something you are unsure of or don't understand. Also, if a level (i.e. Paralyze, level 3) follows the attack you can resist the attack based on your level (see Resistance, page 52).

Sometimes special attacks have the same effects as the spell of the same name, for example, Sleep. This is called a "spell ability". These types of attacks should be played out as if the victim had been hit by the spell. It is as if the weapon is a charged spell packet. There are times an alternative type item may be used, such as a squirt gun (for acid), silly string (for spider webbing), etc.

### Acid

- Representation: Squirting water when a special attack is performed and no level is stated, assume there is no resistance.
- Damage: 1 point per time squirted

Some creatures have the ability to shoot caustic spittle or other forms of acid-like attack. Acid will cause painful wounds to the body, but is not strong enough to eat away at weapons.

### Blindness

- Representation: Spell packet or level based spell
- Damage: As stated at time of attack

Some creatures may cause blindness. If any spell or ability causes you to be blind, you should always keep your eyes open. You should role-play being blind, but for safety you should always be able to actually see everything around you. If you are struck blind, you will not be able to target spells or effectively attack (you may not use any fighting skills while blind).

### Fire Breath

- Representation: Large barrage of spell packets
- Damage: As stated at the time of the attack

Some creatures have the ability to breathe fire (this can be convenient at cookouts). This is performed in the following manner: A creature breathes fire and then states "Fire Breath, Damage 2" and throws six spell packets all at once. You need only count the damage from one of these packets per fire breath attack.

## Level Drain

- Representation: Physical attack
- Damage: 1 point (from the physical attack)

Some creatures have the ability to drain your very life energy from you. The creature must state "Level Drain" and then the number of levels the creature drains.

For example: A specter attacks the fourth level druid, Pinesap. The specter states "Level Drain, 3 levels" and strikes Pinesap with his weapon. Pinesap immediately loses three (3) levels dropping him to level one (1) for one (1) hour per level drained or until a Heal spell is cast upon him. Pinesap will still be able to cast all his spells and use any available skills, but only at level one (1) of ability. Pinesap's resistance to all attacks (poison, magic, traps, etc.) is also at level one.

- Representation: Physical attack
- Damage: 1 point (from the physical attack)

## Paralyze

Some creatures have the ability to paralyze with their touch. The creature will state "Paralyze poison" (See Blade Poison page 81) or "Spell Effect Paralyze" or "Spell Effect Paralyze, level X" and then make an attack. For the poison version, it is treated as a poison. If the attack affects you, your entire body will become rigid and you will be unable to move a single muscle for ten (10) minutes. All actions (speaking, casting spells, fighting, etc.) are impossible until the paralysis wears off. Only natural bodily motor functions will work. Mystics may still cast spells while paralyzed.

Some creatures may focus their paralyzing ability to a certain area. For example: "Paralyze limb, level (the level)" and then make an attack for the limb. If struck the target will be unable to move the affected limb for ten minutes. A heal spell will instantly remove the paralysis in both cases.

## Phasing

- Representation: Spirit hood, arms over head
- Damage: None

This is the ability of a creature to instantly change the state or plane of existence they are in. In simple terms, the creature vanishes into another realm or dimension. To accomplish this, the NPC will state "I phase out" or "I dissipate". The NPC will then either

immediately put on a spirit hood or raise his arm(s) over his head to signify that they are out of game. This ability can also be used in reverse to enter and phase into a location.

## Spell Effect

Spell Effects is an innate ability to cast a spell without the full incant. It can be used in one of two ways. Either as a touch/packet or level based effect. These spells do not use the regular incants, but just the spell name to indicate the effect. These Spell Effects work under the normal spell rules for resistance.

**Note:** These Spell Effects are not being cast and thus cannot be interrupted.

**Touch/Packet:** This works as if the weapon itself is a hand or packet for the purpose of the spell. These effects are called prior to a weapon swing, i.e. Spell Effect Agony. In this case, it works just as if a packet were thrown, i.e. if it hits your weapon it affects you.

**Level Based:** This skill works just like level based spells.

## Sticks and Stones

- Representation: Physical attack
- Damage: 1 point (from physical attack)

Some creatures have the ability to lift and throw large stones and logs (foam made to look like large stones and logs) and pummel their foes with them. A character should role-play accordingly. "Ouch" may not represent being hit by a huge boulder. It should really be quite painful, "Ouuwwccchh, aaaarrgghhhh!" would be better.

When a creature throws one of these stones or logs s/he will usually call an effect that goes along with the physical attack. These 'effects' work the same way as would the spell or skill of the same name.

- Agony
- Critical Attack (+ damage)
- Lethal Strike

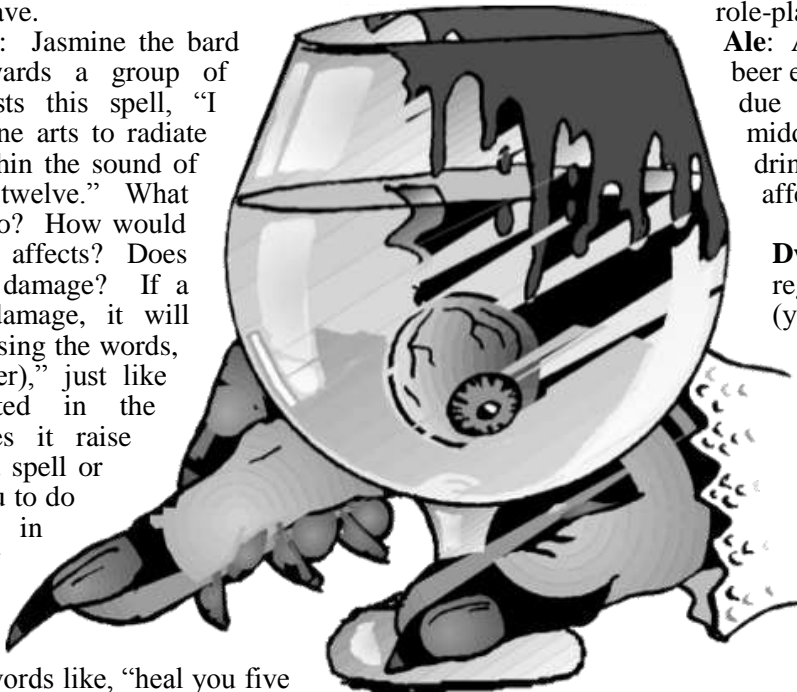
# Role-Playing

## Intelligent Role-Playing

*That's not in the rulebook!* Creatures and characters at Fantasy Quest will often use abilities, skills or spells that are not in the rulebook. Often these may be hidden skills within the game system available to players and sometimes they are unique abilities for a particular creature type. Whenever this happens, listen carefully to the incantation or description of the effect and role-play accordingly. If it is not listed in the rulebook, the incant or description will usually give all the required information on duration and effect. It is important to try and do what the incantation states or to imagine the effect it would have.

For example: Jasmine the bard is walking towards a group of players and casts this spell, "I conjure the arcane arts to radiate power to all within the sound of my voice, level twelve." What does this spell do? How would you role-play its affects? Does the spell cause damage? If a spell delivers damage, it will state a damage using the words, "damage (number)," just like the spells listed in the rulebook. Does it raise your level? If a spell or ability forces you to do something or in some way affects you, then the spell or ability will state this using words like, "heal you five Life Points," or, "raise your level," or, "stun you for ten seconds." So what does the spell do? It is important to follow the incantation. For this example the spell would cause the caster to radiate a magical power from his/her body at the stated level. Others would feel this power manifesting itself and would react accordingly. Low level players might back up or move into the forest to skirt the person. High level players would perhaps greet the person as an equal. Orcs trying to ambush lone travelers would likely let this one pass unharmed! As you can see, it is important to try to follow the incant, and not read anything more into the spell or affect than what the incantation states. As always, if there is ever a spell or ability that you do not understand you should immediately ask for a 'clarify'.

The ability of players to correctly listen, understand and then role-play the effects of hidden abilities and skills is vital to allowing the Fantasy Quest staff to expand the FQ universe beyond the rulebook boundaries.



## Effects of Alcohol

Drinking in taverns is a classic element to medieval atmosphere. Fantasy Quest does not allow the consumption of real alcoholic beverages at events. However, for purposes of role-playing there are in-game drinks such as ale, wine, etc. The effect of these should be acted out as if it was the real thing. All in-game spirits will affect you a little differently.

In Fantasy Quest, there are several types of "in game" alcohol (FQ will not serve real alcohol). Below is a listing of some "in game" drinks, how they taste, and their effects on characters. This section is merely for role-playing enhancement.

**Ale:** Ale is similar to our modern day dark beer except Ale carries a bit more of a kick due to its higher alcohol content. A middleweight character (160 lbs.) could drink 3-4 of these before feeling its affect.

**Dwarven Ale:** A bit stronger than regular Ale with a slightly better taste (you couldn't convince a dwarf otherwise) is Dwarven Ale. Dwarven Ale's effect is the same as regular ale.

**Elven Wine:** Besides the fact that it is very expensive, Elven wine is one of the finer drinks sold on the market. Elven Wine has less effect on elves, unless they down the whole bottle. Half Elves and all other races tend to feel exceptionally good even after one

glass. It is known that all non-elves who drink too much of this start to act more than a bit tipsy.

**Grog:** Grog is merely watered down Rum. It tastes all right (especially after you've had three), and is no where near as strong as Rum itself. An average weight character (160 lbs.) could drink two or three of these before feeling its effect.

**Gutquake:** Gutquake carries the potent taste of peppercorn & cinnamon that seems to light your mouth on fire. Equal in potency to Rum, an average weight character (160 lbs.) could drink several shots of this before feeling it.

**Mead:** Mead is honey liquor that is both sweet and sharp. These will sneak up on you easily. Elves seem more affected than other races by mead. An average

person can drink quite a few of these. The taste is like that of weak brandy.

**Orgrethian Swill:** Similar to regular Ale (except 10 times more potent) is Orgrethian Swill. Most people can't stand the strong taste, but to an Orgreth it's perfect. On average a 200+ pound Orgreth can easily consume 2-3 of these before "feeling it." Non-Orgreth tend to pass out at this same point. Orgrethian Swill was not intended for consumption by "light-weights."

**Trollsblood:** A type of brandy. Watch out stomach – here it comes! Trollsblood brandy carries a kick (sort of like 100 proof alcohol – or gasoline). It tastes alright after you acquire a taste for it, but after a few shots of this who can taste? A middleweight character (160 lbs.) could drink a couple shots of this before "feeling it."

**Wine, Fine/Cheap:** Similar to modern day wine. Fine wine has an elegant taste, but it's harder to find and costs a bit more. Effects are similar to that of ale only you get dizzier. Cheap wine is the realm standard, usually made locally and sometimes taverns water it down to make it last longer. Cheap wine sometimes give you a larger headache when you wake up.



## Staying in Character

It is important to stay in character at all times. You never know who is just around the corner, behind a tree, or on the other side of a wall.

When you go out of game it is too easy to pull someone else out of game (OOG) with you. This can detract from the other player's game, by hearing a conversation about something that doesn't exist in the FQ world. This is why we ask that you try and remain in character at all times. If you are in the privies or the kitchen, while they are OOG locations, people nearby can still hear you.

If you must have an OOG conversation, for whatever reason, please find a quiet spot out of the way, keep your conversation to a minimum, and try to be quiet. Remember that you are still in game.

Asking a question about the game or clarifying something is not considered going out of character, it is just part of the world.

# Armor

Armor at Fantasy Quest is defined as any protective material that is worn to protect against attacks. There are many different types of armor that may be worn. Armor points (AP) rate the protective value of armor. Each armor point will absorb one point of damage. For simplicity's sake your armor will take damage even if you are hit in a spot not actually covered by the armor. Once armor is damaged, it must be repaired to regain its full point value. If armor is damaged to zero AP it must be repaired before it will be effective again.

Fantasy Quest will evaluate your armor's protective value as fairly as possible at Check-in. Armor must be worn or brought to Check-in for evaluation at every event.

If you cannot afford real armor, you may wear some kind of homemade armor provided that it looks like armor and is approved by the armor marshal at Check-in for safety. Armor that has sharp edges or spikes that might injure you or others will not be approved for use.

Armor points will be awarded for armor that covers the torso area (front, back, and top of shoulders). Additional armor points may also be awarded for extended coverage of other areas, but no additional points will be awarded for multiple layers of armor on the same area.

Armor point totals may be further modified either upward by a maximum of 2 points or downward by a maximum of 3 points by the Armor Marshal based on authenticity, materials, weight, encumbrance, coverage, and visual impressiveness, etc. In the case of chain mail, the point total may be modified based on the thickness of the wire used, diameter of the links, and tightness of the weave. Costume armor will receive deductions in points, while authentic armor will receive bonuses. The decision of the Armor Marshal shall be final regarding all armor issues.

Generally, if the torso armor is authentic the player will get +1 AP (or more depending on the authenticity and scope). If authentic armor is used on the torso and throughout extremities: +2 AP. Of course, it is solely up to the evaluator to determine whether the armor is authentic or not and what bonuses are given. Costume armor is usually evaluated as the following: weight -1, stealth -1, also entirely up to the evaluator.

Example: A player arrives with a real set of full plate mail and covers all extremities: The base for Plate mail is 4 AP. He covers all eleven extremities/2 = 5 AP. Finally, he receives the bonus for authentic armor of 2 AP. Total armor awarded is 11 AP.

For plastic plate: Base is 4 AP with -1 AP for weight (real plate mail can weigh over 100 pounds!), and -1 for stealth (it is plastic, so the player gains a great advantage in how quietly they can move around). All eleven extremities/2 is worth 5 AP, for a total of 7 AP.

Cloth 'chainmail' might be rated: Base 3 AP, weight (it is as light as cloth) -1 AP, stealth (it doesn't jingle like real armor) -1 AP, look (this is entirely up to the evaluator) -1 AP, for a total of 0 AP.

Please avoid wearing armor that has anything on it that may injure yourself or other players on it. For example: spikes or sharp edges. Armor that could be dangerous to yourself or others will not be allowed in game play.

## Armor Restriction by Class

Some character classes are restricted in the type of armor they are allowed to wear. They are listed below according to the best type of armor they can use, although having the skill "Wear Armor" will allow them to wear one type better.

**Note:** that a character may always wear armor from a *lower* category than they are allowed.

- ❖ Class 0: (0 AP) No armor allowed
  - Worn by: Sorcerers, mystics, and warlocks
- ❖ Class 1: (1 AP) Furs, soft leathers, padded cloth.
  - Worn by: Druids, Assassins
- ❖ Class 2: (2 AP) Hard or studded leather, cuir bouilli, ring mail
  - Worn by: Mystic Warriors, Arcane Warriors, Brigands, Rogues, and Bards.
- ❖ Class 3: (3 AP) Chain mail (4 in 1), scale mail, splint mail, plate mail (breastplate only)
  - Worn by: Bounty Hunters, Rangers, and Clerics.
- ❖ Class 4: (4 AP) Plate mail, plate armor, brigantine, double chain mail (6 in one).
  - Worn by: Warriors, Holy Warriors

# Armor Classification

<u>Category</u>	<u>Type of Armor</u>	<u>Armor Point Value</u>
Class 0	No armor allowed	0
Class 1	Furs, Hides, Padded, Soft Leather	1
Class 2	Boiled (hard) Leather, Studded Leather, Ring Mail, cuir-bouilli	2
Class 3	Chain Mail, Scale Mail, Splint Mail, Breast Plate Only	3
Class 4	Plate Mail, Plate Armor, Brigandine, Double-Chain Mail (6-in-1)	4

## Extra Armor

Additionally, ½ point (with fractions rounded down) will be awarded for each of the following areas covered by armor:

<b>Area</b>	<b>Description</b>
Hands	Both hands must be covered.
Forearms	Guards must cover at least 60% of both forearms.
Elbows	Guards must cover both elbows.
Upper Arms	Must cover from shoulder to elbow.
Groin	Must be fully covered.
Helmet	Must cover entire standard hairline.
Face	Must cover 80% of face.
Neck	Must cover entire neck and throat.
Shoulders	Both shoulders must be covered
Shins	Guards must cover at least 60% of both shins.
Knees	Guards must cover both knees.
Thigh	Guards must cover at least 60% of both thighs.
Feet	Both must be fully covered (sides and top).

## Racial Armor and Weapon Restrictions

Some character races may be restricted in the types of armor they can wear, as follows:

**Dwarves:** Cannot use tower shields, bows, or weapons over 5' in length.

**Elves:** Cannot use two-handed weapons (except for staff).

**Half Elves:** Cannot use two-handed weapons (except for staff).

**Orgreth:** Restricted to Class 2 armor or lower.

**Note:** that priests and holy warriors may also have armor restrictions placed on them according to which deity they follow.





# Weapon Construction

The Fantasy Quest setting allows for many types of role-playing experiences. Safety is a major part of our concern, so weapon construction is taken very seriously.

As an adventurer, you must supply your own weapons. As a beginning character you will be allowed to bring only a few weapons to start with. All in-game weapons crafted after that will have to be purchased with in-game money. You make the weapon “out-of-game”, but your character pays as if he bought it somewhere “in-game”. Characters with the skill *Weapon Craft* can make in-game weapons.

Fantasy Quest requires that every weapon be safety checked **every time** it is brought to an event, regardless if it was safe the last time you used it. Weapons that are approved at one event may get worn out and become too unsafe for the next.

In order to be best prepared, you should always keep extra supplies of materials or bring in more than one weapon. We will list the major weapon types that are and are not allowed in FQ play. We will also explain how to construct a long sword. The techniques used in long sword construction can be applied to almost all other weapons.

Any weapon, which varies from FQ specifications, must be approved before it can be used. If you are planning to make a weapon not listed in our section of weapons, we suggest you contact us to tell us about it. After creating a weapon that we approve of, you will still have to bring it in to be safety approved. Just because you have permission to fashion a new-style weapon doesn't mean that it will be safe enough for game play.

For safety reasons FQ does not allow the use of “ultralight” or “fiber core” weapons. If you wish to make your weapons out of a material not specified by Fantasy Quest then please contact us and let us know your plans.

The safest weapon is still not enough for a completely safe game. If you have never used a boffer weapon before, you should practice using it to be sure you can safely wield it.

## Unsafe Weapons

- Weapons having parts connected by rope or chain are not allowed. Some examples are: Nunchaku, three-sectioned staves, flails, etc.
- Weapons that require a hit which lasts longer than a single weapon blow are not allowed. Some
  - Examples are: Man catcher, sword with a hook-shaped blade, etc.
- Sword-shield combinations are not allowed.
- Any weapon designed to make a punch more damaging is not allowed. Including: brass knuckles, spiked gloves, etc.

## Weapon Guidelines

As we have already stated, all weapons must be approved by Fantasy Quest and pass safety inspection at every event. Weapons should be of medieval appearance and style, anything else must be approved first.

Tape color helps differentiate in-game weapon materials such as wood, steel, etc. Wooden weapons should be brown taped whereas metal weapons should be silver taped. Black tape can be acceptable as blackened metal. And lastly, colored tape can be used for detailing weapons, such as a fancy hilt on your sword or a painted staff.

**Arrows:** All arrows must have wooden shafts and can be no longer than 28 inches long (this includes the nock and tip). We will gladly explain to you how to make safe boffer arrows.

**Blunt Weapons:** Includes clubs, maces, and hammers

**Bows:** Bows may only be recurve, and cannot exceed a maximum draw of 25 pounds at 28 inches.

**Edged Weapons:** Includes swords, axes, daggers, or anything else that is not a thrown weapon with an edge.

**One-Handed Spears:** These spears are used strictly in melee combat and may never be thrown. The spear shafts are made of ¾ inch PVC pipe covered in pipe-foam insulation. The tips must be made completely of open celled foam.

**Throwing Spears/Javelins:** These must be made completely of foam, there can be no PVC pipe or weights. Pipe insulation foam for the shaft, and open cell foam for the tip works best.

**Throwing Weapons:** Thrown weapons must be made entirely of soft open-cell foam. No piping or weights of any kind are allowed within these weapons. This includes: daggers, darts, and stones. Rocks should look real and be at least 8” round.

**Two-Handed Weapons:** Two-handed weapons must be wielded with two hands at all times. This includes: two-handed swords, staves, pole-arms, large maces, large clubs, large axes, etc. If you are unable to use one of your arms or hands in a battle, then you are unable to use a two-handed weapon.

# Constructing a Safe Weapon

It is important you understand that weapons must be constructed properly. If they fail the safety inspection you will be unable to use it during the event. We will explain the instructions for making a basic long sword. This procedure can be applied to all other weapon types.

PVC should only be used as the main shaft of a weapon. Axe, mace, and club heads should be made entirely of open cell foam. Please keep weapons in period- think medieval Europe.

## What you Need

- PVC/CPVC Pipe that measures 3/4" outside diameter.
- Pipe insulation foam that fits 3/4" pipe and has a 5/8" wall. The type of foam you get is extremely important. FQ will approve "Climatube 80" (green) insulation foam or something that matches the foam density. Acceptable foam has mostly been light green or beige in color. The black & brown foams are too hard.
- Duct Tape: All weapons must be taped. Silver or light gray tape represents metal. Brown is wood. Black represents a metal blade that has been blackened or wood that has been painted. Other colors may be used on cross-hilts, and the like, to add flare, personality, and uniqueness to your weapon.
- Cloth, leather, etc: To cover the sword hilt.
- A utility knife: To cut tape and foam with.
- A pipe cutter or hack saw with which to cut the PVC pipe.
- Open celled foam: This is spongy and is usually a light yellow in color. It is the same foam used in most couch/sofa seat cushions.

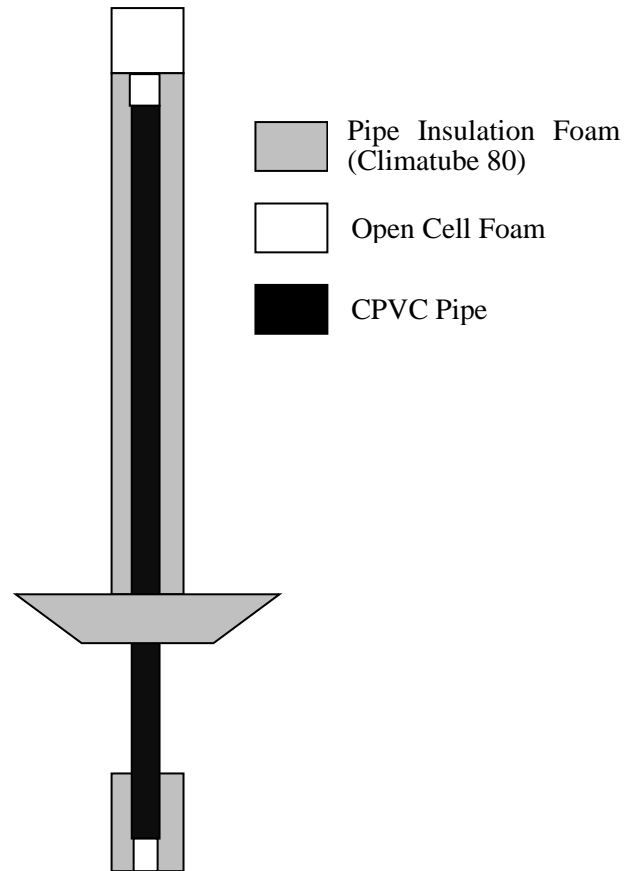
## What To Do

Once you have played a few times and have seen other weapons, you may decide to create a more unique weapon. But for now we will explain how to make a basic long sword.

### The Pipe

- Select the length of the sword you want to make. Be sure to stay within FQ specifications. There will be approximately 2" of open-cell foam at the tip of the sword and 1 inch on the pommel. Also the insulation foam must extend at least 3/4 – 1 inch past the end of the PVC pipe. With this taken into account we can now cut the PVC pipe to the desired length. When finished, our long sword will be 44 inches overall, so we must cut the PVC pipe at approximately 40 inches (use a hacksaw or pipe cutter to do this).

- Both ends of the PVC should be taped off with duct tape. This will prevent the open cell foam from being pushed into the end of the pipe.
- Optional hilt idea: You may want to flatten the section of the PVC that will be used for the handle to make it more comfortable to hold, like the handle of a tennis racket. If you have a vice, you may flatten the pipe by placing it in the vice, while heating the pipe with a propane torch or heat gun close to the vice. You may also flatten the pipe with a hammer. Be sure not to melt the pipe by putting it too close to the heat source. Use extreme caution when dealing with hot plastic.



### The Blade

- Now mark the pipe where the cross hilt will go. The width of the cross hilt will take up about 2" of the PVC pipe length.
  - Cut a piece of pipe insulation foam (Climatube 80) for the blade. It should be long enough to go from the top of the cross hilt mark you just made to 1 inch beyond the top end of the PVC. For example: our pipe was cut at 40 inches, our handle will be 8 inches and the cross hilt covers 2 inches so we will cut the blade foam at 31 inches.
- Note:** It is important the blade foam extends past the PVC pipe otherwise the PVC could be felt at the tip. If it is extended too far past the pipe, the tip would become weak and may break off in combat.
- The next step (optional) is to take several pieces of duct tape (five to six inch lengths) and roll it length-wise onto itself. You should have a sticky cord, which you will wrap around the PVC and the blade area. This will

make the foam fit snug and also make it last longer with use.

- Now slide the blade (insulation foam) over the PVC up to the top mark of the cross hilt area. One inch of the insulation foam should extend past the PVC pipe. Fill the hole at the end of the sword with foam. Once done, a small length of tape should be used to close off the end of the blade.
- Now you must tape the blade (remember – swords use silver or black tape). Take the duct tape and, starting at about 4-5” onto the handle, tape the blade lengthwise. Make sure the tape runs evenly and smoothly up the middle of the length of the blade. Bring the tape over the tip and proceed down the opposite side and onto the handle again. You can pull the tape up to make sure there are no creases or lines. (It is best to smooth it down from the center outward.) Where the tape extends past the blade, fold the tape onto the handle. This will help insure the blade does not come off.
- Repeat this for the other sides of the blade. Four widths of two inch duct tape should exactly cover the blade. Our sword blade is now covered with tape and ready to have the thrusting tip put on.

### The Thrusting Tip

- Cut a piece of open-cell foam for the thrusting tip of your weapon. It should be cylindrical and the width of the insulation foam. Its length should be about 3 ½ to 4” long. This will be compressed to about 2” later. Use a piece of double sided tape to hold this piece of foam to the blade tip. It is a good idea to tape over the top of the CPVC edge where the thrusting tip will be attached.

### The Cross Hilt

- Next we will fashion the cross hilt. Cross hilts must be made entirely with foam. There can be no PVC pipe or anything other than pipe foam used as framework. We will start by cutting a piece of pipe insulation foam the desired length of the cross hilt. (Our example will be 9 inches long.) Slice this piece of foam lengthwise along the precut slit. Then roll the foam upon itself creating a tighter and stronger cylinder. Next cut a small 1/2 inch hole through the center of the length of foam, this is where it will fit onto the PVC pipe. Slide the cross hilt up the pipe until it fits snugly to the blade.
- Taping the cross hilt is a bit difficult and requires a little patience. You can use more pipe insulation foam to create a decorative cross hilt. Placing a small triangle point up at the end of the cross hilt adds realism. Be sure the cross hilt is taped well, especially where the cross hilt meets with the blade.

### The Pommel

- The pommel is located at the bottom of the sword. It is made similarly to the blade. Cut a piece of pipe insulation foam (about 2 1/2 inches in length) and put it over the bottom part of the piping. Leave about one inch of space (looking inside the pipe insulation from the end) between the actual pipe and the end of the pommel (where the foam ends). Stuff the empty one inch space with soft foam and then use tape to keep it within the pommel. The pommel should be taped in the same manner as the blade (follow blade taping instructions). You will not have to worry about over-compressing any soft foam on the pommel, but be careful that you do not lose the one inch of space that you just stuffed with foam.
  - You may also use compressed open cell foam as your pommel, creating a ball at the end of your weapon.
- Note:** The pommel is not intended to be used as a striking instrument and therefore is not padded in that manner. Please refrain from using it as such.

### The Hilt

- The hilt is that part of the pole that your hands hold while fighting with the sword. It is suggested that you don't leave this part of the pipe uncovered (not only does it make your sword look bad, but it makes it difficult to grip). While fighting, your hands become sweaty and the sword then becomes nearly ungraspable. The best sword hilts are wrapped in leather, which absorbs sweat and allows the sword to be easily wielded. Putting tape over the hilt makes it just as slick as having nothing but pipe.

# Weapon Specifications

Weapon Type	Max. Handle Length	Max. Blade Length	Overall Length
<b>One-Handed Blunt</b>	10"	----	40"
<b>Two-Handed Blunt</b>	14"	----	54"
Staff	----	----	72"
<b>One-Handed Edged</b>			
Short Sword	9"	28"	36"
Long Sword	12"	38"	46"
Axe	10"	16"	40"
Dagger	8"	18"	24"
Spear	----	12"	48"
<b>Two-Handed Edged</b>			
Sword	14"	48"	60"
Axe	14"	20"	54"
Spear	64"	18"	72"
<b>Missile Weapon</b>			
Dagger	----	----	10"
Dart	----	----	14"
Javelin	----	8"	40"
Axe	----	4"	10"
Hammer	----	----	10"
Rock	----	----	8"-12"
Arrows	----	----	28"
<b>Shield</b>			
Buckler	----	----	12" (round only)
Normal	----	----	24"
Tower	----	----	22" x 36"*

\*Cannot be more than shoulder to knee in height



# Life Points

## Life Points

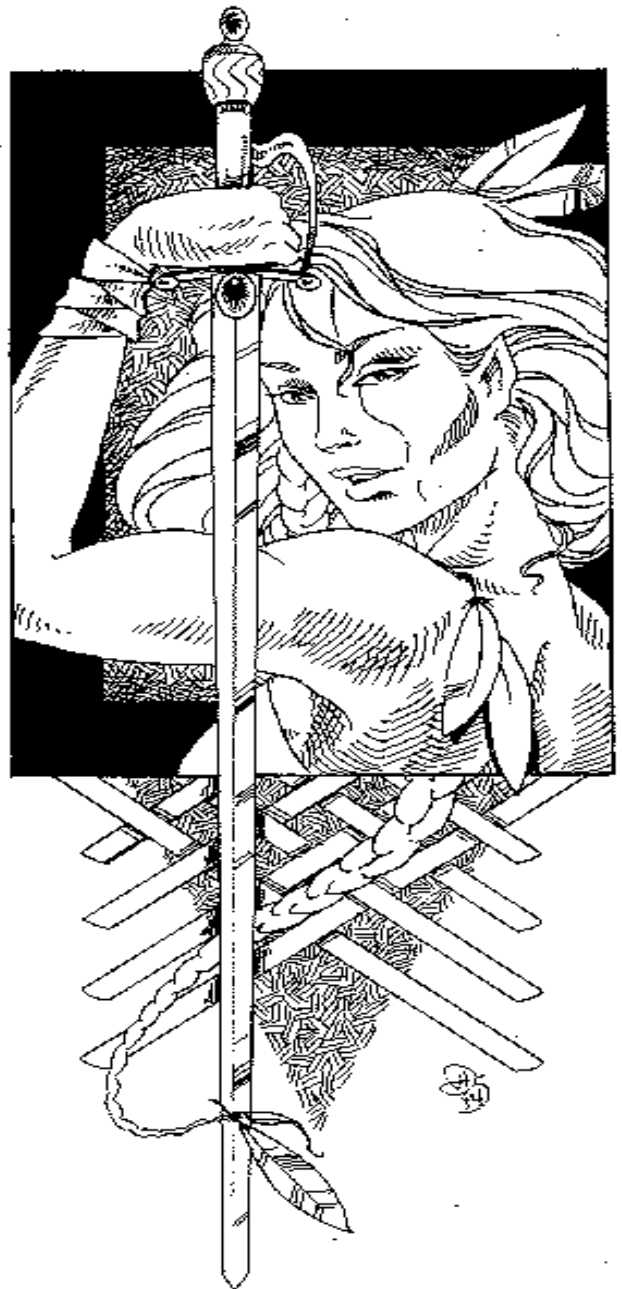
Life Points (LP) are a numerical representation of your characters' physical health and life force. All characters start with 2 LP, except Warriors who start at 3 LP. At 2<sup>nd</sup> level of ability all classes receive one more LP. At this point, Life Point progression will be according to class and level, as defined below.

### Gain 1 LP Every Level

Arcane Warrior  
Bounty Hunter  
Holy Warrior  
Mystic Warrior  
Ranger  
Warrior

### Gain 1 LP Every Other Level

Assassin  
Bard  
Brigand  
Cleric  
Druid  
Mystic  
Rogue  
Sorcerer  
Warlock



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# Death and Dying

When a character is reduced to zero Life Points (LP) they then become unconscious. If the mortal wounds that character received are not tended or healed within a thirty (30) minute period that character will die. A Character who does not wish to wait the full thirty minutes mentioned above, may choose to die in ten minutes. If the character has the skill "Luck", and chooses to use it, they will awaken with one LP after ten minutes time.

After reaching the point of death, the character is allowed 10 seconds in which to whisper some final words. These final words may not be spoken loudly and are intended for the purpose of role-playing, not for revealing your killer. An example is: "Tell Mom I love her and that the treasure is in the (gasp, choke) ..."

## Final Strike

An unconscious and dying character may be dealt a finishing blow called a "Final Strike". This Final Strike is the last blow a character will receive, after which your character will slip immediately into death. At this point, you are completely dead and can no longer be healed by normal means other than a 'Raise Dead' spell.

A Final Strike is delivered by holding your weapon to the fallen being's chest and slowly and clearly stating "Final Strike, you are now dead." If you don't have a weapon, you may still deliver the Final Strike with your hands.

If a character is being actively defended and/or the weapon is knocked away while someone tries to Final Strike them, then the final strike is negated.

## Death

If you have been final struck or have been at zero Life Points for more than thirty minutes, you are dead. Slain characters should role-play their deaths realistically and fall to the ground as soon as possible without doing anything unsafe. Avoid falling on stones or any unsafe surfaces. No exaggerated "western movie-style" deaths, please. If ground conditions permit, a character should lie still and quiet until everyone leaves the area.

## Memory

If your character should die, you will not remember the 10 minutes before you went unconscious or were struck dead. This means that the 10 minutes prior to becoming unconscious will be totally lost from your mind. This helps prevent endless "revenge battles" and makes it easier to role-play that your character has died

once (or more) in his life without remembering the pain of dying.

There is, however, a slight change that a character will remember their death. This is decided later at the House of Judgment. Unless specifically told otherwise, the all memory up to and including the last 10 minutes of your conscious memory are gone.

We understand that not remembering is very difficult to role-play, but it is an important part of keeping the game enjoyable for all. Don't let what you know "out-of-game" about your character's death effect how you play your character "in game." This is considered "metagaming", and cheating as well.

## Spirits

When a character dies they become a spirit and must don their spirit hood (a piece of cheese cloth) and proceed directly to the House of Judgment (near Plot cabin). The adventurer may bring all their possessions with them. This does not include any items that may have been looted from them during their time of dying.

As your spirit leaves your body it is not a painful experience. Your mind becomes peaceful and clear of the circumstances of your death. For this reason and to help prevent revenge battles, it is necessary for the dead person to role-play that they have forgotten the last ten minutes of consciousness preceding their death.

**Note:** Spirits are unrecognizable (except to other spirits), somewhat transparent and can be seen vaguely by others. You can vaguely see a spirit, but not who it is or even what race the spirit was.

## Ending It All

If for any reason a character willingly, without magical influence, commits suicide, s/he will not be able to return again, ever, as that character. This will be the end of your character; so do not treat this lightly. There are many ways in FQ to resolve a situation without resorting to this.

## Final Death

When a character reaches their final death, and cannot return to the land of the living, that adventurer must start a new character and may do so at ½ their old character's skill point total not to exceed 210 skill points. A minimum of 90 skill points will apply. A player may also receive a bonus of 10 skill point per level lost above level 3. For example: a 970 point (7<sup>th</sup> level) character reaches their final death. The new character will receive the lesser of ½ of 970, 485 points

(5<sup>th</sup> level) or 210 skill points. In this example the 210 skill point maximum applies. The new character would also receive 20 bonus points as well. [Level 5 minus Level 3 = 2 Levels lost x 10 points per level => 20 bonus points]. A player may choose to stock-pile Wild Card points, (for example, 200 Wild Card points = 20 skill points) to be applied to this new character. In this case, the character would have a total of 250 skill points available for character creation.

## Being Prepared for the End

It is never easy for anyone to think that their beloved character will one day finally die. Nevertheless, death is a certain outcome for your character. It may not happen for years, but being prepared for it will help you cope when the time arrives. You should always have a second costume and character all set and ready to go. You should always bring everything for this second character with you to the game; you can always just leave everything in your car. Ask yourself, “*what happens if you die Saturday night?*” If you don’t have a second character with you, then you will either have to NPC or else stay in your cabin. If you plan ahead, though, and have a second character all set and you bring everything with you, then you can start playing again that night.

The FQ death system is very fair and keeps the game healthy. We have spent a great deal of effort to get the right balance to the system, but it does also involve you, and your own individual “luck”. If we did not have it, then the game would become stagnant and everyone would be high level, powerful and boring. It adds to the excitement of the game by bringing in new characters and adding the danger of “I might not come back”. The system should be looked on by everyone as a good thing and should be treated as such. Melodramatics and immaturity when your character dies does not help the game, only hurts it.

Please take the time to prepare a second character and think about when your character finally dies, for it may come tomorrow.

## Funeral and Final Modules

We try at FQ to always have an in-game funeral for a player character when they die their final death. Please be aware that sometimes we have an overabundance of deaths, and sometimes the local undertaker gets a little behind in his work. We will endeavor to always make sure that you have a proper send off and a gravestone for your character. Make sure to pay in advance for your funeral, just to make sure the local undertaker takes extra special care when you are buried.

We also try to make sure every player character has their own final module when they die their final death. Please be aware that these take a great deal of time to prepare and we may not be able to get to yours until one or two events after your character’s death. You should always bring your costume from your last character to

the game until you have had your final module. We rely on your character history when creating your final module, so make sure you write one and submit it to us well in advance.

## Volgen

Going to visit the god of judgement is part of the world. It is inevitably unavoidable, whether it be from a courageous battle, a mugging gone wrong, an assassination gone right, or just old age, everyone visits Volgen.

When you return from Volgen, unless otherwise indicated during your visit, you will return to life with 1 life point, the same skills you had remaining when you died, and a loss of memory. The loss of memory is everything that happened from 10 minutes prior to becoming unconscious (and/or dead) through to your visit to Volgen. More often than not you will have no idea of how you actually died. You may remember going into the Hobgoblin cave, but after that it’s all very hazy.

# Magic

Magic is, perhaps, the most difficult aspect of Fantasy Quest to explain. It also requires the most role-playing and you may have to use your imagination a bit. It would benefit everyone to read through the spell descriptions and get a general idea of what the different effects are, even if you don't plan to be a spell caster.

Spells are the most common form of magic at Fantasy Quest. To help keep the game flowing smoothly and easily, the spell system has been designed so that you hardly need to know anything about a spell in order to know how to react to it. Nearly all spell incantations will clearly describe what the spell does in plain words. All you have to do as your character is to follow the instructions in the incantation.

## Spell Types

There are three kinds of spells: level-based spells, packet-based spells and auto-affect spells (touch based). All three types require a magical incantation.

### Level Based

All level-based spells end their incantation with a declaration of the level it was cast at. If a spell is level-based, you are only affected when the casting level is equal to or greater than your skill level.

For example: Pinesap the druid is fourth (4<sup>th</sup>) level. You are a third (3<sup>rd</sup>) level warrior. Pinesap casts a spell at you. "I call upon the elements to make you spin in place five times, level four." At the end of the incantation he said, "level four." This is greater than your level of three; therefore you are affected by the spell and must spin around five (5) times, then role-play dizziness for ten (10) seconds. Easy enough, don't you think?

When casting a level-based spell, you must choose a target and that target must be someone or something that is within your sight. You may point at and/or briefly describe the target. For example, you could say, "You in the horned helmet!" or, "You with the sword in my friend's back!" to get their attention. You may also lock eyes with the target or otherwise indicate through body motion that you are targeting them, although this does not work well at night or with a crowd.

You may also state the target of a spell after the incantation is complete if you do not wish to alert him or her that they are the intended victim. For example, you could say, "I invoke the dark arts to break your right arm, level five, you with the shield." It is always preferred that you state your target before you cast to avoid confusion.

Avoid using terms like, "you in the black," or, "hey, @\$%#\*." These phrases, for some reason, seem

ineffective at Fantasy Quest events (you'll understand why after you've played a few times).

Next you must recite the full incantation followed by the level you are casting at. The highest level you can cast at without magical enhancement is your skill level.

**Note:** Declaring a spell target by voice and declaring a spell level is out-of-game.

**Note:** You may always cast at a level lower than your own if you wish (called down casting), but we don't suggest it!

### Packet Based

If a spell is packet-based, a spell caster will throw a small beanbag at you after reciting the incantation. This beanbag represents a ball of magical force being hurtled at you! If the beanbag hits you anywhere (excluding the head), you are affected and must act accordingly.

For example: Generas Beanstalker the druid casts a spell at you. He says, "I call upon the elements to make you trip to your hands and knees." Bean- stalker then immediately throws a spell packet at you and strikes you square in the chest! You have just been affected by this spell and should be role-playing a nasty fall! Ouch!

When casting packet-based spells, all you must do is state the full incantation, including damage (if any), take a pitching step (if you need one) and toss your spell packet at your target. Keep in mind that you may not walk or run while casting spells; one foot must be touching the ground, not moving (being dragged), for the duration of the incant. Missing with a packet still uses up that spell.

### Auto-Affect Spells

Auto-affect spells are spells that affect a target without using a level or a packet to save against. They automatically affect a target regardless of anything except magical protective enhancements like spell immunity. The spell caster still targets the victim in the usual manner. For example: Garnok the cleric casts a spell upon a friend, "Through the aid of Brodinn I cure this body of disease." There is no level declared and no packet thrown. The player is affected by the spell and cannot resist in any way whether they want to or not. Other examples of auto-affect spells are nearly all personal protective and healing spells such as protect, spell turn, raise power, iron will, heal wounds IV, etc.

## Casting Spells

Spell incantations must be spoken very clearly so the target will understand exactly what has happened. If



a person tries to cast a spell so quickly that they cannot be clearly understood (if it sounds like mumbling), then the incantation is a failure and the spell fizzles. Mystics must state their spell incantation out loud, even if they are alone or they know that no one else around them has meditate.

Spell casters may not cast spells while in motion, except for a pitching step, nor can they cast while in hand-to-hand combat.

All spell casters, except those casting mystic spells, must have at least one hand free and be able to concentrate and speak in order to cast spells.

Anyone casting a level-based spell must keep their target within sight during the full in-game incantation.

If your level is lower than your target's level, or you miss with a spell packet, then your spell is wasted and should be scratched off of your spell card. The target of your spell is then unaffected and is a very lucky person at this point . . . you may not be so lucky getting away.

## Resistance

For some attacks, you may be allowed a chance to resist the effects of that attack. This resistance, sometimes called a "save", is equal to your character's skill level. Therefore, if you were third (3<sup>rd</sup>) level you would resist these things at a level three (3) resistance. The actions/attacks that can be resisted are: Poisons, Potions, Scrolls, and some Magic and/or Spells. Any level-based attacks against your character that are equal to your level or higher effect you. Any attacks that are lower than your skill level do not.

For example: You are a level four Rogue and a fourth level Mystic casts a spell at you, "*By the power of my mind I cause your worst nightmare to haunt you, Level 4.*" Because the level of the attack is equal to your level, the spell has affected you and you must then act out the spell's effects. In this instance, you might visualize a horde of undead orcs coming your way and feeling a warm tingly sensation as you run away in fear.

## Clarifying Spell Effects

If, during combat, you are unsure of the spell effects, simply state, "Clarify." This will put both you and the caster in a personal hold (neither of you may be attacked or attack) and then the caster will quickly explain the spell effects to you. Don't forget to say, "Play on!" when you are both ready.

## In-game and Out-of-game

The casting level or the spell's damage recited at the end of the spell incantation is considered out-of-game information and should be treated as such. Also, a mystic spell's entire incantation cannot be heard in-game without the skill meditate. Mystic spells start with the incant, "With the power of my mind..." Finally: the selection of a spell target for level-based spells is out-of-

game. All this means that you should not use these out-of-game statements to influence what you as a Fantasy Quest character does in-game. In other words, if you hear someone cast a spell, "I invoke the dark arts to cause you to run in fear," and at the end you hear, "level 24," you should not gasp and run screaming (unless you were the target)! Since you don't really hear as your character what level the spell was cast at, you should only react to the actual spell incantation, a third level fear spell.

## Duration and Distance

Duration and distance in Fantasy Quest is easy to remember. Just remember the magic numbers one, ten and thirty.

Duration is the length of the spell's effects. Spells will retain their effect and duration regardless of what may happen to the caster after the spell has been cast. This includes the death of the caster. Nearly all spells in Fantasy Quest have a duration of ten seconds, one minute, ten minutes or one hour. This makes the times very easy to remember. Nearly all lower level spells (1<sup>st</sup> through 3<sup>rd</sup>) are ten seconds or one minute and high level spells are usually ten minutes or one hour. Remember, if you ever have a question about the duration, just ask for 'clarify'.

Spell casters may also usually cancel the effects of their spell (except death or damage) at will.

Some spells like shun, hurricane or gust of wind will have a distance that they push you back or otherwise affect you. In Fantasy Quest, all spells with a distance associated with them will be 30 feet. For example: Mefisto the mage casts a shun spell upon you, "I conjure the arcane arts to command you to shun me, level five." If you are fifth level or less you must now stay at least thirty feet away from Mefisto for the next ten minutes!

How long is one minute? There are three recommended methods to tell how long you should wait. The first is to use a watch or a stopwatch (be sure to keep it hidden though, they didn't have those in medieval times). The second is to count each second calmly like so, "one thousand one, one thousand two, one thousand three, etc." The third method is to count quickly but clearly from one to twice the number of seconds you must wait. For example, if you were in agony for ten seconds you would count quickly (but clearly) to 20; if you were struck with a divert spell for one minute you would count to 120, etc. Remember to count in your head and not out loud!

## Disrupting Spells

If a spell caster is struck at any time during an incantation, the spell will instantly fail.

If the target of a level-based spell can get out of sight of the spell caster before s/he completes the incantation, then the spell will instantly fail.

If a spell caster should take more than a pitching step while casting a spell then the spell will fail.

When a spell caster messes up his/her incantation then the spell fails. We try not to be overly picky about spell incantations. What is meant by ‘messing up’ the incant is that the caster actually stumbles, stutters or brutalizes the incantation when casting.

In instances where the spell is disrupted it is not used and the caster may use it at a later time.

## Spells After Death

Once a person casts a spell, that spell will remain until its duration or effect expires, regardless of the caster’s status. If the caster dies, his/her spells will remain in effect. In other words, killing the spell caster will not cause a paralysis that he/she cast to end.

Spells that effect living creatures will instantly dissipate if the effected person dies unless otherwise noted in the spell.

For example: A fighter with a Bless, Armor, Magic Resistance, and Paralyze spell affecting him is hit with a Death Spell. When he dies, all four enhancing enchanting spells die with him.

## Spell Packets

Spell packets are considered “in game,” however they cannot be stolen! You can see them, but you can’t take them!

Spell packet construction is important. First, you will have to supply your own spell packets. They must be small enough to be safe, do not exceed 1.5” dia. and be made with lightweight material. Here are instructions for making spell packets which are safe for you and the environment:

Start with whatever color cloth you want (except white – this is reserved for Holy Water). If you can find it, glow-in-the-dark fabric is great to make spell packets that are easily retrievable in the dark and look “magical!”

Cut a small square of it (about 4 inches by 4 inches) and put a tablespoon or two of birdseed in the center. Avoid birdseed with sunflower seeds, they’re too heavy.

No other filling for spell packets is acceptable other than grass seed and non-sunflower birdseed. Do not use sand or beans.

Fold it into a “ghost” shape packet and close it shut with twine or sew it. Elastic bands are forbidden to be used (sorry, little birdies choke on ‘em).

Trim the excess cloth, or tail, to a desirable length. Your spell packet is now completed! Yeah! Practice your aim at a wide variety of ranges and on both stationary and moving targets. It is wise to have many spell packets on hand in case you lose something.

## Schools of Magic

In the Fantasy Quest realm of magic there are five schools to choose from:

Arcane arts  
Dark Arts  
Divine Magic  
Elementalism  
Mysticism

Each one has its own prerequisite skill that must be learned in order to start casting spells. Also, each school has its own spell derivative, this is the prefix for each spell incantation. Below are the descriptions of each magic school. Only Clerics or Holy Warriors may learn to case Divine Magic

## The Arcane Arts

Perhaps the most offensive and versatile type of magic, the Arcane Arts uses more packet based spells that tend to be helpful in combat situations. More potions and scrolls can be created from this school than from any other. The Arcane Art draws its powers from energies that exist upon the earth. Virtually all things contribute to this: light, life, the tides, gravity, the rotation of the planet, the flow of a river, the stars, and so on. A user of the Arcane Arts is called a Sorcerer or Sorceress. Arcane Warriors and many Bards also share this school.

The prerequisites are:

Literacy  
Read Magic

The spell derivative for this school is:

“I conjure the Arcane Arts to...”

## The Dark Arts

The Dark Arts are a secretive magic that derives its power from the negative side of things such as darkness, death, disease, rot, decay, fear, nightmares, and the undead. A user of the Dark Arts is called a Warlock. A Warlock is not necessarily evil, although most who use it do so for evil and treacherous means.

The prerequisites are:

Literacy  
Read Magic

The spell derivative for this school is:

“I conjure the Dark Arts to...”

## Divine Magic

Divine Magic is a separate entity from all the other schools of magic. It draws upon the power of a deity. The faithful are rewarded use of magic for their service

and devotion. Divine Magic usually grants healing, defensive magic, and non-harmful offensive magic. This type of magic is very effective against undead and other “creatures of the night.” A user of this type of magic is known as a Cleric or a Holy Warrior. Only Clerics or Holy Warriors may learn Divine Magic.

The prerequisite is:

Faith

The spell derivative for this school is:

“Through the aid of (the deity’s name) I...”

**Note:** In the case of a pan-deific Cleric or Holy Warrior simply use “the gods” in place of a deity’s name.

## Elementalism

The art of Elementalism is both offensive and defensive in nature and, more or less, equally balanced in both. This school draws its power from nature and all living things. This includes fire, air, water, and earth. A user of Elementalism is known as a Druid, Ranger, or Bard.

The prerequisite is:

Commune With Nature

The spell derivative for this school is:

“I call upon the elements to...”

## Mysticism

Mysticism draws its power from the mind of the caster, other sentient beings and from the mind of those affected by it. One who practices mysticism is known as a mystic, mystic warrior or bard. They use their power to accomplish mind over body techniques and to control or manipulate the minds of others.

A mystic’s spell incantation can only be heard by those who have the skill meditate. Anyone without the skill cannot hear the spell being cast and will likely have no idea if, or when, they are even targeted by a mystic until it is too late.

If a mystic casts a spell, other mystics can feel the spell being cast. If the other mystics are equal to or higher level than the level of the spell, then they will know who cast the spell and its target. If the

other mystics are lower level than the spell being cast, then they will not be able to tell who cast the spell or its intended victim, but only that a spell was cast.

For example: Mortimer, a fourth level mystic, targets Mimi the warrior with a mystic spell. “Mimi, with the power of my mind I calm your aggression, level four.” Mimi doesn’t know she has been targeted by Mortimer, but suddenly feels relaxed and calm for no apparent reason. Fennel, a fifth level mystic warrior, can hear the spell being cast, and once the level is declared he knows that Mortimer is the caster and Mimi is the target. Poncho, the third level sorcerer, has meditate and can hear the spell being cast, but he cannot tell if it is coming from Mimi, Mortimer, or Fennel, or who the target was.

**Note:** A mystic must always cast his or her spells out loud like every other spell caster, even if there are no other mystics in the room, they are alone or even if they are targeting themselves. You never know who might have meditate or what might be watching from the shadows!

The prerequisite is:

Meditation

The spell derivative for this school is:

“With the power of my mind I...”

## Spell Costs

Sorcerers, Druids, Mystics, Warlocks, and Clerics all purchase spells from their primary school of magic at a cost of 10 points per level of the spell. If they choose to buy from a school adjacent to their primary (see the diagram, page 55) the cost is 25 points per level. Buying spells from an opposing school costs 50 points per level of the spell.

Straight spell casters (Druid, Mystic, Sorcerer, and Warlock) may **not** buy from the Divine school of magic. Clerics may buy from other schools at 25 points per level.

All other spell casting classes (Arcane Warriors, Mystic Warriors, Bards, Rangers, and Holy Warriors) purchase their spells from their primary school of magic at 15 points per level. The cost is 35 points per level from any other school of magic except an opposing school, which cannot be taken at all.

Hybrid casters (Arcane Warrior, Bard, Mystic Warrior, and Ranger) may **not** buy from the Divine school of magic. Holy Warriors may buy from other schools at 35 points per level.

If a spell caster chooses to learn spells from another school of magic, they must first buy all appropriate prerequisites (e.g. learning an Elementalism spell requires the skill Commune with Nature).

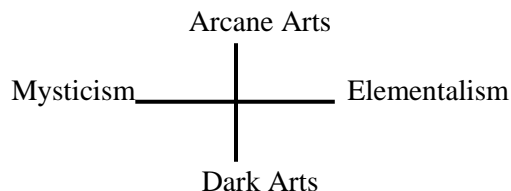
In order to purchase spells, you will need to buy them in a tower format based on level. You will need an equal or greater number of lower level spells before you may learn a spell of a higher level. You need to take at least 2 of a lower spell level before advancing. (For

example: You must have two 1<sup>st</sup> level spells in order to take a 2<sup>nd</sup> level spell.) Once you have two spells of any level, you need not take any more.

Samples of spell towers (# indicates level of spell):

44	4	44	4
33	33	33	33
22	222	222	2222
11	1111	111	11111

Schools of Magic and their alignment to each other is as follows:



Divine Magic is considered a separate entity and for anyone other than a Cleric or Holy Warrior it cannot be learned.

## Alchemy

Alchemy is the art of creating magical potions. It is truly its own school of magic and the skilled alchemist demands a great deal of respect. Many potions are unknown and only the greatest and most determined mage would find what secrets alchemy holds.

As a prerequisite for alchemy, the apothecary must have the skill potion lore at least equal to the level of alchemy s/he wishes to learn.

Alchemy is purchased in a pyramid fashion. An alchemist must always have a greater number of lower level potions before acquiring higher ones. For example, an alchemist purchases a level one alchemy slot and also desires to have a level two slot. In order to get the level two slot the alchemist must purchase an additional level one slot.

Example:

A.4  
A.3 A.3  
A.2 A.2 A.2  
A.1 A.1 A.1 A.1

When a player purchases an alchemy slot it allows him to make one potion, balm, or oil of that level. The player must inform the magic coordinator of what potions, balms, or oils s/he wishes to create when the player updates their character for the next event. An alchemist can never make more than ten of any one potion per event. All potions must be dated at the time or their creation and will remain effective for six (6) months before it becomes useless. Players must supply their own potion bottles. If a player does not have enough potion bottles at the event check-in, then those

potions that they do not have bottles for are considered never made and forfeit for that event.

Alchemists cannot make any potion they wish. They can only make a potion if they know the specific recipe for that potion. An alchemist can learn a recipe in three ways:

First, someone who knows the recipe can instruct the alchemist. The teacher will give the student an instruct card with the name of the potion learned.

Second, the alchemist can find the recipe written on paper (in-game) and can use the paper as an instruct card. Third, the alchemist can take an existing, unused potion and instead of using it, the alchemist can study it and learn how to make it. The potion studied must be fresh (not expired) and complete (no portion of it used). The player will use the potion sheet as his instruct card.

When an alchemist learns a new level of alchemy, the person instructing him in the new level will teach him one potion of that level. The person instructing a new alchemist can only teach a potion that the instructor knows.

All of the above rules also apply to balms and oils.

## Scroll Craft

Scroll craft is the art of creating magical scrolls that will allow anyone with read magic to use them. The prerequisites for scroll craft are the skill read magic and fourth level or higher in skill level.

Scrolls can only be crafted from spells already known to the caster and in his or her spell tower. The scrolls must be written in magic ink that can be found in game or created. Magic ink is considered a type of magical potion that alchemists can create. The magical scribe must also have the appropriate paper. This paper is purchased in-game or at check-in using in-game money.

**Note:** Mystic spells cannot be rendered into scrolls.

Every level of scroll crafting must be purchased separately. Each time taken, the character is allowed to craft the next level of spells into scrolls.

Every scroll the player wishes to create is converted from one of their spells. The spell is cast in the creation of the scroll, essentially losing that casting of that spell for the event in return for creating the scroll. No more than one quarter of the character's spells may be converted into scrolls.

Scrolls are crafted by the player in-game. To create the scroll the player must report to the FQ Magic Coordinator (FQMC) during check-in. The player must decide at check-in, before the event, which of their spell(s) s/he will turn into scrolls (once made, this decision cannot be changed for the event). The FQMC will then adjust the player's spell card for the event accordingly. Once the game has started, the scroll crafter can then write his scrolls. The magic scribe must initial the scroll immediately upon creating it.

Once a scroll is written, the player must then bring the scroll to Operations. The Staff Director will check the scroll against the player's spell card and verify accuracy of the scroll. If the scroll is made incorrectly it is useless and the paper, ink and the spell casting used to

create the scroll are wasted. If the Director finds the scroll to be correct, s/he will then sign and date the scroll. Scrolls will remain effective for six months. All scrolls must have a Keeper signature and date to be considered magical.

Any scroll found or used without a Keeper signature and date is non-magical.

## Scroll and Potion Use

To use a **potion** the person must open and read the potion sheet, then role-play drinking (or apply to item if oil or balm). Upon completion, the person must tear the potion sheet at least halfway down its length (if you are in a fight or only have one free hand, then you may tear the sheet as soon as it is immediately possible).

**Note:** that if a person opens and reads a potion sheet without having and using the skill Potion Lore, then that person is considered to have used the potion (oil or balm), regardless of whether or not they wanted to.

To read a **scroll** you must have the skill Read Magic. You must also have adequate light (you have to be able to actually read it). The scroll must be read out loud as if casting the spell from memory. Upon completion, the person must tear the scroll at least half way down its length (if you are in the middle of a fight or only have one hand, then you may tear the sheet as soon as immediately practical).

## Spell Craft

Players purchasing this skill may create spells in their known schools of magic (known school is considered to be any school in which they have at least one spell). The only exception to this is divine spells. Only the cleric class can create a new divine spell. To craft a new spell the player must notify the Magic Coordinator (FQMC) of the spell s/he wishes to research. This research will cost the player according to the expected spell level: 1 flange for an expected 1<sup>st</sup> - 3<sup>rd</sup> level, 5 flange for an expected 4<sup>th</sup> - 6<sup>th</sup> level and 1 noble for an expected 7<sup>th</sup> - 9<sup>th</sup> level spell. This research cost must be paid to the FQMC at the time of spell notification. The player must spend one event time in research to determine if the proposed spell is possible and what level the spell will have to be. During this research time the spell will be reviewed by the FQ staff and level, casting incant and spell cost for creation will be determined. If the spell is impossible to create (as determined by the FQ staff), the funds are still considered spent.

Spell cost will be standardized for most at 1 noble per spell level. Time spent creating the spell will be standardized at 1 event per spell level. Thus, a 5<sup>th</sup> level spell will take 6 events (FQ week-ends), 1 for research and 5 to create. Total cost would be 5 noble and 5 flange.

A player can only create spells up to the same level of his or her current casting ability for that school. A person making a 5<sup>th</sup> level elemental spell must be able to cast a 5<sup>th</sup> level elemental spell. Research for a spell may be done regardless of the spell level, only creation is limited.

No other spell can be created while the current spell is in production. If the player decides to create a new spell, the old spell will be canceled and funds and time spent will be considered forfeit. Payment for spell creation will be due at the beginning for each weekend, 1 noble usually. A player may postpone (hold) a spell's development for a total of 2 weekends. If a player wishes to hold they must declare such at the time payment is due. If payment cannot be made and both hold weekends have been used, then the spell creation fails and must be started from the beginning. If a player doesn't attend a FQ event as a PC, spell creation will be frozen in time. That weekend will not count for or against him/her. The player **MUST** pay for spell development on a per event basis. Full payment for the entire spell cannot be made at once.

In addition to (or possibly in lieu of) the standard creation payment, the player may also have to go through a module or plot to procure a required article/item such as a book, plant, mineral, blood, body part, etc. If the player fails this module/plot he or she may be able to pay money for the research to continue depending on the item required (i.e.: Shadow Elf blood is required, but the player cannot defeat the shadow elf. Instead, he pays a noble for a vial of blood).

Players who create a new spell will not be able to teach that spell to another person.

## Potion Craft

Players purchasing this skill may create potions, much like Spell Craft is used to create spells. The process is almost identical to that used for Spell Craft, in fact. The player must submit a potion to the FQMC and pay research costs based on the level of the potion requested (see Spell Craft, page 56, for specifics on cost and timeline of potion research).

It is the same as for spells. The player must be able to make potions of the level that they wish to create one in. This means they must have Potion Lore of the correct level and have at least one potion slot of that level.

Just like in Spell Craft, Characters can only attempt to craft one potion at a time. If the character decides to start on a new potion, then all research and costs that have gone in to the previous potion are considered forfeit.

Potions made using this skill are somewhat different from normal potions. In order to keep crafted potions unique, the recipes for them cannot be learned in any way. The recipe cannot be taught, and the potion may not be broken down.

# Spell List Level 1-5

## Arcane Arts

## Dark Arts

## Divine Magic

## Elementalism

## Mysticism

### LEVEL 1

Detect Magic  
Light  
Magic Arrow  
Protect  
Trip

Agony  
Cause Wounds I  
Light  
Protect  
Sneeze

Blessing  
Detect Magic  
Detect Poison  
Disarm  
Light

Detect Poison  
Light  
Magic Arrow  
Sneeze  
Trip

Awaken  
Mystic Bolt  
Protect  
Sneeze  
Trip

### LEVEL 2

Awaken  
Detect Control  
Divert  
Drop  
Magic Spear  
P.W.- Agony

Detect Magic  
Divert  
Drop  
Identify Spirit  
Raise Power I

Awaken  
Heal Wounds I  
Identify Spirit  
Protect  
Snare

Detect Magic  
Disarm  
Protect  
Snare  
Sunray

Agony  
Detect Control  
Divert  
Itching

### LEVEL 3

Armor  
Break Control  
Snare  
Spin  
Stun

Cause Wounds II  
Control Undead  
Fear  
Prot. F/Undead  
Speak W/Dead

Call Dead  
Diagnose  
Fearlessness  
Heal Wounds II  
Shun

Communicate  
Earthquake  
Flame Arrow  
Spin

Break Control  
Communicate  
Fear  
Raise Power I  
Self Healing

### LEVEL 4

Arcane Blast  
Communicate  
Enchant Weapon  
Forget  
Shun

Break Limb  
Call Dead  
Command  
Repel Undead  
Resist Magic

Calm  
Life Enhancement  
Preserve Spirit  
Purify Blood  
Speak W/Dead  
Strength

Gust of Wind  
Ice Arrow  
Resist Element  
Stone Skin

Calm  
Fearlessness  
Forget  
Mind Blast  
Shun

### LEVEL 5

Arcane Bonds  
Magic Lock/Key  
Raise Power I  
Release  
Silence

Cause Wounds III  
Prot. F/Healing  
Raise Power II  
Reduce Power  
Silence

Cure Disease  
Heal Wounds III  
Purify Food/Drink  
Raise Power I  
Silence

Elemental Weapon  
Freeze Limb  
Purify Blood  
Purify Food/Drink  
Silence

Dream Sending  
Enthrall  
Nightmare  
Silence  
Sleep

# Spell List Level 6-9

## Arcane Arts

## Dark Arts

## Divine Magic

## Elementalism

## Mysticism

### LEVEL 6

Dispel Magic  
Prot. F/Missiles  
Resist Magic  
Sleep

Bestow Wizardry/UD  
Enthrall  
Poison  
Prot./Banishment  
Remove Curse

Command  
Destroy Undead  
Sleep  
Spell Immunity

Hail Storm  
Lightning Bolt  
Prot. F/Missiles  
Raise Power I  
Strength

Command  
Mind Mask  
Rage  
Raise Power II  
Vertigo

### LEVEL 7

Bestow Magic  
Enthrall  
Glyphs  
Paralyze  
Spell Immunity

Animate Dead  
Cause Disease  
Mask of Death  
Vampiric Drain

Dispel Magic  
Prot F/Undead  
Remove Curse  
Wrath

Freeze Person  
Glyphs  
Heat Metal  
Sleep  
Spell Immunity

Amnesia  
Feeblemind  
Freedom  
Weakness

### LEVEL 8

Raise Power II  
Spell Turning  
Warding  
Wrath

Dispel Magic  
Enslave Undead  
Harm  
Imprisonment  
Nightmare

Bestow Magic  
Heal Wounds IV  
Imprisonment  
Paralyze

Hurricane  
Raise Power II  
Scorch  
Spell Turning

Mask of Death  
Mind Morph  
Mind Slave  
Paralyze

### LEVEL 9

Circle of Power  
Imprisonment  
Mass Sleep  
P.W. - Death

Curse  
Death  
Mass Agony  
Mass Sleep

Circle of Power  
Death  
Mass Sleep  
Raise Dead

Curse  
Imprisonment  
Petrification

Channel Magic  
Iron Will  
Mass Fear  
Mind Over Body



# Spells

Spell Descriptions are listed in alphabetical order. These descriptions include the type of resistance (save), the duration of the spell, the type of spell, as well as which schools can use the spell and at what level. Also shown is the spell incantation. You must insert the proper spell derivative for your school of magic (see Schools of Magic, page 53).

Spells within a particular school of magic are abbreviated as follows:

Arcane: A  
Dark Arts: DA  
Divine: D  
Elementalism: E  
Mysticism: M

## Terminology

There are three different types of spells. Each has a different way to resist or save against:

**Level based spells:** The level that the spell is cast at is compared to the level of the target. If the spell level is equal to or exceeds the level of the target, then the target is affected by the spell. Any spell that has an incantation that ends with, level \_\_\_, is a level based spell.

**Packet based spells:** The caster throws a packet at the target. If the packet hits the target, then the target is affected by the spell. If the packet misses, then the target is not affected and the spell is wasted.

**Auto effect (touch) spells:** These spells are not level or packet based, although some effects may be level dependent. The target is automatically affected regardless of resistance level. These spells usually have a listed save of 'none.' Any spell that does not end with, "level \_\_\_, " and does not use a packet is an auto effect (touch) spell. Examples of these spells would be: Heal Wounds II, Animate Dead, Protect, Resist Magic, Armor, Bless (unless used against undead), Bestow Magic, Channel Magic, Diagnose, Communicate, Stone skin, Iron Will, etc.

All auto effect (touch) and packet-based spells are considered level one (1) for resistance to Dispel Magic.

**Note:** Any person may willingly choose to be affected by a spell, regardless of the save or level of the spell. If a person has a Spell Immunity or a Spell Turn already cast upon themselves, they cannot 'turn it off' to be affected.

**Duration:** Gives the length of the spell effect. Spells that have a duration of, 'until used,' or, 'until activated,' expire at the end of the game (i.e. A Blessing active upon a person at the end of one event will not be active

at the next event. A Glyph cast upon a chest will dissipate at the end of an event). Some incantations do not have the spell duration as part of the incant. Any spell caster may add the duration to the incant if they so wish.

**Type:** Lists the type of magical effect created.

**Schools:** Lists the level and school of magic the spell belongs to.

## Notes on Mass Affect Spells

**Range of voice spells:** The spell's effects cannot be avoided by covering your ears or making noise. The range of voice is just a simplification to determine area of affect.

**Multi-packet spells:** For spells that use many packets at the same time, only one hit counts, regardless of how many spell packets actually hit you.

An exception would be spells that cast several packets in succession, one after another separately thrown. In this case every packet that hits will count

## Spell Descriptions

### Agony

**Save:** Level  
**Duration:** Ten Seconds  
**Type:** Enchantment  
**Schools:** DA1 / M2

This spell will cause the target to fall to the ground in extreme pain and agony. While in agony the target will be unable to fight, or cast spells. Victims may defend themselves.

**Incantation:** (Spell Derivative) cause you to fall in agony for ten seconds. Level\_\_.

### Amnesia

**Save:** Level  
**Duration:** One Hour  
**Type:** Control  
**Schools:** M7

This spell will cause the target to forget everything about their past, including his/her name, family, friends, duties, purpose, hobbies, etc. The target will not lose their abilities or any skills, but will not know why or where they have been.

**Incantation:** (Spell Derivative) cause you to have amnesia. Level\_\_.



### Animate Dead

**Save:** None  
**Duration:** Instant  
**Type:** Necromantic  
**Schools:** DA7

This spell will allow the caster to animate one dead being into a zombie-like creature that will seek to destroy the living. This newly created zombie will be the same level as it was in life with life points equal to that level. Therefore, an animated corpse that was level five (5) in life will be a level 5 zombie (in regard to resistance of spells) with 5 life points.

Once a zombie has been animated it is not under anyone's control. This can only be achieved through a *control* or *enslave undead* spell. When the animated zombie eventually dies its spirit will be freed to the House of Judgment.

**Incantation:** (Spell Derivative) animate dead.

### Arcane Blast

**Save:** Packet  
**Duration:** Instant  
**Type:** Evocation  
**Schools:** A4

This spell creates a powerful ball of arcane force that will cause four (4) points of damage to the target.

**Incantation:** Arcane Blast, Damage four.

### Arcane Bonds

**Save:** Packet  
**Duration:** Ten Minutes  
**Type:** Enchantment  
**Schools:** A5

This spell will envelop the target in a field of arcane force that binds their arms and legs. The victim may only speak and move their head.

**Incantation:** (Spell Derivative) bind your limbs with arcane force.

### Armor

**Save:** None  
**Duration:** Until Used  
**Type:** Enhancement  
**Schools:** A3

When cast, a magical force equal to two (2) points of magic armor will protect the caster from damage. This spell affects the caster only and cannot be cast on others, nor can it be stacked with any other form of magical protective armor spell.

**Incantation:** (Spell Derivative) create armor upon me.

### Awaken

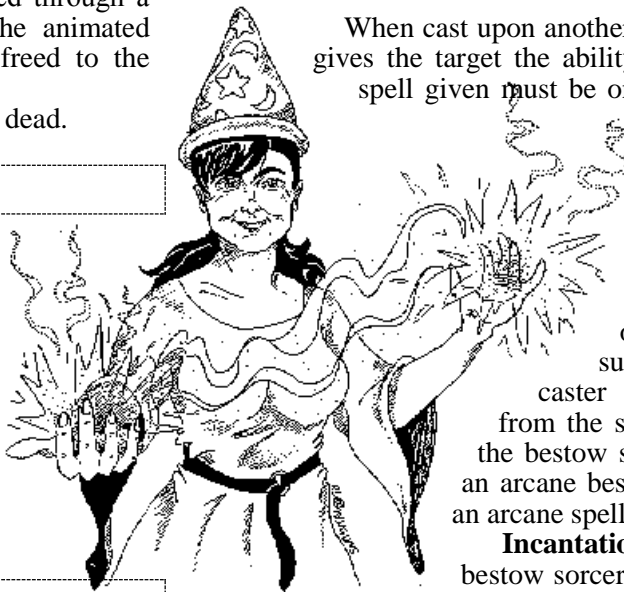
**Save:** Packet or Touch  
**Duration:** Instant  
**Type:** Abjuration  
**Schools:** A2 / M1 / D2

This spell will instantly awaken someone from normal or magical sleep, or from unconsciousness due to waylay.

**Incantation:** (Spell Derivative) awaken you.

### Bestow Magic

**Save:** None  
**Duration:** Until Used  
**Type:** Enhancement  
**Schools:** A7 / D8



When cast upon another living person, this spell gives the target the ability to cast one spell. The spell given must be one of the sorcerer's own.

The recipient will then cast the spell as if they were that sorcerer and at the sorcerer's level. Effectively, the caster forfeits one of his/her own spells so that the subject may cast it. The caster may only gift a spell from the same school of magic as the bestow spell was cast from (I.E. an arcane bestow magic can only gift an arcane spell).

**Incantation:** (Spell Derivative) bestow sorcery upon you. (Spell to be given and the caster's level).

### Bestow Wizardry on Undead

**Save:** None  
**Duration:** Until Used  
**Type:** Necromantic/Enhancement  
**Schools:** DA6

When cast upon an undead creature, this spell will give the undead the ability to cast one spell. The spell given must be one of the warlocks own. By doing this, the caster is giving up one of his/her own spells. The undead will cast the spell at the same level of ability as the warlock. The caster may only gift a spell from the same school of magic as the bestow magic was cast from. I.E. an arcane bestow magic can only gift an arcane spell (See Bestow Magic, page 60).

**Incantation:** (Spell Derivative) bestow wizardry on undead. (Spell to be given and caster's level).

### Blessing

**Save:** Touch/Packet  
**Duration:** Until Used/Instant  
**Type:** Enhancement  
**Schools:** D1

This spell allows the caster to do one of two things. First, the caster may give themselves or another person one temporary life point. If the recipient is at full life, then this life point may exceed that person's maximum life point total by one. This life point will remain in effect until removed by damage. This spell is not considered healing, but enhancing, and will not repair a severed or broken limb. This spell cannot be cast multiple times in an attempt to increase the casters life points to greater than plus one. This spell cannot be stacked with other life enhancements.

Note: If this spell is cast upon a person with zero life (unconscious) then that person will wake with zero life points plus one magical life point. If that person loses the magical life point they will again fall unconscious and proceed to bleed to death normally.

Secondly, it may be used as a packet based spell against an undead creature. If a bless spell packet hits a living creature, it will have no effect.

**Incantation:** (Spell Derivative) grant thee a blessing. One life point.

### Break Control

**Save:** Level of effect to be broken

**Duration:** Instant

**Type:** Abjuration

**Schools:** A3 / M3

This spell will negate the effects of any charm type spell (i.e. *enthrall*, *command*, *mind slave*). The spell is resisted at the level of whomever cast the charm spell. For example; if a 10<sup>th</sup> level Sorcerer cast an *enthrall* spell on you and your 5<sup>th</sup> level friend tried to break the spell, he would have to do so by equaling or surpassing the charmer's level of 10.

**Incantation:** (Spell Derivative) break any charm upon you. Level\_\_.

### Break Limb

**Save:** Level

**Duration:** Instant

**Type:** Alteration

**Schools:** DA4

When used, the caster will cause one of the target's arms or legs to break. The target will then be unable to use the broken limb. Any objects in the hand of a broken arm must be dropped, but may be picked up with the other hand. This spell will only affect legs and arms. It has no effect to the targets spine, neck, pelvis head, etc. When the limb breaks, the victim will suffer one life point of damage. This damage does not count as a torso hit.

Broken limbs will take two (2) months to heal without the aid of healing spells. One (1) point of magical healing is needed to mend a broken limb. Note: A *bless* spell will *not* mend a broken limb.

**Incantation:** (Spell Derivative) break your (specify limb). Level\_\_.

### Call Dead

**Save:** Level

**Duration:** One Minute

**Type:** Necromantic

**Schools:** D3 / DA4

This spell summons all undead or spirits that cannot resist the caster's level to a point designated by a spell packet thrown by the caster. Any undead or spirits in the area will follow the packet and travel directly to where it lands and finally rests. Once the undead arrive at the packet they are free from the effects of the spell. This spell does not allow the caster to control the undead. Any attack upon an undead trying to reach the packet location negates the spell for that undead.

**Incantation:** (Spell Derivative) call all dead to this spot. Level\_\_.

### Calm

**Save:** Level

**Duration:** One Minute

**Type:** Control

**Schools:** D4 / M4

Once cast, the target will become passive and lose all aggressive attitude. This spell can also be used to negate the effects of *rage* or *battle rage*. If cast upon someone under the effects of a *fear* spell, the person will be terrified but non-violent. Any attack against the target cancel the effects of the spell.

**Incantation:** (Spell Derivative) calm your aggression. Level\_\_.

### Cause Disease

**Save:** Packet

**Duration:** Until Dead or Cured

**Type:** Enchantment

**Schools:** DA7

When struck by this spell the target will instantly take two (2) Life Points of damage and two more points of damage every ½ hour afterward until cured by a *cure disease* spell. *Dispel magic* will not negate the effects of this spell. The target may still fight and cast spells while affected by this disease, but should role-play some sickness. The disease is not contagious. Once a creature dies from the effects of this spell, s/he is no longer diseased.

**Incantation:** (Spell Derivative) cause you to be diseased. Damage two Life Points now and two Life Points every half-hour.

### Cause Wounds I

**Save:** Packet

**Duration:** Instant

**Type:** Evocation

**Schools:** DA1

The target of this spell will suffer one (1) point of damage directly to his/her life points in the form of a small bruise or cut.

**Incantation:** Cause wounds, damage one life point.

### Cause Wounds II

**Save:** Packet

**Duration:** Instant

**Type:** Evocation

**Schools:** DA3

This spell will cause the target two (2) life points of damage in the form of a gouge, gash or large bruise.

**Incantation:** Cause wounds, damage two life points.

### Cause Wounds III

**Save:** Packet

**Duration:** Instant

**Type:** Evocation

**Schools:** DA5

This spell will cause four (4) life points of damage to the target in the form of many gouges, gashes, or large welts.

**Incantation:** Cause wounds, damage four life points.

### Channel Magic

**Save:** None

**Duration:** Ten Minutes

**Type:** Enhancement

**Schools:** M9

Allows the caster to channel all magical attacks against him/her for ten minutes. This channeling is treated as +2 levels of resistance vs. level based spells or a complete resistance vs. packet based spells. This spell cannot be cast on others or stacked with any other spell protection.

Note: This spell will not protect the caster from creature spell effects such as a ghoul's paralysis or life draining from a spectre, even if those effects use a spell packet.

**Incantation:** (Spell Derivative) channel magic from me.

### Circle of Power

**Save:** None

**Duration:** One Hour

**Type:** Evocation

**Schools:** A9 / D9

This spell allows the caster to create a 10' diameter circle of magical force that will stop anyone or anything from entering. The caster must remain inside the circle for the duration of the spell or the spell is cancelled. No attacks can be made from inside to outside the circle or vice-versa. If someone other than the caster leaves from within the circle then they cannot re-enter. The caster must draw or otherwise visually define a circle up to 10'

diameter on the ground before casting the spell. The caster may use powder, rope, or liquid from a charged glow stick if desired. If the physical circle has a break in it during the casting of the spell, then the spell fails.

**Incantation:** (Spell Derivative) create a circle of power. Level\_\_.

### Command

**Save:** Level

**Duration:** Ten Minutes

**Type:** Control/Charm

**Schools:** D6 / DA4 / M6

The victim of this spell must completely obey one non-self-harming one-word command given by the caster. The target will then stop at nothing to complete this command. The command must be morally acceptable by the target or the spell is cancelled. Any attack upon the target will cancel this spell. The command should be simple and something the victim is capable of doing (i.e. to command someone to sleep will not actually put them to sleep, but they will lie down and try to fall asleep).

**Incantation:** (Spell Derivative) command you to (the one word command). Level\_\_.

### Communicate

**Save:** None

**Duration:** One Hour

**Type:** Enhancement

**Schools:** A4 / E3 / M3

This spell allows the recipient to speak in the common tongue. The victim still has the choice of whether or not to speak at all. This spell does not affect any other special means of communication. If this spell were cast upon an insane individual who was babbling in another language they would then be able to babble in common. This spell does not affect undead, nor will it allow creatures with animal-like or less intelligence to communicate. Lastly, we must state that the target of the spell cannot communicate psychically and must have physical means of speaking in the first place.

**Incantation:** (Spell Derivative) allow you to speak the common tongue for one hour.

### Control Undead

**Save:** Level

**Duration:** 10 Minutes per level of caster

**Type:** Necromantic

**Schools:** DA3

This spell will allow the caster to control one (1) undead creature for 10 minutes per level of the caster above the level of the undead. Therefore, if the caster were level 7 and the undead was level 5, then the spell caster would control the undead completely for twenty minutes. This spell will only work for a maximum time of two hours.

Note: The caster has no way of knowing the length of time the undead will actually be controlled for.

**Incantation:** (Spell Derivative) control undead.  
Level\_\_.

### Cure Disease

**Save:** None  
**Duration:** Instant  
**Type:** Abjuration  
**Schools:** D5

This spell will completely cure one living creature of disease. It will not cancel the effects of poisons or potions.

**Incantation:** (Spell Derivative) cure this body of disease.

### Curse

**Save:** Level  
**Duration:** Until Removed  
**Type:** Enchantment  
**Schools:** DA9 / E9

When struck by this spell the target will lose all resistance ability. All poisons, scrolls, potions, traps, spells, etc. that normally allow for resistance will automatically affect the target until the curse is removed. *Dispel magic* will not work against this spell, instead, a *remove curse* spell must be used.

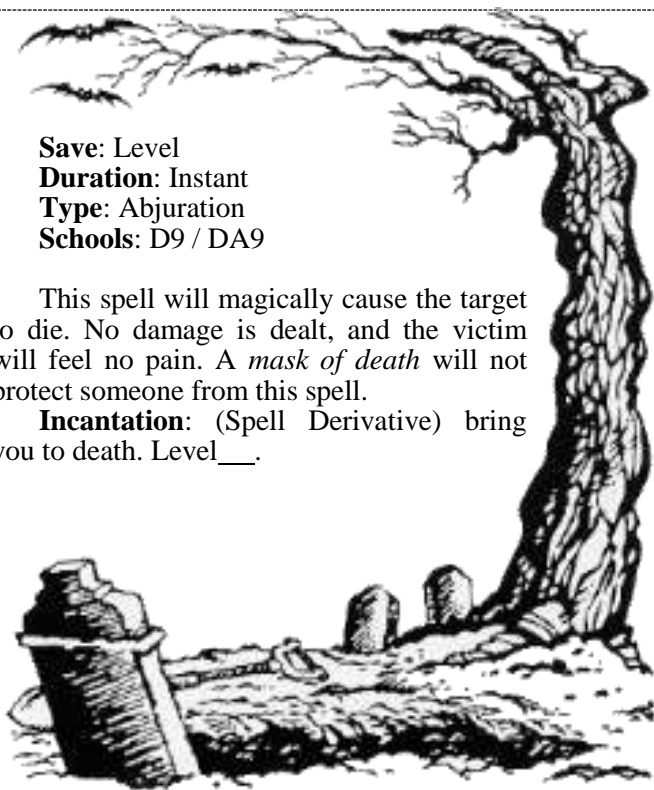
**Incantation:** (Spell Derivative) curse you with zero resistance. Level\_\_.

### Death

**Save:** Level  
**Duration:** Instant  
**Type:** Abjuration  
**Schools:** D9 / DA9

This spell will magically cause the target to die. No damage is dealt, and the victim will feel no pain. A *mask of death* will not protect someone from this spell.

**Incantation:** (Spell Derivative) bring you to death. Level\_\_.



### Destroy Undead

**Save:** Level  
**Duration:** Instant

**Type:** Abjuration  
**Schools:** D6

This spell will completely destroy one undead creature. Note: some creatures may be immune to this spell.

**Incantation:** (Spell Derivative) destroy one undead.  
Level\_\_.

### Detect Control

**Save:** None  
**Duration:** Instant  
**Type:** Divination  
**Schools:** A2 / M2

This spell will reveal all magical control or charm spells affecting any one creature (i.e. *enthrall*, *command*, *mind slave*, *fearlessness*, *itching*, etc).

**Incantation:** (Spell Derivative) detect control upon you.

### Detect Magic

**Save:** None  
**Duration:** Instant  
**Type:** Divination  
**Schools:** A1 / D1 / DA2 / E2

This spell will reveal all magical auras within a 5' by 5' area. If used upon items without a magic card, this spell must either be cast at Ops or in the presence of a Keeper. A magic item's aura cannot be physically hidden. Items in a chest or pouch will still be detected. This spell only detects that magic is present and will not distinguish the type or strength.

**Incantation:** (Spell Derivative) detect all magic before me.

### Detect Poison

**Save:** None  
**Duration:** Instant  
**Type:** Divination  
**Schools:** E1 / D1

When cast this spell will allow the caster to detect poison on one object. After casting the spell the caster may look for poison tags on one object without taking the poisons affects.

**Incantation:** (Spell Derivative) detect poison.

### Diagnose

**Save:** None  
**Duration:** Instant  
**Type:** Divination  
**Schools:** D3

This spell allows the caster to diagnose the ills of one target. This includes the detection of poisons, diseases, magical illnesses (but not charms or control spells), etc.

**Incantation:** (Spell Derivative) diagnose all afflictions on thee.

### Disarm

**Save:** Level  
**Duration:** Instant  
**Type:** Alteration  
**Schools:** D1 / E2

This spell causes the target to be disarmed of a weapon or item specified by the caster. The effect is exactly the same as the fighting skill *disarm*.

**Incantation:** (Spell Derivative) disarm you of (specify item). Level\_\_.

### Dispel Magic

**Save:** Level of magic to dispel  
**Duration:** Instant  
**Type:** Abjuration  
**Schools:** A6 / D7 / DA8

This spell will remove most magic spells or affects from the target (*Circle of Power* or *Imprisonment* must be removed before the person inside can be affected). Cast upon a target, all spells that are active on that target become affected. The level of *dispel magic* must meet or exceed the casting level of each spell being dispelled to succeed. If the first magic the dispel sees is of higher level, the spell will continue inwards until it either finds a spell effect to dispel, or all magics on the target have resisted. The target's resistance level is not checked, but instead the level of the spells affecting the target is checked.

All auto effect (touch) and packet-based spells are considered level one (1) for resistance to *dispel magic*. (Note: The spells *circle of power* and *imprisonment* must be dispelled first before anything inside can be affected.)

Example: Doomsayer, the 6<sup>th</sup> level Warlock, has a *protect* spell (auto effect), a *snare* spell (packet based), a *silence* spell (level 9), and a *resist magic* spell (auto effect) affecting him. Lazarus the Sorcerer casts *dispel magic* upon Doomsayer at level 6. The *dispel magic* hits the *protect* spell (auto effect) and dispels it (touch spells resist *dispel magic* at level one). The *dispel magic* then hits the *snare* and dispels it (packet spells resist *dispel magic* at level one). The dispel then hits the *silence* spell, but cannot dispel it since the *silence* spell is higher level than the *dispel magic*. The dispel then hits the *resist magic* and dispels it (auto effect – touch spells resist *dispel magic* at level one).

This spell will not affect permanent magic items.

**Incantation:** (Spell Derivative) dispel magic upon you. Level\_\_.

### Divert

**Save:** Level  
**Duration:** One Minute  
**Type:** Control  
**Schools:** A2 / DA2 / M2

This spell will divert the attention of the target, causing him/her to cease what s/he was doing and daydream about nothing important for one minute. If the victim is attacked in any way the spell's affects are nullified immediately.

Example: Lorac the Bard has been captured by Samuel the Bounty Hunter. Lorac casts divert upon Samuel and then jumps up to run away. Samuel will completely ignore Lorac for one minute, sniffing at a flower, looking at the clouds, listening to birds . . . even if a friend yells and points at Lorac, Samuel will keep daydreaming. If someone inflicts a point of damage, Samuel will then be released from the spell.

**Incantation:** (Spell Derivative) divert your attention for one minute. Level\_\_.

### Dream Sending

**Save:** None  
**Duration:** Instant  
**Type:** Control  
**Schools:** M5

The caster can send a dream to one being while that being is asleep. A written paper describing the dream the way the caster wants it to be seen must be given to Operations. The target will receive the written dream that same night.

There is a limit on the distance that a dream can be sent.

**Incantation:** (Spell Derivative) send (target's name) a dream.

### Drop

**Save:** Packet  
**Duration:** Instant  
**Type:** Alteration  
**Schools:** A2 / DA2

This spell will force the target to drop whatever item(s) s/he is holding in both of their hands. Items should be dropped a couple of feet away but may be picked up immediately afterward. This spell does effect shields and will break sword tethers.

**Incantation:** (Spell Derivative) make you drop everything in both your hands.

### Earthquake

**Save:** Level  
**Duration:** Instant  
**Type:** Evocation  
**Schools:** E3

This spell creates a violent tremor that will shake the earth for a few seconds. Everyone within the sound of the caster's voice (friend and foe alike) that does not resist the spell must fall to the ground on his or her hands and knees. Victims may immediately get back up.

**Incantation:** (Spell Derivative) cause all within the sound of my voice to fall by an earthquake. Level\_\_.

## Elemental Weapon

**Save:** None

**Duration:** Ten Minutes

**Type:** Enchantment

**Schools:** E5

This spell will endow one weapon with the force of one of the four elements (earth, fire, water, or air) for ten minutes. The weapon is then considered magical for the duration of the spell and will be more effective vs. creatures that are affected only by magical weapons or certain elements. The wielder of the elemental weapon must state to their opponent the nature of the weapon with every swing, magic-fire (fire), magic-silver (earth), magic-lightning (air), or magic-ice (water).

**Incantation:** (Spell Derivative) enchant this weapon with (element).

## Enchant Weapon

**Save:** None

**Duration:** Ten Minutes

**Type:** Enchantment

**Schools:** A4

This spell will endow one weapon with arcane energy. The weapon is treated as a magical weapon for ten minutes. The weapon offers no special abilities other than the fact that it can affect creatures not harmed by normal weapons. The user of this weapon must state "magic" with each swing of the weapon for the duration of the spell.

When cast on a missile weapon (i.e. bow), this will cause the projectiles shot to be magical for the duration of the spell.

**Incantation:** (Spell Derivative) enchant this weapon with arcane magic.

## Enslave Undead

**Save:** Undead creature's level

**Duration:** One Hour

**Type:** Necromantic

**Schools:** DA8

This spell will allow the caster to completely control one undead creature per level of the caster for one hour. Immediately after casting the spell the caster must select which undead to be enslaved.

**Incantation:** (Spell Derivative) enslave undead. Level\_\_.

## Enthrall

**Save:** Level

**Duration:** Ten Minutes

**Type:** Control/Charm

**Schools:** A7 / DA6 / M5

When struck by this spell the caster will charm the victim. The target will consider the caster a trusted friend and, for the most part, will follow his commands and suggestions. These commands cannot go against the

target's morals. A Holy Warrior or Cleric of Voe would not murder, a friend would not betray or kill another friend, etc. The target would, however, protect the caster to the death if so asked. Any attacks by the caster against the target will immediately negate the spell's effects.

**Incantation:** (Spell Derivative) enthrall you to be my friend. Level\_\_.

## Fear

**Save:** Level

**Duration:** One Minute

**Type:** Control

**Schools:** DA3 / M3

This spell will cause the target to run away (safely) in fear from the caster for one minute. During this time the victim may not approach the caster. If the victim is trapped and cannot get away, then they will cower in terror in a corner. If the caster comes within striking distance of the victim while trapped in fear, the victim may attack and defend him/herself, but will not press an attack (like a wild animal trapped, it will fight if it must). This spell will also negate the effects of a *fearlessness* spell at which point both spells are then negated.

**Incantation:** (Spell Derivative) cause you to flee in fear. Level\_\_.

## Fearlessness

**Save:** Level

**Duration:** Ten Minutes

**Type:** Control

**Schools:** D3 / M4

The victim of this spell will become absolutely without fear for 10 minutes. During this time his fearlessness will affect his better judgment in some cases. This spell will also negate the effects of a *fear* spell at which point both spells are then negated.

**Note:** Fearlessness is different from bravery. Bravery is overcoming your fears, while being fearless assumes no fear at all.

**Incantation:** (Spell Derivative) Make thee fearless. Level\_\_.

## Feeble Mind

**Save:** Level

**Duration:** Ten Minutes

**Type:** Control

**Schools:** M7

When struck by this spell the target will cease to do anything except for natural bodily functions and walk. The victim will walk in a stupor for the duration of the spell and will not attack. If the target is attacked then the spell is negated.

**Incantation:** (Spell Derivative) make your mind feeble. Level\_\_.

## Flame Arrow

**Save:** Packet  
**Duration:** Instant  
**Type:** Evocation  
**Schools:** E3

This spell will create a flaming arrow that is guided by the caster to its target causing two (2) points of damage.

**Incantation:** Flame arrow, damage two.

### Forget

**Save:** Level  
**Duration:** Instant  
**Type:** Control  
**Schools:** A4 / M4

This spell will cause the target to forget everything that has happened in the last ten minutes. Even if someone tells them what had happened in those ten minutes the target would have to take their word for it because s/he would not remember any of it. This spell will affect an unconscious person.

**Incantation:** (Spell Derivative) make you forget the last ten minutes. Level\_\_.

### Freedom

**Save:** None  
**Duration:** Instantaneous  
**Type:** Abjuration  
**Schools:** M7

This spell will remove most magic spells or effects from the caster that has impeded their movement. This includes the spells Snare, Arcane Bonds, Freeze Limb, Freeze Person and any effects that duplicate them. This will not free a person from the Imprisonment spell, nor will it free them from mundane bondage. This spell cannot be cast on others.

**Incantation:** (Spell Derivative) grant myself freedom of movement.

### Freeze Limb

**Save:** Level  
**Duration:** Ten Minutes  
**Type:** Enchantment  
**Schools:** E5

The target of this spell will be unable to use the limb specified by the spell caster. Frozen limbs will be unable to move, drop things, grasp, cast spells, etc. Limbs include arms and legs only. After ten minutes the magical ice encasing the limb will disappear. A *dispel magic* spell will remove the ice early, but chopping, hacking, fire, or other physical means will not.

**Incantation:** (Spell Derivative) freeze your (specify limb). Level\_\_.

### Freeze Person

**Save:** Level  
**Duration:** Ten Minutes  
**Type:** Enchantment  
**Schools:** E7

When struck by this spell the target will be completely frozen and immobile from the neck down. The victim will be able to speak, but unable to cast spells (excludes mystics).

The ice upon the target is unbreakable by normal means.

**Incantation:** (Spell Derivative) freeze your body solid. Level\_\_.

### Glyph

**Save:** Level  
**Duration:** Until Activated  
**Type:** Evocation  
**Schools:** A7 / E7

Glyphs are magical symbols that can cause different types of effects. Essentially they are considered magical traps. A glyph can be no larger than six inches high by six inches wide.

The spell caster must scribe the glyph on an inanimate object. After the glyph is inscribed it need no longer be maintained. Each glyph must be written on a piece of paper and stuck to the item it is to be on. Listed on the back of the glyph paper must be: the name of the glyph, the level the glyph was cast at, the area of effect, damage (if any), who it affects, and duration, etc.

Glyphs are activated by touch or gaze and cannot be avoided by using another object to activate them or by averting your eyes. For example: if a chest has a glyph upon it, you cannot avoid the effects by opening the chest away from you. If you know that a chest has a glyph upon it because you saw the paper attached to the chest, then you saw the glyph and are affected by that glyph.

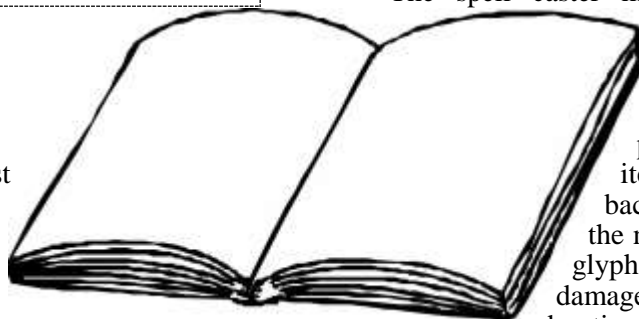
The caster of a glyph cannot be affected by their glyph. After a victim, has read a glyph, it vanishes from the object it was on (remove the glyph paper).

**Note:** A glyph cannot be dispelled without activating it. To dispel a glyph would require a mage to look at the glyph s/he was dispelling, thus setting it off.

**Incantation:** (Spell Derivative) create a glyph of (name of glyph). Level\_\_.

In order to make a glyph, the caster must have the ability to cast the level of the spell similar to the glyph (i.e. a sorcerer cannot create a death glyph if they cannot cast a ninth level spell).

Some of the glyphs available are as follows:



**Hopelessness** (8<sup>th</sup>): Will make the victim stop and leave whatever s/he was doing. S/he will feel that whatever s/he was doing is hopeless and will never amount to anything worthwhile. This hopelessness will last one hour.

**Guilt** (7<sup>th</sup>): Will make the victim feel intense guilt for their actions. The victim will stop what they are doing, immediately seek out the nearest Town Guardsman and confess their activation of the glyph.

**Agony** (1<sup>st</sup>): Target must fall to the ground in agony (per the spell) for one minute.

**Fear** (3<sup>rd</sup>): Will cause the victim to run in fear (per the spell).

**Explosive** (6<sup>th</sup>): When looked upon, all those within 30 feet of the glyph will be struck by a minor explosion that will cause two (2) points of damage. All breakable or flammable objects within 30' will be destroyed.

**Paralysis** (7<sup>th</sup>): This glyph will paralyze one target (per the spell).

### Gust of Wind

**Save:** Level  
**Duration:** Ten Minutes  
**Type:** Evocation  
**Schools:** E4

This spell creates a gust of wind that will buffet the target, causing him or her to stay 30' away from the caster.

**Incantation:** (Spell Derivative) blast you away with a gust of wind. Level\_\_.

### Hail Storm

**Save:** Packet  
**Duration:** Instant  
**Type:** Evocation  
**Schools:** E6

This spell allows the caster to throw a group of spell packets (one per level) at the same time. Each person hit by a packet will take two (2) points of damage, no matter how many packets actually hit them.

**Incantation:** Hail storm, damage two.

### Harm

**Save:** Level  
**Duration:** Instant  
**Type:** Evocation  
**Schools:** DA8

The victim of this spell will lose all but one life point. This damage is delivered in the form of multiple wounds opening on the body.

**Incantation:** (Spell Derivative) harm you. Damage all but one life point. Level\_\_.

### Heal Wounds I

**Save:** Touch/Packet\*  
**Duration:** Instant  
**Type:** Healing  
**Schools:** D2

This spell will heal a living creature two (2) life points. The healing will not give the creature greater than their original life point maximum.

\*To heal living creatures the caster must 'touch' the person. A healing spell may be cast as a packet against undead creatures only. If a healing spell packet hits a living creature, it will have no effect.

**Incantation:** (Spell Derivative) heal thy body two life points.

### Heal Wounds II

**Save:** Touch/Packet\*  
**Duration:** Instant  
**Type:** Healing  
**Schools:** D3

This spell will heal a living creature three (3) life points. The healing will not give the creature greater than their original life point maximum.

\*To heal living creatures the caster must 'touch' the person. A healing spell may be cast as a packet against undead creatures only. If a healing spell packet hits a living creature, it will have no effect.

**Incantation:** (Spell Derivative) heal thy body three life points.

### Heal Wounds III

**Save:** Touch/Packet\*  
**Duration:** Instant  
**Type:** Healing  
**Schools:** D5

This spell will heal a living creature four (4) life points. The healing will not give the creature greater than their original life point maximum.

\*To heal living creatures the caster must 'touch' the person. A healing spell may be cast as a packet against undead creatures only. If a healing spell packet hits a living creature, it will have no effect.

**Incantation:** (Spell Derivative) heal thy body four life points.

### Heal Wounds IV

**Save:** Touch/Packet\*  
**Duration:** Instant  
**Type:** Healing  
**Schools:** D8

This spell will heal a living creature six (6) life points. The healing will not give the creature greater than their original life point maximum.



\*To heal living creatures the caster must 'touch' the person. A healing spell may be cast as a packet against undead creatures only. If a healing spell packet hits a living creature, it will have no effect.

**Incantation:** (Spell Derivative) heal thy body six life points.

### Heat Metal

**Save:** Level

**Duration:** One Minute

**Type:** Enchantment/Alteration

**Schools:** E7

When cast, the caster must specify which individual metal item is to be heated, i.e. armor, weapon, shield, or anything metal the victim may have. If the victim is wearing the item (armor), they must try to take it off (must be physically removed) and will take one life point of damage every ten seconds until it is removed. If the victim can get his/her armor off within ten seconds, then no damage is taken. If the item to be heated is hand held, the target will have to drop that item. All items heated by this spell will remain red hot for one minute.

**Incantation:** (Spell Derivative) heat your (specified item). Level\_\_.

### Hurricane

**Save:** Level

**Duration:** One Minute

**Type:** Evocation

**Schools:** E8

When cast this spell will cause gale force winds to blow everyone within a 30' radius away from the caster. The caster is unaffected by the spell. If the caster walks away, the spell stays at the point of casting.

**Incantation:** (Spell Derivative) summon a hurricane to blow everyone from this spot. Level\_\_.

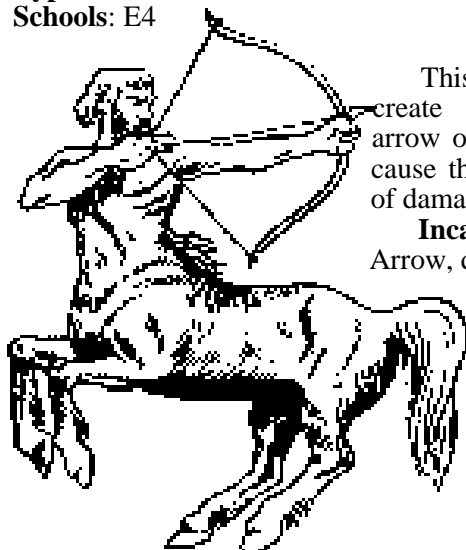
### Ice Arrow

**Save:** Packet

**Duration:** Instant

**Type:** Evocation

**Schools:** E4



This spell will create a magical arrow of ice that will cause three (3) points of damage.

**Incantation:** Ice Arrow, damage three.

### Identify Spirit

**Save:** None

**Duration:** Instant

**Type:** Divination

**Schools:** D2

This spell allows the caster to identify any one spirit. The spirit must state its name and what race it was. The spirit must also show its face. The caster will be the only one that can truly see the spirit's face. This spell does not allow the caster to speak with the spirit.

**Incantation:** (Spell Derivative) identify this spirit before me.

### Imprisonment

**Save:** None

**Duration:** One Hour

**Type:** Evocation

**Schools:** A9 / D8 / DA8 / E9

This spell creates a 5' diameter cage of force that will hold as many prisoners as possible within the circle. Prisoners will not be able to pass through the invisible force of the spell or effect the cage, nor can they in anyway attack anyone outside the imprisonment. The caster must clearly define the circle with a physical representation (rope, chalk, white powder, etc.) If the defined circle has a break in it during the casting, then the spell fails. Spells and weapons cannot pass through the imprisonment's force field. A *dispel magic* cast from inside will *not* affect the cage. This spell can be used for personal protection, but if the caster places him/herself within the cage then s/he cannot dispel the cage through any means and must wait for the full duration of the spell to be released.

**Incantation:** (Spell Derivative) create a cage of imprisonment. Level\_\_.

### Iron Will

**Save:** None

**Duration:** Ten Minutes

**Type:** Enhancement

**Schools:** M9

The caster can completely resist one spell for every three (3) levels of ability gained for the duration of the spell. For example: a 7<sup>th</sup> level mystic could resist two spells. This spell cannot be stacked with any other magic resisting enhancements and cannot be cast upon others.

**Incantation:** (Spell Derivative) create myself a will of iron.

### Itching

**Save:** Level

**Duration:** One Minute

**Type:** Control

**Schools:** M2

For one minute the target of this spell will have uncontrollable itching all over his/her body. The target

will be unable to attack or cast spells, but may defend and/or retreat.

**Incantation:** (Spell Derivative) cause your body to itch uncontrollably. Level \_\_\_\_.

### Life Enhancement

**Save:** None

**Duration:** Ten Minutes

**Type:** Enhancement

**Schools:** D4

This spell will increase the caster's life points by four (4) for a ten minute duration. The spell will be canceled as soon as the caster suffers four points of damage or the ten minutes expire. At the spell's expiration, if any of the four bestowed life points remain, they dissipate. This spell *cannot* be cast multiple times in an attempt to increase the casters life points to greater than plus four. Note: This spell is not healing, and will not restore a broken or severed limb. This spell cannot be cast upon others.

**Incantation:** (Spell Derivative) enhance my life force by four life points.

### Light

**Save:** None

**Duration:** Special

**Type:** Evocation

**Schools:** A1 / D1 / DA1 / E1

This spell creates a temporary source of magical light that will dissipate after a varying period of time. This spell cannot be cast at a living target. The material component for this spell is a glow stick and the light spell will last just as long as the glow stick does.

**Incantation:** (Spell Derivative) create light.

### Lightning Bolt

**Save:** Packet

**Duration:** Instant

**Type:** Evocation

**Schools:** E6

This spell creates a magical bolt of electrical energy that is directed from the caster to the target, causing four (4) points of damage.

**Incantation:** Lightning bolt, damage four.

### Magic Arrow

**Save:** Packet

**Duration:** Instant

**Type:** Evocation

**Schools:** A1 / E1

This spell creates a magic arrow that is directed at the target by the caster causing one (1) point of damage upon contact.

**Incantation:** Magic arrow, damage one.

### Magic Spear

**Save:** Packet

**Duration:** Instant

**Type:** Evocation

**Schools:** A2

This spell creates a magical spear of arcane force that is directed from the caster to the target causing two (2) points of damage upon contact.

**Incantation:** Magic spear, damage two.

### Magic Lock and Key

**Save:** None

**Duration:** One Week

**Type:** Evocation

**Schools:** A5

This spell creates a magical lock and its key(s). A piece of paper is used as a representation of the lock. The lock must state: Magical lock – Level (level of caster). The lock must contain the following information:

- The name of caster
- The Level of the lock (level the lock was cast at)
- The date and time the spell was cast.
- A set of tumbler codes

**The Tumblers:** The quantity of tumblers is up to the caster and may be between 1 and 10, just like a normal lock. The caster may assign any value (1-9) for each tumbler, but the total of the values used must equal the Level of the lock.

For instance, a level Sorcerer raises his power by 1 and casts Magic Lock and Key. He could make a lock with 6 tumblers all with a 1 (the value of all tumblers added together is 6) or he could make a two-tumbler lock of 5, 1 or 4, 2.

The lock can only be opened by its key. One key can be made for each level of the caster. The caster must supply physical representations of the magical key(s). When cast at 4<sup>th</sup> level only 4 keys would be produced. These physical keys must look like keys, or have the word, 'key,' written on them. The key must also have the level of the lock, the name of the caster, and the date written or inscribed upon it.

This spell can be used to unlock other magical locks, provided the caster is equal to or greater in level than that of the lock. In this case, the caster actually replaces the older lock with one of his/her own. The caster may look at the existing lock level before casting the new spell.

This spell cannot open a normal mechanical lock. The spell *dispel magic* will not affect a magical lock.

**Incantation:** (Spell Derivative) create a magical lock and key.

### Mask of Death

**Save:** None

**Duration:** One Hour

**Type:** Enchantment

**Schools:** DA7 / M8

After casting this spell the caster will have a maximum of one hour to use it before its effects are nullified due to duration. At any time during this hour, the caster may cause him/herself to fall unconscious and appear dead or as if they had been slain. This spell will create illusionary wounds upon the casters dead body, and the caster may describe the wounds if so asked. If the caster's pulse is checked there will be none. The person may remain in the mask of death up to one hour after activation. This spell will not allow a person to imitate an undead creature; the person cannot walk while in the mask of death.

Within the mask of death, the caster will take ½ damage from all attacks and cannot be final struck by physical means. If damaged to zero life points while feigning death, the caster will proceed to die normally. The caster may choose to awaken at any time while within the mask of death unless they are actually at zero life points or have somehow been slain. This spell will not prevent a *death* spell, soul execution or similar effect from killing the individual. If a person is eaten to a final strike while in the mask of death, then that person will be at zero life points and proceed to die normally from that point.

**NOTE:** This spell may not be activated while moving. You cannot activate it while actively fighting someone, you may, however, fall over at any given moment and activate the spell, once you have stopped moving. Any movement while using this spell will immediately end its effects.

**Incantation:** (Spell Derivative) wear a mask of death.

### Mass Agony

**Save:** Packet  
**Duration:** Instant  
**Type:** Enchantment  
**Schools:** DA9

When cast, the caster will throw one spell packet per his/her level at the exact same time. Anyone struck by a packet will fall to the ground in agony for ten seconds (like the spell *agony*). The target(s) will be unable to fight or cast spells, but may defend themselves if necessary.

**Incantation:** (Spell Derivative) cause mass agony.

### Mass Fear

**Save:** Level  
**Duration:** One Minute  
**Type:** Enchantment  
**Schools:** DA9 / M9

This spell works the same as the *fear* spell, except that all those within the sound of the caster's voice who do not resist will be affected. Those who are affected must flee the area and avoid the caster for the duration of the spell.

**Incantation:** (Spell Derivative) cause fear to all those within the sound of my voice. Level\_\_.

### Mass Sleep

**Save:** Packet  
**Duration:** Ten Minutes  
**Type:** Enchantment  
**Schools:** A9 / D9

This spell will allow the caster to throw a number of spell packets equal to the level of the caster all at the same time. When struck by any one of these packets the target(s) will fall into a magical sleep for ten minutes, as per the *sleep* spell.

**Incantation:** (Spell Derivative) send you into the realm of sleep.

### Mind Blast

**Save:** Packet  
**Duration:** Instant  
**Type:** Evocation  
**Schools:** M4

This spell will rack the mind of its target with mystic force causing three (3) life points of damage.

**Incantation:** Mind blast, damage three life points.

### Mind Mask

**Save:** None  
**Duration:** Until Used  
**Type:** Enhancement  
**Schools:** M6

With this spell the caster creates a mental barrier vs. mind based attacks. This barrier will add a +4 resistance versus mystic spells. Mind Mask cannot be stacked with other magical resistance type spells.

**Incantation:** (Spell Derivative) mask myself from mental attack.

### Mind Morph

**Save:** Level  
**Duration:** Ten Minutes  
**Type:** Control  
**Schools:** M8

This spell will cause the target to believe that s/he has become a creature, person, or thing, as dictated by the spell caster. Therefore, the caster could tell the target that s/he is a rock, tree, orc, squirrel, magistrate, etc., and the target would then act accordingly, although they wouldn't physically appear to be that creature in any way other than their actions. This spell will not create emotional states like love, hate, or friendship, nor will it allow the target to believe that they are in (or have become) a particular place.

**Incantation:** (Spell Derivative) cause you to believe you are a (name of the person or thing mind morphed to). Level\_\_.

### Mind Over Body

**Save:** None  
**Duration:** Special

**Type:** Enchantment  
**Schools:** M9

This spell requires the utmost concentration by the caster. The caster must cup their hands in front of themselves, protecting their lower abdomen while lowering their head as to look toward the ground. As long as the caster is in this position s/he is immune to physical attacks made by weapons (including magical ones). This includes evocation spells that inflict damage.

The caster cannot be picked up, moved, or pushed by anyone. The only thing that will break the spell is if the caster decides to move. Any action, including the mystic casting a spell, will negate the effects of the mind over body. Magical spells other than those already stated can still affect the caster, and spell abilities caused by touch, i.e. sleep, paralysis, etc, will still affect the caster.

**Incantation:** (Spell Derivative) resist any physical attack.

### Mind Slave

**Save:** Level  
**Duration:** Ten minutes  
**Type:** Charm/Control  
**Schools:** M8

The victim of this spell will become mentally enslaved to the caster for ten minutes. During this time the target will do any physical action that the caster says. This includes, but is not limited to: jumping into a pit full of molten lava, dancing gleefully in front of the Town Watch, feeding yourself to an ancient dragon, attacking you friends, fighting an armed horde of bloodthirsty barbarians with a toothpick, etc. Basically whatever the caster says for ten minutes goes. This spell will not compel anyone to speak truthfully about any subject if that person does not wish to, i.e. Mind slave cannot be used as a truth spell. Of course, obvious out-of-game rude, obscene, or otherwise offensive acts should not be committed and abusive requests should be reported to a Keeper.

Note that this spell does not affect memory, and any person affected by this spell will remember all of their actions afterwards. Also, the person affected is not zombie-like. They can still think and act perfectly normal. The affected person will not consciously know that they are mind-slaved, but will remember actions performed. They just may not understand why they obeyed. For example: Sam is affected by a Mind Slave and ordered to kill his friend, Matt. Sam will not just mindlessly walk up to Matt with his sword drawn and



start hacking away unless he feels that is the best way to kill Matt. If Sam were an assassin, then he would rather sneak up quickly behind Matt and attempt to assassinate him. Sam will accomplish the task ordered in the best manner he can.

**Incantation:** (Spell Derivative) make you my mind slave. Level\_\_.

### Mystic Bolt

**Save:** Packet  
**Duration:** Instant  
**Type:** Evocation  
**Schools:** M1

The caster will direct a bolt of mystical energy to a target that will cause one (1) point of damage upon contact. This energy is physical and can affect undead.

**Incantation:** Mystic bolt, damage one.

### Nightmare

**Save:** Level  
**Duration:** Ten Minutes  
**Type:** Control  
**Schools:** DA8 / M5

The target of the spell will envision their worst nightmare to appear and attempt to attack them. The target will then either fend for his/her life or flee and try to hide with the nightmare on their trail. If the target is trapped and cannot get away then s/he will pass out into unconsciousness.

Note: Persons affected by this spell should role play terror and fear, but remember to use common sense and caution. Please do not yell important key words like, "Fire, fire, help!" The FQ staff and players will *always* assume that this is a **real** emergency and will stop the game to investigate and help. If you must role play something like a fire in your cabin, then please also role play that you are overcome with smoke, stricken silent with fear, or find some other way to ensure that everyone knows it is role playing, and not a real emergency.

**Incantation:** (Spell Derivative) cause your worst nightmare to terrorize you. Level\_\_.

### Paralyze

**Save:** Level  
**Duration:** Ten Minutes  
**Type:** Control  
**Schools:** A7 / D8 / M8

The target's entire body will become rigid and s/he will be unable to move a single muscle for the duration of the spell. All actions (speaking, casting spells, and fighting) are impossible until the spell expires. Only natural bodily motor functions will work. A mystic may still cast spells.

**Incantation:** (Spell Derivative) paralyze your entire body. Level\_\_.

### Petrification

**Save:** Level  
**Duration:** Special  
**Type:** Enchantment  
**Schools:** E9

The victim of this spell will become a solid stone statue and be incapable of any movement or thought (mystics cannot cast spells in this state). The target will then have two hours before s/he can no longer be removed from this spell. The caster may choose to release the victim during this two hours if they wish. The player has the right to choose to die at any time before the two hours are up (this death will not count as suicide). The statue is too heavy to move without the aid of two individuals with *strength* spells, or four people.

**Incantation:** (Spell Derivative) turn you to stone. Level\_\_.

### Poison

**Save:** Packet  
**Duration:** One Minute per level of caster  
**Type:** Enchantment  
**Schools:** DA6

When struck by this spell the target will immediately be weakened with poison and be unable to fight or cast spells (this includes mystics) for the duration of the spell. Therefore, a fifth level caster would make the target unable to fight or cast spells for five minutes.

**Incantation:** (Spell Derivative) weaken you with poison for (caster's level) minutes.

### Power Word Agony

**Save:** Packet  
**Duration:** Ten Seconds  
**Type:** Enchantment  
**Schools:** A2

This spell works the same as the spell *agony* except that it is packet based and the incantation is shortened.

**Incantation:** Power word agony.

### Power Word Death

**Save:** Packet  
**Duration:** Instant  
**Type:** Abjuration  
**Schools:** A9

This spell will magically cause a living creature to die. No actual damage is inflicted and armor is not affected by this spell. This spell works the same as the spell *death* except that it is packet based and the incantation is shortened.

**Incantation:** Power word death.

### Preserve Spirit

**Save:** None  
**Duration:** One Hour  
**Type:** Enchantment  
**Schools:** D4

This spell will keep a spirit in the body for up to one hour after its death. It may only be cast on a dead creature.

**Incantation:** (Spell Derivative) preserve this spirit.

### Protect

**Save:** None  
**Duration:** Until Used  
**Type:** Enhancement  
**Schools:** A1 / D2 / DA1 / E2 / M1

This spell will add one (1) point of magical protection to the caster's armor points. It will be dispelled after it has suffered one point of damage. This spell cannot be cast on others, nor can it be stacked with other magical armor enhancements.

**Incantation:** (Spell Derivative) protect me.

### Protection from Healing

**Save:** Packet  
**Duration:** Until Used  
**Type:** Enhancement  
**Schools:** DA5

This spell is usually cast on undead creatures and will protect that creature from one healing type spell.

**Incantation:** (Spell Derivative) protect you from healing.

### Protection from Banishment

**Save:** None  
**Duration:** Until Used  
**Type:** Enhancement  
**Schools:** DA6



This spell will add two levels of resistance vs. banishment to a creature against one banish attempt.

**Incantation:** (Spell Derivative) protect you from banishment.

### Protection from Missiles

**Save:** None  
**Duration:** Ten Minutes  
**Type:** Enhancement  
**Schools:** A6 / E6

This spell creates a magical force that will protect the caster from normal projectile missiles (stones, daggers, throwing stars, arrows, etc.). The caster may be

hit by these weapons but will suffer no damage for as long as the spell is in effect. This spell cannot be cast on anyone other than the spell caster.

**Incantation:** (Spell Derivative) protect me from normal missiles.

### Protection from Undead

**Save:** None

**Duration:** One Hour

**Type:** Necromantic

**Schools:** D7 / DA3

This spell allows the caster to create up to a 10' magical sphere of protection that only living creatures may pass. The circle cannot be penetrated by spells or weapons wielded by undead creatures. The caster may not leave the circle or the spell will immediately be canceled. Spells and/or weapons of living creatures may cross the barrier freely. The caster must physically define the circle (rope, chalk, powder, etc.). If there is a break in the circle upon casting, then the spell fails.

**Incantation:** (Spell Derivative) create a circle of protection from undead.

### Purify Blood

**Save:** None

**Duration:** Instant

**Type:** Alteration

**Schools:** D4 / E5

This spell will instantly remove all impurities in the recipient's blood, thus negating the effects of any poisons, potions, or alcohol that may be afflicting the character. This includes, but is not limited to, magic potions and magic poison.

**Incantation:** (Spell Derivative) purify your blood.

### Purify Food and Drink

**Save:** None

**Duration:** Instant

**Type:** Alteration

**Schools:** D5 / E5

When cast, this spell will purify all liquid or exposed food on a 4' x 6' area of all poisons and diseases. All poison tags found on food and drink in that area can be immediately removed.

**Incantation:** (Spell Derivative) purify food and drink.

### Rage

**Save:** Level

**Duration:** Ten Minutes

**Type:** Control

**Schools:** M6

This spell will fill the target with rage, causing them to fight anyone within sight (including friends) for the duration of the spell.

**Incantation:** (Spell Derivative) fill you with rage. Level\_\_.

### Raise Dead

**Save:** None

**Duration:** Instant

**Type:** Evocation/Alteration

**Schools:** D9

This spell will return life to a dead being as long as the body of the creature is still present and it still has a spirit. After being raised the subject will have one life point. This spell will not work on undead.

**Incantation:** (Spell Derivative) raise thee from the dead.

### Raise Power I

**Save:** None

**Duration:** Until Used

**Type:** Enhancement

**Schools:** A5 / D5 / DA2 / M3 / E6

This spell will allow the caster to cast his/her next level-based spell at one level higher. This spell may be stacked with other *raise power* spells to a maximum of four times.

The spell only increases one's ability in the school from which it was cast (i.e. a warlock who casts Dark Arts cannot use his Dark Arts *raise power* to raise his Arcane Arts ability). *Raise power* cannot be cast on others and the gain in level will not increase the caster's resistance.

**Note:** Any *raise power* spell can only be stacked four times. If a person cast two elemental *raise power I* spells, then the most they could cast any other *raise power* spell is two more times, even if it is a dark arts *raise power II*.

**Incantation:** (Spell Derivative) raise my power one level.

### Raise Power II

**Save:** None

**Duration:** Until Used

**Type:** Enhancement

**Schools:** A8 / DA5 / M6 / E8

This spell will allow the caster to cast his next level-based spell at two levels higher. This spell may be stacked with other *raise power* spells to a maximum of four times. This spell cannot be cast upon others.

Example: A 6<sup>th</sup> level sorcerer casts *raise power I* on himself two times, bringing his casting level to 8. He then casts a *raise power II* on himself twice to bring his casting level up to 12<sup>th</sup> level. He now casts six levels higher than actual for his next level based spell. If he casts another *raise power II* it will have no effect and the spell wasted, since the maximum stacking allowed is four *raise power* spells.

**Incantation:** (Spell Derivative) raise my power two levels.

### Reduce Power

**Save:** Packet  
**Duration:** One Hour  
**Type:** Enchantment  
**Schools:** DA5

Upon being struck by this spell the target will lose their resistance equal to ½ their skill level. Therefore, if the target were level 10 they would then have a level 5 resistance for the duration of the spell. A heal spell will return all lost resistance levels.

**Incantation:** (Spell Derivative) reduce your resistance by half.

### Release

**Save:** Packet  
**Duration:** Instant  
**Type:** Abjuration/Alteration  
**Schools:** A5

This spell will release one being from normal bondage such as a tied rope or shackles, but will not allow the escape from devices such as the stocks or cages. This spell will also cancel the effects of a *snare* or *arcane bonds* spell.

**Incantation:** (Spell Derivative) release thee from thy bondage.

### Remove Curse

**Save:** Level of curse  
**Duration:** Instant  
**Type:** Abjuration  
**Schools:** D7 / DA6

This spell will remove any one curse upon the target provided that the caster's level meets or exceeds the level of the curse. If there is more than one curse upon a person, then the victim will select which curse is removed. This includes removing the spell *curse*. This spell will not work on spirit curses.

**Incantation:** (Spell Derivative) remove thy curse. Level\_\_.

### Repel Undead

**Save:** Level  
**Duration:** Ten Minutes  
**Type:** Necromantic  
**Schools:** DA4

This spell will cause all undead creatures within 30' of the caster to flee as fast as their type will allow outside the 30' circle that surrounds the spell caster. The spell caster must stand still and concentrate on making this spell work and may not fight or cast spells until the duration is over. If the spell caster should attack or defend the spell will be broken. The spell caster may not move from the spot where the spell was cast or the spell will expire.

**Incantation:** (Spell Derivative) repel all undead around me. Level\_\_.

### Resist Element

**Save:** None  
**Duration:** Until Used  
**Type:** Enhancement  
**Schools:** E4

This spell will allow the caster to completely resist one heat/cold/lightning/silver attack. This includes traps, spells, and special attacks. The caster must choose what type of resistance during the incantation. This spell cannot be cast on others nor can it be stacked with any other spell protections.

**Incantation:** (Spell Derivative) resist (heat/cold/lightning/silver).

### Resist Magic

**Save:** None  
**Duration:** Special  
**Type:** Enhancement  
**Schools:** A6 / DA4

This spell will help protect the caster from one spell for each level of his/her ability. The resistance is treated as a gain of 2 levels (i.e. a 5<sup>th</sup> level character would have 7<sup>th</sup> level resistance against the next five spells cast at him/her). This cannot be cast upon other players, nor can it be stacked with any other form of protections versus magic or with a *raise power* spell.

**Incantation:** (Spell Derivative) help me to resist magic.

### Scorch

**Save:** None  
**Duration:** Instant  
**Type:** Evocation  
**Schools:** E8

This spell creates an intense pulse of heat to burst out from the caster and will cause one point of damage to all within the sound of the caster's voice. This magical energy will move through walls and other solid objects as sound waves do. Therefore, if someone hears it, even if they are behind a locked door, they will take the damage.

**Incantation:** (Spell Derivative) scorch all those within the sound of my voice, damage one.

### Self Healing

**Save:** None  
**Duration:** Instant  
**Type:** Healing  
**Schools:** M3

This spell allows the caster to heal two (2) life points to their own body. The healing cannot exceed more than the casters original life point maximum. The caster may not cast this spell while unconscious or when sleeping.

**Incantation:** (Spell Derivative) heal myself two life points.

## Shun

**Save:** Level  
**Duration:** Ten Minutes  
**Type:** Control  
**Schools:** A4 / D3 / M4

The target of this spell will stay 30' away from the caster. They can still do as they wish but cannot enter the 30' restricted area for ten minutes. A *dispel magic* cast upon the target will negate the effects of this spell. If the spell caster forces the shunned individual into an enclosed area (module, cabin, etc.) the shunned person will not be able to move towards the caster, however, the shunned person will not be pressed against the wall, but may defend and attack normally.

**Incantation:** (Spell Derivative) command you to shun me. Level\_\_.

## Silence

**Save:** Level  
**Duration:** Ten Minutes  
**Type:** Control  
**Schools:** A5 / D5 / DA5 / M5 / E5

The victim of this spell will be unable to speak, scream, or cast spells for the duration of this spell.

Note: Mystics can still cast spells if silenced and out-of-game statements (i.e. *Disarm*, *sever*, etc.) can still be spoken.

**Incantation:** (Spell Derivative) silence you. Level\_\_.

## Sleep

**Save:** Level  
**Duration:** Ten Minutes  
**Type:** Control  
**Schools:** A6 / D6 / E7 / M5

The target of this spell will fall into a deep sleep, much like being waylaid. The target will awake after ten minutes. If a sleeping person is final struck then they will not wake up, but if that person is merely struck for damage then they will wake up immediately. Shaking a magically slept person will not wake them, nor will casting a non-damaging spell other than *awaken*.

**Incantation:** (Spell Derivative) send you into the realm of sleep. Level\_\_.

## Snare

**Save:** Packet or Level  
**Duration:** One Minute  
**Type:** Enchantment  
**Schools:** A3 / D2 / E2

This spell will cause both of the victim's feet to be firmly pinned to the ground for one minute.

The person cannot free himself or herself with a feat of strength, nor can any other person remove the victim with a feat of strength.

**Incantation:** (Spell Derivative) snare both your feet in place. (Level\_\_).

## Sneeze

**Save:** Level  
**Duration:** Ten Seconds  
**Type:** Control  
**Schools:** DA1 / M1 / E1

The target of this spell will sneeze uncontrollably for ten seconds. If the target is a spell caster s/he will be unable to cast spells until the sneezing stops, but may still attack physically or defend him/herself. This spell does not require a derivative in its incantation.

**Incantation:** Sneeze. Level\_\_.

## Speak with Dead

**Save:** None  
**Duration:** Three questions  
**Type:** Necromantic  
**Schools:** D4 / DA3

This spell will allow the caster to ask one undead creature or spirit three questions. The dead creature is not under the caster's control. The undead may still attack or even move away from the caster and flee the area, but must answer these three question to the best of their ability while doing so. This spell does not force the undead to tell the truth, and if the spirit so wishes it may lie or exaggerate. This spell may not be cast upon the same being more than once.

**Incantation:** (Spell Derivative) speak with the dead.

## Spell Immunity

**Save:** None  
**Duration:** Until Used  
**Type:** Enhancement  
**Schools:** A7 / D6 / E7

This spell will give the caster (and only the caster) immunity to the next spell cast upon him/her. It cannot be cast upon another player nor can it be stacked with any other form of spell protection. This spell will expire after the next spell hits the caster.

**Incantation:** (Spell Derivative) make me immune to the next spell cast upon me.

## Spell Turn

**Save:** None  
**Duration:** Until Used  
**Type:** Enhancement  
**Schools:** A8 / E8

This spell will cause the next spell used against the caster to be reflected back to the opponent, regardless of the level it was cast at. The opposing caster is then affected by his/her own spell. The caster must state, "spell turn," so as to alert the opponent of this spell. This spell cannot be cast on others nor can it be stacked with any other spell protections.



If the spell to be turned is a packet-based spell, the protected person does *not* need to throw a packet back at the opponent. The opponent is automatically affected by his/her own spell as if a packet had hit him/her.

This spell will only turn a spell that directly targets the protected individual. Spells that have the incantation, “all within the sound of my voice,” will not be turned and will affect the protected person normally. Other mass affecting spells that use packets will be turned, but only that packet which hits the protected individual is turned; anyone else hit with a packet is affected normally.

**Incantation:** (Spell Derivative) turn the next spell from me to my opponent.

### Spin

**Save:** Level  
**Duration:** Instant  
**Type:** Enchantment  
**Schools:** A3 / E3

This spell will cause the target to turn in place and spin five complete rotations. For ten seconds after spinning, the victim will be dizzy and unbalanced. Players should role-play this to the fullest. The target can still attack somewhat (safely please) and defend, but cannot cast spells.

**Incantation:** (Spell Derivative) make you spin in place five times. Level\_\_.

### Stone Skin

**Save:** None  
**Duration:** Until Used  
**Type:** Enhancement  
**Schools:** E4

This spell will make the caster’s skin as hard as stone without actually changing the appearance of the skin. This stone skin gives the caster two extra armor points or protection from the next waylay attack, but not both. The two magical AP will go before any normal AP. The spell cannot be stacked with any other armor enhancing spells, nor can it be cast upon others.

**Incantation:** (Spell Derivative) give me skin of stone.

### Strength

**Save:** None  
**Duration:** Until Used \*  
**Type:** Enhancement  
**Schools:** D4 / E6

This spell will grant the recipient great strength for one attack/feat. If used for an attack, the recipient may call a *critical attack two* (as the skill. This crit. two attack cannot be stacked with any other fighting skill) or be able to accomplish a task that would require great strength (such as lifting large rocks). This spell will not allow a person to break open normal locks, magical locks or chests with locks on them. The person cannot

use this feat of strength to break out of a *snare* spell, *paralyze arcane bonds*, etc.

\*If the feat of strength requires a length of time, the strength will last ten minutes.

**Incantation:** (Spell Derivative) grant thee great strength.

### Stun

**Save:** Level  
**Duration:** Ten Seconds  
**Type:** Evocation  
**Schools:** A3

The victim of this spell will fall to the ground for ten seconds as if hit with a powerful blow. The target may not attack or defend during this time.

**Incantation:** (Spell Derivative) stun you for ten seconds. Level\_\_.

### Sunray

**Save:** Packet  
**Duration:** Instant  
**Type:** Evocation  
**Schools:** E2

This spell creates a beam of sunlight that is directed by the caster to the target. The sun’s light is sometimes useful against undead or other creatures of the night.

**Incantation:** (Spell Derivative) shine the sun’s light upon you.

### Trip

**Save:** Level or Packet  
**Duration:** Instant  
**Type:** Enchantment/Alteration  
**Schools:** A1 / E1 / M1

When struck by this spell the target will fall to the ground as if s/he had tripped over a log. The target must touch their stomach or back to the ground, but may get right back up. This spell works exactly like the fighting skill of the same name.

**Incantation:** (Spell Derivative) make you trip to the ground. (Level\_\_).

### Vampiric Drain

**Save:** Level  
**Duration:** One Hour  
**Type:** Enchantment/Alteration  
**Schools:** DA7

This spell works similarly to the spell reduce power except the caster receives the levels taken from the victim. The spell will drain two levels of both casting ability and resistance from the victim for one hour. The caster in turn will gain two levels of casting ability and resistance for one hour. The lowest level a victim can be reduced to is one. A healing type spell will restore a drained victim of one draining before the hour is up. If a person is the victim of multiple vampiric drain spells,

then an individual healing spell must be used for each drain to be negated, or the victim must wait the full hour.

**Incantation:** (Spell Derivative) drain two levels from you to me. Level\_\_.

### Vertigo

**Save:** Level

**Duration:** Ten Minutes

**Type:** Control

**Schools:** M6

This spell will cause the subject to experience extreme dizziness for ten minutes. The victim must eventually sit down or fall, but may still defend themselves.

**Incantation:** (Spell Derivative) cause you to become dizzy with vertigo. Level\_\_.

### Warding

**Save:** None

**Duration:** Ten Hours

**Type:** Evocation/Enchantment

**Schools:** A8

The caster of this spell must inscribe a magical symbol on the stationary area to be warded. The ward must be drawn on the area or upon a piece of paper and attached to the area for representation. The date and time of the casting must be on the back or side of the ward or it expires. Once in place it cannot be dispelled except by the caster. The ward will keep anyone, including the caster, from passing through the warded area (i.e. if cast upon a door no one could enter). The ward may be raised and lowered by spoken word of the caster, and the caster only, but s/he must be within 30' of the ward to do so.

**Incantation:** (Spell Derivative) create a magical ward.

### Weakness

**Save:** Level

**Duration:** Ten Minutes

**Type:** Control

**Schools:** M7

The victim will lose nearly all physical strength and be unable to even lift a weapon or cast a packet-based spell. The subject may still speak and walk at a slow and difficult pace. Level-based spells can still be cast.

**Incantation:** (Spell Derivative) cause you weakness. Level\_\_.

### Wrath

**Save:** Packet

**Duration:** Instant

**Type:** Evocation

**Schools:** A8 / D7

This spell allows the caster to throw one spell packet, per skill level, separately or all at once. If thrown separately, the caster should continue to call damage for

each spell packet thrown. Each target will suffer two points of damage for every successful hit (cumulatively). If thrown all at once, the target needs to count only the damage from one of the hits. Until the spell is finished, the caster must keep one foot planted to the ground, but s/he may rotate. The spell incant is complete when the caster starts to throw packets, therefore, if the caster is hit while throwing packets the spell is not disrupted and the caster may continue to throw packets.

**Incantation:** Wrath, damage two.

# Stealth

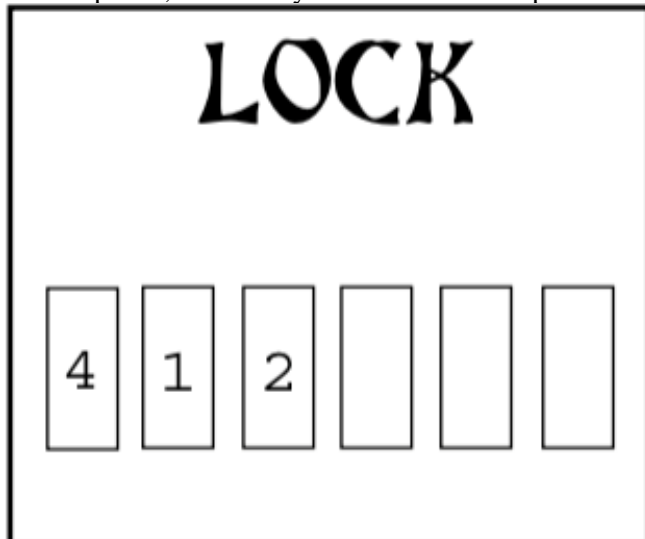
## Locks and Lock Picking

Lock picking in Fantasy Quest is simple for those of us who don't have the nimble fingers of a true locksmith. For this reason, we have developed a system of locks and Lock Picking that can make anyone good. Real locks are not used in the game and it is unnecessary to actually pick mechanical locks. Lock picking is an instructed skill, every time you want to purchase a higher level of lock picking you need to be instructed in it.

Below is an example of a Fantasy Quest lock. The "lock" is made from heavy weight paper, laminated, and is folded closed to hide the tumbler code within it.



When opened, a lock may look like the example below:



Notice the sequence of digits inside. These digits are referred to as "tumbler codes". The tumbler digits

themselves will be used directly in Lock Picking. In order to open this lock, you would need the right set of picks that matches these tumblers. In this instance, it would be the tumbler codes 1, 2, and 4. This would require both Lock Picking I and Lock Picking II.

If a lock's tumblers were 2324, for example, then you can only pick the lock if you have the appropriate picks numbered 2, 3, and 4. You do **Not** need two picks numbered 2. A lock with a single tumbler of 2 would require Lock Picking I and a lock pick #2.

Lock Picking attempts must be made by one person at a time. It is not possible for two people to combine their lock picking skill to open a lock or speed up the time it takes to pick a lock. Trying to use picks other than the pick numbers you have purchased will also result in failure.

## Picks

Your ability to use the picks cannot be taken away, however, the lock picks themselves are considered in game and can be lost, stolen, bought, sold, etc. **If you do Not have lock picks, you cannot attempt to open a lock.**

The ability to use picks is bought with your Skill Points. There are three levels of lock picking available for purchase. For each level of lock picking you will receive three of the nine possible lock picks. For example, if you were a rogue and bought *Lock picking I*, you will have gained the ability to use lock picks 1, 2, and 3. Then when you purchase *Lock picking II* you will gain the ability to use lock picks 4, 5, and 6. *Lock picking III* will complete the set of picks, with 7, 8, and 9.

Each time you buy a lock pick skill you will receive 3 picks marked with the digits of the skill learned. Think of it like learning a fighting skill, you learn the skill, but that doesn't mean you own a weapon. You may have to find a source for picks in game.

To attempt to pick a lock, you open it up and check your pick numbers against the tumbler code inside. When there are duplicate digits, you will only need one pick of that number. There can be no more than ten (10) digits in any code. See Time to Pick a Lock 79.

## Keys

Keys can be used in locks with identical codes. If a player possesses a key whose tumbler code matches exactly that of the lock, then the lock will open.

All keys must have a physical representation (a key, non-modern looking please). This phys-rep (physical representation) must have the appropriate code on it and should be legible and easy to understand.

**Note:** A regular key can only open a mundane lock, and a Magical key can only open a magical lock.

## Types of Keys

- **Skeleton Keys** are special keys that characters with Lock Picking II are able to create. Each game the character can create a key based on the lock picks that they have, which will open any *non-magical* lock whose tumblers correspond exactly to their key. They can create one key per game, and these keys do not expire, however they are destroyed after one use. The key must be created at check-in.
- **Magic Keys** are keys that will only open Magical Locks of the matching tumbler codes.
- **Enchanted Physical Keys** (i.e. Gold, Silver, Bronze...) are the only things that will open an Enchanted Physical Lock. Only a Gold Key can open a Gold Lock. (See Other Locks below)
- **Wild Card Values on Keys** have non-digit wild characters in them represented by the letter X. A key with the code 76X would open any lock with the first two digits being 76 and the third digit being any number from one to nine. If a lock were 7633, the 76X key will work, however it would not open a 1763 lock.
- **Bump Keys** These keys are one use keys that will typically open any lock. They are a skeleton key with a single X as the tumbler code value.

## Physical Locks

Physical Locks are often referred as physical, normal, Non-Magical or mundane; these are all interchangeable. In most cases just saying a lock will refer to a plain physical lock.

## Magical Locks

Magical Locks are locks that are created with the spell Magic Lock & Key. A character who has purchased the Magic Lock Picking skill may use their normal lock picks in order to pick these locks. Magic Locks can have up to 10 tumblers, just like a normal lock.

## Other Locks

There are other types of locks in game. One sort is an enchanted physical lock. These are usually gold, silver, or bronze in color and are opened by the properly corresponding key (i.e., bronze keys open bronze locks). These keys are labeled with a color instead of a code. For instance, a gold colored key would have the word Gold on it and would open a gold locks. These *cannot* be picked with the Normal or Magical, Lock Picking skill. On occasion, you may run into additional Locks. You will not be able to pick any Lock you are not

familiar with; unless you have received training to pick that specific lock type.

## Role-Playing Lock Picking

The role-playing of Lock Picking is very important and must be strictly adhered to. While picking a lock, the individual must use their in-game lock picks. You need to have the picks, in-hand, that are needed to open that particular lock. It takes five seconds' times lock level to successfully pick a lock (see next section to determine the locks level). For instance, for a mundane 412 lock, will take 20 seconds to pick, if it were magical it would take 35 seconds. You must place your picks on the lock and role-play picking it for the duration of the picking time. If you remove your picks from the lock at any time you must restart your count.

## Time to Pick a Lock

Mundane and magical locks are both picked at the same speed of 5 seconds per level, however determining the level of the locks are slightly different.

## Determining Lock Level

- **Mundane Lock:** The level of a lock is equal to the highest tumbler in the lock. The lock in our example has the digits 2, 1, and 4. The tumbler digit four (4) is the highest digit in the sequence and therefore the lock's level is 4.
- **Magical Lock:** A magical locks level is determined by adding all the tumblers together. This will be equal to the level it was cast at. A 2, 1, 4 magical lock would have a level of 7. (2+1+4=7).

## Traps

Below are some examples of traps you may find in game. All traps must start off as physical damage. If the trap maker wants the trap to be poison based, then s/he must find the right kind of poison in game. While the trap will last until set off, the poison will only be effective the game it is applied.

**Buzzer:** A buzzer trap can represent any of the trap types mentioned. Once a buzzer is triggered then so is the trap! When a buzzer trap is triggered, find the buzzer switch and turn it off. Then read the card that is attached to it. This card should describe the effects (if any) of the trap and the damage (if any), as well as a possible role-playing tip. We prefer that all PCs use buzzer traps due to their simplicity. If you want to know where to get them or how they are made ask the FQ staff.

**Mechanical:** A mechanical trap involves the use of some sort of mechanism; a spring that launches a poison

dart (represented by a spell packet), a scything blade (represented by a boffer weapon), etc. When struck by the mechanism then you are obviously affected by the trap. If the mechanism fails, then the trap has no affect. If the mechanical trap has a resistance level and you do resist, then the trap can be avoided even if you were hit.

#### Example Types of Traps:

Acid Squirting  
Collapsing Ceiling  
Dart Shooting  
Explosive  
Pendulum Ball or Blade  
Poison Needle (also a poison trap)  
Scything Blade

**Magical Traps:** A magical trap, known as a Glyph, is written on a piece of paper and is usually placed in plain sight. A Glyph is a trap, that cannot be avoided, nor can you avert your eyes from it. Glyph traps always work unless you resist the magic. Magical traps are resisted by a player's resistance levels toward magic. Therefore, this trap cannot be avoided with the skill Avoid Traps (see Glyphs, page 66).

**Traps with poison:** Some traps may include poison. If the poison was delivered by the trap (i.e. a poison dart trap). The trap can be avoided with the Avoid Traps skill, which means the poison is avoided because the trap did not do life point damage. If the poison was delivered normally, say with contact poison, the Avoid Traps skill **will not** allow resistance. Poisons are not traps and **cannot** be avoided with the Avoid Trap skill. Any trap that causes "poison" related damage must do life point damage to take effect (see Poisons page 81). All traps with poison will have a poison tag. Traps with poison will do trap damage first. If the trap damage does life point damage, then the poison damage is applied. Poison based damage is not based on the trap maker's level, and must do life point damage to take effect. These traps use blade poison.

**Popper Traps:** These traps (also known as bang snaps or pull string poppers) do 1 point of damage per pop. Each one placed is considered 1 trap.

**Specialty Traps:** These traps can only be set by a rogue. Gas Trap is an example of a specialty Trap

**Gas Traps:** These are a type of poison trap that has an area of effect. It will affect everyone within 30 feet or one room whichever is smaller. This effect is level-based for everyone in the area except for the person who sets off the trap, they cannot resist the effects. Like a regular trap, the effect can be avoided using the Avoid Trap skill. Ingestive or contact poison are used to create the gas trap. The trap must have a poison tag attached to it.

This type of trap must be specifically taught, and can only be learned by rogues.

## Trap Construction

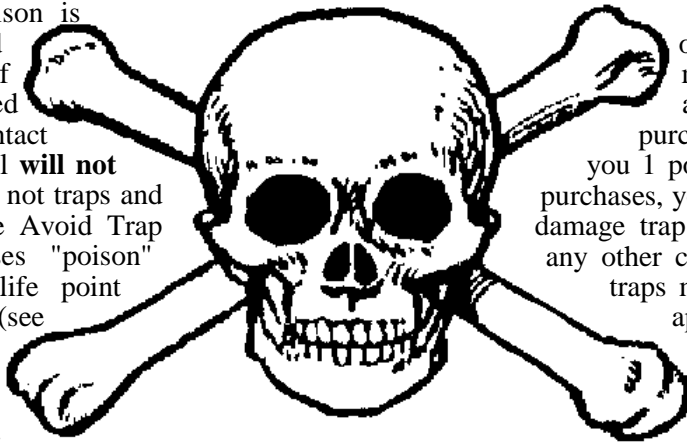
We prefer that players use buzzer traps; this will make things simple for everyone. Buzzer traps are easy to build and to set.

When constructing a physical trap, keep safety in mind at all times. Don't make a trap with sharp edges, points, real needles, real mousetraps, etc.

Don't use anything that might hurt someone! Minor pyrotechnics (Caps, party poppers, etc.) are acceptable as long as they won't cause a fire or hurt anyone in any way. The use of mousetraps in a trap is acceptable as long as it isn't being used for the purpose of catching the Adventurer's fingers with it (some people use mousetraps to propel things like spell packets). All traps must be approved by the safety coordinator at the start of an event. As with weapons, traps that have been approved in the past must be approved again at each new event.

## Setting Traps

As a trap setter, you have the option of creating a single or multiple traps that do varying amounts of damage each. Each purchase of the Set Trap skill gives you 1 point of damage to set. With four purchases, you could create a single four-point damage trap or 4 one-point damage traps or any other combination adding up to 4. All traps must be presented at check-in for approval. Popper traps may be set, one popper = 1 trap. Traps last until set off. Specialty Traps may be learned only by rogues.



## Disarming a Trap

Only someone with the knowledge to set a trap can attempt to disarm a trap. Traps in the game often represent more elaborate devices than we can actually set up, such as a foot fall, shooting darts or the like. Our physical representations are often pull traps set up as a trip line. Due to this, only a player with the set trap skill will be able to attempt to disarm a trap, including popper traps. If you don't have the set trap skill and attempt to disarm a trap, you automatically set off the trap, similar to opening a potion without being able to identify it.

A person with the set trap skill can attempt to disarm as many traps as they wish. If the trap should be set off while attempting to disarm it, even their own trap, then the person disarming it is automatically effected by the trap, unless they have, and use, the Avoid Traps skill (see page 30).

## Avoiding Traps

A skilled adventurer understands, to a degree, how traps work. This understanding, symbolized by the Avoid Traps skill, gives the character the ability to avoid one trap per weekend, per time the skill is taken. Here is how it is used:

Fingers, a 3<sup>rd</sup> level Rogue, has discovered a locked chest. Fingers notices a slight watery glint on the chest and manages to avoid the contact poison. Contact poisons are not traps, and **cannot** be avoided.

Fingers moves the chest to bring it into some light, but discovers a poison needle trap the hard way! Fingers lifts the chest cautiously to look for the buzzer that states the trap damage, one point. The poison attached to the trap is damage 3. Fingers has 1 armor point and so the poison won't affect him and he decides not to use his Avoid Trap skill and take the trap damage instead, but no poison damage.

Undaunted, Fingers easily picks the lock to the chest, opens it, and another buzzer sounds. Fingers reads the card on the back of the buzzer that tells him a dart strikes him and delivers three point of damage. Fingers decides to use his Avoid Traps skill.

Simply stated, he can avoid the trap; no damage is taken. Fingers reaches into the chest, takes out two copper flange, and smiles. It was well worth the risk!

## Offensive Use of Traps

Traps cannot be used offensively. Traps by their very nature are meant to lie in wait. This means even the trap creator cannot point a trapped box at an opponent and open it. You can hand an orc a trapped box and wait.

## Poisons

Poison is a toxin that causes injury or even death to its victims through chemical means. Poisons are made up of three different types: Blade, Contact and Ingestive. It is usually used for the purpose of assassination, which makes it an effective tool for the discreet Assassin who wishes to "kill" without getting caught with a knife in hand, so to speak. For simplicity, poisons in Fantasy Quest mainly cause damage, however Assassins can learn specialty poisons. Being poisoned isn't exactly a pleasurable experience.

Poison causes internal damage and is extremely painful!! During your poisoning, you'd probably feel gut wrenchingly ill, dizzy, sick, confused, etc., until the poison wears off or until you die (whichever comes first). Role-playing a convincing death can be just as much fun as discovering a lost treasure. Honest and good role-players get noticed by other players as well as the FQ staff!

## Making Poisons

**Poison Lore:** The prerequisite for creating any type of poison. The skill assumes that the player has the knowledge of toxins and the recipe to create that type of poison. Poison lore also allows one Detect Poison a day per time taken on a single object. This skill will not allow the creation of poison antidotes. Each time a player wishes to increase the level of poison they create, they must buy that same level of poison lore.

**Example:** Jakob the assassin has 4 first level Create Poison slots and wishes to buy a level two create poison slot. He must first purchase level two Poison Lore.

**Create Poison:** Allows the creation of any poison type (Blade, Contact, or Ingestive.) Players will receive one poison at each event for every time this skill is purchased. Players must submit which types of poison they want 10 days before each event. If they do not, all of their poison will default to Blade Poison.

Poison stickers will be supplied to the player at the start of each event that player attends.

## Detecting Poison

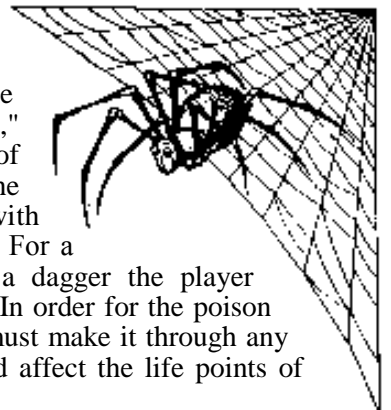
The Poison Lore skill allows for the use of a skill similar to the spell detect poison spell (see page 63), but as a skill. This skill is usable once per event per time Poison Lore is purchased.

This should be roleplayed out, as it is a skill, not a spell. Examining the food, looking for a gleam of something, smelling the food trying to find an odor, or like identifying a potion, the smallest taste to determine if there is something amiss. This should take some time. Once completed, you may check for a poison tag.

## Blade Poison

When used, this poison type will add to the damage a weapon causes for one attack. The user must state, "poison," and the total damage of that attack combining the normal weapon damage with the poison's damage (i.e. For a damage two poison on a dagger the player would state, "poison 3"). In order for the poison to affect an opponent it must make it through any armor they may have and affect the life points of the victim.

An attack made by a poisoned weapon will always have the command 'poison' called out on. If the attack does not make contact with a body (hits a shield, blocked by a weapon...) the poison is still active. If it makes contact with a body, but does not get through the victim's armor the poison is wasted. Only the poison type 'Blade' can be used on weapons for attack purposes. There is no level-based resistance against a



Blade poison. Characters or creatures that resist all poisons can resist a Blade poison.

**Calling Blade poison damage:** Poison damage is called as follows, a second level poison was used as our example:

Jakob the assassin attacks an orc with one armor point. As he swings his dagger he calls out, "poison three." This means the orc is taking a potential one point of weapon damage and two points of poison damage, for a total of three points of damage. The orc has a point of armor. Jakob's attack will actually do one point of damage to the armor and the poison will splash harmlessly onto that armor, inflicting **No** damage. The orc is very mad! Blade poison must do life point damage to take effect.

This time Jakob sneaks up behind the orc in order to backstab him. Jakob swings his dagger while quietly stating, "Backstab four: poison two."

This time, the weapon is potentially doing one point of damage, the backstab skill does three points of damage and the poison does two points of damage for a total of six points of damage. The orc has one point of armor, so the 'backstab four' inflicts four points of damage, one destroying the armor and three directly to the orcs life points. Since the orc took life point damage from the weapon, the poison gets through the armor, inflicting an additional two points of poison damage. The orc drops to the ground, apparently lifeless.

Contact Poison

When this poison type makes contact with the skin it immediately takes effect. Contact poison is usually represented by petroleum jelly. Individuals who are wearing gloves when they come in contact with a contact poison will be unaffected. Those who are affected should look for the poison tag that goes along with the physical representation of the contact poison. Contact poison is only affective where it is set and once set cannot be moved. Contact poisons cannot be used on weapons for attack purposes, nor can someone touch contact poison with gloves and pass the damage along to another that way. There is no level to Contact Poison, if it touches skin it affects you.

Ingestive Poison

Ingestive poisons must be swallowed in order to take effect. What better way to help someone stick to their diet? Poison their food! There is no physical representation of an Ingestive poison other than a poison tag (a tag is a sticker we provide). The poison tag lists the level to resist and damage should you fail that resistance. Every time you drink or eat food at Fantasy Quest check your cup or plate for a poison tag.

The damage delivered with an Ingestive poison has a ten-minute delay. When a victim discovers that they have been poisoned, they should wait ten minutes before role-playing the effects of the poison.

Because we all need to eat, we will let you finish your meal quickly if you should find a poison tag, before role-playing the effects, or you can choose to 'kick the bucket' right then and there and get your meal later . . . don't worry; no one else will touch it!

Poison Costs

Poison is bought in a modified base four pyramid style. An adventurer must have a greater number of lower potency poisons before acquiring higher ones or four purchases of the prior level.

For example, an assassin purchases a potency-one poison slot and also desires to have a potency two slot. In order to get the number two slot, the assassin must purchase an additional potency one poison. However, once a character has purchased four poisons in their lowest level, the pyramid starts at the next level up. Characters are certainly not restricted to only four per level. The poisoner must always have Poison Lore equal to the level of the poison they wish to create.

For instance, Jakob's poison tree, may look like this:

Poison Lore Level	Number of Create Poison (by Poison Lore level)
5	1
4	2
3	3
2	4
1	4

Poison Tags or Stickers

All poisons must have an official Fantasy Quest poison tag (yellow) with them in order for them to work. Poisons without tags are considered diluted and ineffective. Poison tags must state the type of poison, the creator's level (if applicable), the amount of damage it will cause (or effect), and the date of creation.

Individuals with the skill "Poison Lore", and only these individuals, can check food and drink for poison (tags). All those without this skill must use the trial and error method, which isn't quite as reliable.

If you just happen to accidentally notice a poison tag on your food and decide not to eat it because "it might be poisoned!" then consider yourself poisoned. Please be honest and ignore tags you might notice before you eat or drink. A good role-player isn't afraid of his/her character getting hurt or dying... it's part of the game.

Poison Damage

Damage from physical attacks must do Life Point (LP) damage in order for Blade Poison to take effect. Contact poison must touch the bare skin and Ingestive poison must be swallowed. Only Ingestive poison has a level of resistance.

Poison damage is equal to the poison's potency and affects LP directly. Therefore, a potency 3 poison would cause 3 LP of damage upon a successful application.

### Potency = Damage

All poison damage is instantaneous, with the exception of Ingestive poison. Ingestive poison has a ten-minute delay before delivering its damage. You do not know that you have been poisoned until the damage takes effect. This helps keep the victims from easily knowing who did the poisoning.

If a Contact or Ingestive poison poisons someone s/he should become slightly ill. They should then check the poison tag to see if they resist the effects. If not, they should continue to role-play the illness for a time equal to roughly 1 minute per point of damage (provided they are conscious). During this time the character should be too sick to attack or cast spells. They would still be able to defend themselves.

## Combat Contact

When blade poison is applied to a weapon (Edged weapons only), it remains on the blade until the blade strikes Armor or Life Points (LP). When a blade hits Armor or LP the poison is considered expended; it is wiped off and not enough remains on the blade for additional uses. Each dose of poison can only be used once.

For example, Tobias the Rogue has two poisoned daggers. The first has a poison 2 applied to it, and the second a poison 3. Pinesap the Druid has 1 Armor Point. Tobias attacks Pinesap with the first dagger.

Tobias calls Poison 3. This is the 1 point of normal weapon damage plus the 2 points of poison, for a total of 3.

Pinesap's armor absorbs the first point of damage. Pinesap knows that because none of the damage did any LP damage, the poison damage did not affect him. That first daggers poison is now expended.

Tobias attacks again, calling poison 4 (1 + 3 poison damage). Pinesap parries Tobias's next attack with his staff. This does **not** remove the poison from Tobias's second dagger. Tobias attacks again, calling poison 4, this time hitting Pinesap in the arm. The first point of damage does LP damage, so Pinesap takes all 4 points of damage. Pinesap grunts in pain from the additional damage (more than from a regular hit) and to let Pinesap know the poison was successful. Sadly, Pinesap was already wounded and only had 3 LP left, so Pinesap also falls over unconscious. Tobias walks away, perhaps his purse a bit heavier.

## Death by Poison

Characters brought to zero life points by Blade and Contact poisons will have thirty minutes to receive healing or they will die (see Death and Dying, page 49). If brought to zero life points by Ingestive poison, that person cannot be healed until a purify blood spell is cast upon them or an antidote is found (it's too late for

healing, the blood must be purified or the character will die). If done, the character still needs healing to regain lost LP.

**Death Poison:** Death poison works like the spell of the same name. It instantly brings a character to zero LP and performs a Final Strike. A Death poison is a specialty poison learnable only by Assassins.

## Resisting Poisons

**Only Ingestive poisons allow for a level of resistance.** All adventurers have the internal fortitude to resist the effects of a poison. Your poison resistance level is determined by your level (see Resistance, page 52). If you are level 3 and the poison is level 3 or greater then you cannot resist the poison. However, if you were level 3 and the poison were level 2 you would resist the poison without any ill effects, though role-playing illness is suggested.

Blade and contact poison cannot be resisted. For Blade poison, you can only avoid the weapon with the poison or have armor absorb it. Contact poison is only effective if it touches your skin. Gloves can help with this issue.

## Specialty Poisons

Some very special and rare poisons in Fantasy Quest will do effects other than damage (i.e. Paralysis, Entrhall, Mind Slave, Nightmare, Fear, Vertigo, Death, etc.). To use these types of poison the person must call out the poison just as with standard poisons, but instead of stating a damage amount, they would instead state the effect.

Death Poison is considered a specialty poison. Only Assassins can create specialty poisons. This is part of the regular create poison skill. An instructor must be found to learn these recipes.

**Example:** Jakob steps up behind an orc and swings his dagger while calling out, "Backstab two, Poison Paralyze." The orc grunts in pain and suddenly freezes in place. The strike still needed to do life point damage to have an effect.

## Poison Longevity

How long can poisons last? For poisons to be potent they must be freshly made. All poisons will lose their effectiveness after each event. All poisons, once applied, cannot be reapplied elsewhere. If they are removed, either by use or intentionally wiping it off, the poison is considered used and no longer viable.

Each poison will last until it is Used, Intentionally Removed, or Until the End of the event.



# Religion at Fantasy Quest

Fantasy Quest has a pantheon of deities that were created to add to the atmosphere of the game. These deities are strictly from our imagination and were not fashioned in any way after real world religions. We do not, nor should anyone else, believe that these deities are real, nor should these deities be worshipped by anyone except as characters in the game for purposes of role-playing entertainment.

We cannot overstate that the religion in Fantasy Quest is fully fictitious and should be treated as such. It is provided to enhance role-playing and the atmosphere of the game setting.

We understand that religion is a sensitive subject. One's religion is one's own business. All good fantasy literature includes at least one element of the supernatural. Some examples are: Le Morte D'Arthur, The Lord of the Rings and the Belgariad. Please keep this approach in mind.

If you have any reservations about the Fantasy Quest religious system, please speak with a staff member about your concerns. Our hope is that everybody who plays Fantasy Quest will accept things as they were intended to be. After all, anyone who plays already must accept the pseudo-reality of such things as magic, monsters, wizards and so on. The game setting's religion should be no different.

Only Clerics and Holy Warriors have access to Divine Magics.

**Note:** In order to prevent out-of-game religious conflicts, it is the policy of Fantasy Quest to forbid openly wearing any non-game religious symbols or the soliciting of any non-game religions at Fantasy Quest events.

## The Pantheon

Only Clerics and Holy Warriors with faith in a particular deity will receive the benefits and limitations of that deity. *The Holy Warrior class will receive all the benefits and limitations that a cleric receives and in addition will have holy warrior modifiers if they are listed.*

Each sect has its own order of clerics who are devoted specifically to that deity. Each order of clerics and holy warriors have unique in-game advantages and disadvantages. There is an order of Pan-Deific clerics devoted to all the deities that receive no special benefits or limitations.

### Avagon



Colors: Silver swords, red & white shield  
On a yellow or gold field.

Avagon, the Paladin, is a stern and honorable warrior. The words of Voe and Volgen he upholds.

His heart is courageous and unselfish. He thinks not of perils, but seeks out evils and battles them always.

Many a sturdy Holy Warrior belongs to his sect, for he is the very first, and exemplar, of their kind. This sect roots out and vanquishes evil wherever they can find it. Avagon's followers pursue justice, never shirking from battle with evil.

#### Duties:

- Defend the community
- Uphold the holy warrior code of honor
- Teach combat skills to soldiers and guards
- Hunt down and root out all evil
- Lead troops into battle
- Provide front-line fighting

#### Clerical Benefits:

- Resist all forms of fear at +2 levels
- May wear plate mail armor
- All Fighting Skills are available at the same level as Warriors.

#### Clerical Limitations:

- Cannot use bows or ranged weapons.
- May not learn any other school of magic except Divine.

#### Holy Warrior Modifiers:

- Must follow the code of Chivalry
- Resist Fear at +1 Level

## Brodinn



Colors: Red axe, white lightning,  
On a charcoal gray field.

Brodinn, the Tempest, is a fiery, volatile warrior. Lord of anger, ferocity, storms, fury, conflict and chaos. None can withstand his battle-rage. It was he who helped forge the Orgreth and they honor him above all other gods.

Brodinn's sect sometimes appeals to unscrupulous warriors, yet these same folk often wind up forming the backbone of any army. Brodinn's priests are reckless, fanatical fighters, who sincerely believe that anger and rage are good for the soul.

### **Duties:**

- Fight whenever it is needed
- Engage in fighting even as a sport
- Craft weapons

### **Clerical Benefits:**

- May learn to use any weapon at all, even those not permitted to clerics. The cost is equal to that of the warrior class +10 points, unless of course the cleric cost is less.
- May purchase the battle rage skill for 40 points.
- The spell rage becomes one of their 5<sup>th</sup> level spell choices.

### **Clerical Limitations:**

- May not learn any spells from any other school of magic, except divine.
- Cannot use poisons, backstab or assassinate

### **Holy Warrior Modifiers:**

- Must follow the code of Chivalry.
- May purchase battle rage for 35pts

## Caymlyn



Colors: Silver symbol on light blue field.

Caymlyn, the Enchantress, commands great magical power and knowledge. She knows well all forms of magic, for she was the first teacher of the magical arts. Those who love magic honor her greatly. The followers of Caymlyn are, by and large those who use magic or research magical lore.

### **Clerical Duties:**

- To learn and to teach magic
- Research new magic
- Rediscover 'lost' magical knowledge

### **Clerical Benefits:**

- May choose 1 secondary school of magic, for which all spells cost only 15 points per level to learn (must have equal number of divine spells).
- The read magic, scroll craft and spell craft skills can be purchased at 1/2 cost (rounded up).

### **Clerical Limitations:**

- Cannot use two-handed weapons or Florentine.
- Cannot wear armor.

### **Holy Warrior Modifiers:**

- Must follow the code of Chivalry.
- May wear up to chainmail armor.
- May purchase read magic for 35pts

## Danubu



Colors: Blue symbol (stars are white) on a Black field.

Danubu, the Lord of Night, lurks always in darkness, but not necessarily with sinister intent. Watchful and silent is he.

Danubu's followers include any who live in the shadows or who fare by night. His priests roam about in the night, watching all that passes when the sun is not in the sky. They are the guardians of darkness.

### Duties:

- Sleep mostly by day and active by night
- Provide assistance to those in darkness
- Seek out secrets that hide in darkness

### Clerical Benefits:

- Can purchase astrology skill for 20 Points.
- Can purchase the spells nightmare (as level 5) and dream sending (as level 4).
- Cast divine spells at +1 level at night.

### Clerical Limitations:

- Cast all divine spells at -1 level during daylight

### Holy Warrior Modifiers:

- Must follow the code of Chivalry.
- Gain one use of the luck skill to only be used at night.

## Etyana



Colors: Yellow symbol on a forest green field.

Etyana, the Nymph, is mistress of all forests and wild places. She is the pinnacle of mercy and hope, the caretaker of all that grows. Healing and the seasons is also her domain. Peryn the Hunter is her consort.

Etyana's sect includes many elves, her descendants. Her followers also include those who live in forests and the wild. They seek to keep the forests safe and preserve the life within them. Her priests sometimes assist in providing healing to those who need it.

### Duties:

- Worship out of doors
- Celebrate change of seasons
- Protect forests
- Heal the sick or wounded

### Clerical Benefits:

- Acquire the nature lore skill free.
- May take Elementalism as a secondary school of magic. Spells cost 15 points per level (must have an equal number of divine spells).
- May purchase commune with nature for 30 points.

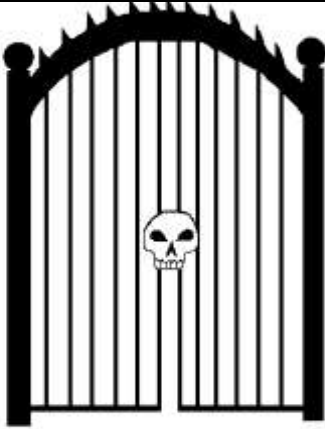
### Clerical Limitations:

- Can wear only leather armor
- May use only wooden weapons and shields

### Holy Warrior Modifiers:

- Must follow the code of Chivalry.
- May purchase nature lore for 20pts

## Gheldann



Colors: Black symbol on a scarlet red field.

Gheldann, the Keeper of Souls, Gate Master to the Halls of the Damned. Death is his purview. He wards all souls, wherever they must go. To his custody are sent those souls who are not favored in Volgen's stern judgment.

Gheldann's sect is small. He is a mysterious god, devoted to honoring and protecting the dead. His priests offer guidance to wayward souls and protect the places where the dead lie.

### Duties:

- To perform funeral and undertaking services
- Guard tombs and graves
- Provide counsel to the bereaved
- Commemorate the dead

### Clerical Benefits:

- The speak with dead, death, identify spirit and call dead spells are treated as one level lower.

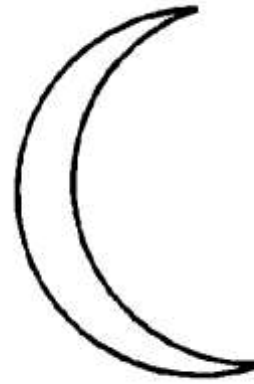
### Clerical Limitations:

- The raise dead spell cannot be acquired.

### Holy Warrior Modifiers:

- Must follow the code of Chivalry.
- Banish undead at +1 level.

## Kandrell



Colors: White symbol on a deep purple field.

Kandrell, Mistress of the Moon, brings light to all the dark places. The fairest of emotions are within her realm: passion and love. To her do lovers make appeal and to her beauty do the minstrels sing.

The sect of Kandrell includes artists, minstrels and lovers. They seek to light all places and live passion filled lives. Kandrell's priests teach many arts and they work to aid lovers and others affected by deep passions.

### Duties:

- Perform marriages
- Assist and counsel lovers
- Encourage the beauty of the arts
- Celebrate the phases of the moon
- Encourage romance

### Clerical Benefits:

- May purchase the astrology skill for 20 points.
- The skill banish also allows banishment of lycanthropes (Were-creatures). The incantation used is: "I call upon the power of Kandrell to banish all Were-beasts before me, level \_\_\_\_."
- Can acquire the enthrall spell or silence spells at level 6.
- Cast divine spells at +1 level on nights with a full moon (any moon that is  $\frac{3}{4}$  or more is considered a full moon).

### Clerical Limitations:

- Can use only round or moon-shaped shields
- Cast divine spells at -1 level on nights with a new moon (any moon that is  $\frac{1}{4}$  or less is considered a new moon).

### Holy Warrior Modifiers:

- Must follow the code of Chivalry.
- May purchase regenerate skill at  $\frac{1}{2}$  cost.

## Kyrriden



Colors: Gold/Yellow symbol on a Royal Blue Field.

Kyrriden, the World-Forged; with his hands the World was built. By his myriad labors were all things crafted. Of all the noble races, Kyrriden forged the Dwarves first to succor him in all his works. Nearly all of the Dwarves call him father.

Kyrriden's sect is devoted to the crafting of things. As he is the patron of laborers, many workers are members of his sect, especially blacksmiths. Kyrriden's priests aid their communities by mastering crafts and teaching them to others.

### Duties:

- Engage in and promote craftsmanship and Blacksmithing in the community.
- Become masters at their trade.

### Clerical Benefits:

- May purchase any weapon crafting skill at half cost (rounded up).
- May wear plate mail.
- May learn to use any weapon made of metal (for weapons not permitted to clerics, cost is same as for the warrior class, +10 points).
- May purchase Armorsmith at 1/2 cost (rounded up).

### Clerical Limitations:

- May not use any weapons primarily made of wood, nor wear any armor that is not predominantly metal.
- May not take dark arts.

### Holy Warrior Modifiers:

- Must follow the code of Chivalry.
- Receive one Armorsmith skill free.

## Nivlac



Colors: Black mask, red and yellow hat,  
On a burgundy field.

Nivlac, the Trickster, loves mischief and stealth. Sheer luck is his foremost tool and domain. Although he is deceitful and cunning, his towering curiosity and lack of restraint are his only shortcomings.

Nivlac's sect attracts not only rogues, but also the curious, the mischievous and those who rely on luck and good fortune. His priests try to improve the luck and fortunes of those who seek their help in such matters. Nivlac sometimes appears to his most devout followers in the most whimsical of forms.

### Duties:

- Engage in stealth as a sport
- Engage in espionage and intrigue
- Play practical jokes on others
- Promote individualism and self-reliance

### Clerical Benefits:

- May purchase the luck skill for 15 points.
- Purchase all stealth skills available to clerics at the same cost as bounty hunters.

### Clerical Limitations:

- Can wear only leather armor.
- Cannot use shields.

### Holy Warrior Modifiers:

- Following the code of Chivalry is the holy warrior's choice.
- The craftsman skill costs 40pts.

## Peryn



Colors: Brown symbol on a green field.

Peryn, the Hunter, roams the wilds and is the master of all beasts. Always he hunts, but rarely to slay. He exalts merely in the chase. It was he that in the distant past discovered Etyana and by her fathered the faerie folk.

The sect of Peryn is made up of hunters and trappers and some farmers, all those who depend on the beasts for their livelihood. Peryn's priests roam the wild lands, ensuring that hunts are carried out reasonably and helping to keep the pathways safe from malicious creatures.

### Duties:

- Worship out of doors
- Protect natural wildlife
- Assist wayfarers in the wild
- Honor the wild beasts & Faerie folk

### Clerical Benefits:

- May acquire the bow skill at a cost of 25 points
- Acquire nature lore for 15 points.
- May acquire animal likeness skill at level 3 for 50 Points.
- Acquire ultimate enemy at level 4 for 50 points.

### Clerical Limitations:

- May use only wooden shields & armor up to studded-leather class.
- Cannot purchase the skill Banish Undead.

### Holy Warrior Modifiers:

- Must follow the code of Chivalry.
- May purchase bow skill for 30 pts.

## Undathos



Colors: Red symbol on black field.

Undathos, the un-living, is named last among the gods. He walks not in their company, for he is foul, vile and evil beyond words. Decay, disease, fear, hatred, un-life and the dark arts are all he rules and they are all he comprehends.

Little is known about Undathos' sect. They are extremely secretive. It is certain they cause chaos, fear, hate and evil wherever they go. His priests are expected to inflict as much misery on their communities as they can.

### Duties:

- Inflict pain and misery on others
- Undermine the community
- Spread discord, disease, decay, suffering, etc., at all times

### Clerical Benefits:

- Acquires any dark arts spell at 15 points per level (must have the prerequisite and an equal number of divine spells).
- Acquires backstab skill for 20 points.
- Acquires assassinate skill for 40 points (Must be level 5 and have appropriate number of backstabs purchased).

### Clerical Limitations:

- Cannot wear armor.
- Cannot cast healing or defensive spells on anyone except worshippers of Undathos, unless it directly benefits and furthers the worship of Undathos. For example: Jack the cleric is in a big fight. He is hurt and his friend, Arthur the warrior, is on the ground unconscious. Jack can cast a blessing upon himself, because his life and worship directly benefit his god. Jack cannot cast a healing spell upon Arthur though, unless Arthur is also a worshipper of Undathos. While it is true that getting Arthur up from the ground might help keep Jack alive, that is an indirect benefit to Undathos, because there is no direct

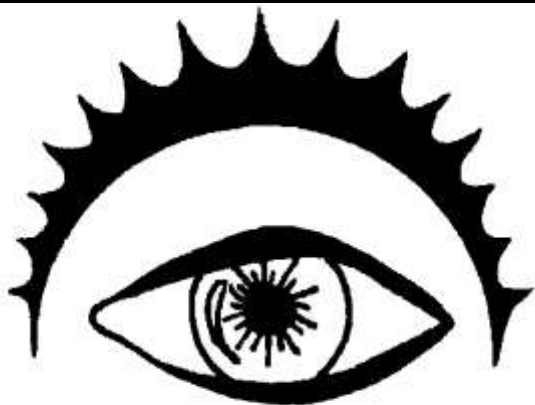
guarantee that healing Arthur will increase the dark gods worship and power. Jack can cast a bless or healing upon someone that he is actively attempting to convert in order to seduce or lure that person into Undathos' sect, but only if he believes the spell might actually persuade that person.

•

#### **Holy Warrior Modifiers:**

- Must follow the code of Chivalry
- May choose to ignore the Fair Play section of the code of Chivalry
- Can wear up to chainmail.
- Can purchase assassinate skill for 40 points (must be level 6 and have appropriate number of backstabs purchased).

## **Voe**



Colors: Gold symbol on a white field.

Voe, "He Who Watches," is the light that gives life. He is the all-seeing eye, whose fiery vision bathes the world with life and warmth. Voe existed long before any other being and is justly counted first and foremost among the gods.

The followers of Voe respect knowledge, light, life, leadership and guidance. Many nobles and other leaders are members of this sect. Even priests of other sects often defer to the priests of Voe. The priests of Voe's sect aid able, proven, righteous leaders and work to preserve knowledge. In times of crisis they may even assume leadership themselves.

#### **Duties:**

- Provide guidance
- Protect life
- Maintain vigilance against undead and evil creatures of the night

#### **Clerical Benefits:**

- The spell sunray may be taken at level 2.
- Banish at +1 level.
- Gain +1 to casting level while sun is out.

#### **Clerical Limitations:**

- On nights of the new moon they banish undead at -1 level.
- May not learn or cast the dark arts.
- Cannot acquire any stealth skills except for information gathering and appraise.

#### **Holy Warrior Modifiers:**

- Must follow the code of Chivalry.
- Resist dark arts at +1 level.

## **Volgen**



Colors: Silver balance scale with one black plate & one white plate on a light gray field.

Volgen, the Judge, is he to whom all souls go for judgment. His wisdom is great, such that all the gods, even mighty Voe, seek counsel of him. He ensures that balance is always maintained, in all places and times.

Volgen's priests work to ensure that balance is maintained. They offer counsel to law-keepers and investigate injustices as they see fit.

#### **Duties:**

- Maintain balance in all things
- Provide counsel and guidance

#### **Clerical Benefits:**

- May purchase the parry skill at 20 pts.
- The Speak with Dead spell is treated as level 3.

#### **Clerical Limitations:**

- Cannot lie.

#### **Holy Warrior Modifiers:**

- Must follow the code of Chivalry.
- Gain one parry per event.

## Pan-Deific Clerics

These are clerics who have no affiliation with any particular deity,

### Duties:

- Provide guidance and assistance to the community
- Promote understanding of all the deities
- Mitigate conflicts among sects

### Benefits/Limitations:

- May purchase the Theology skill at ½ cost

### Holy Warrior Modifiers:

- Must follow the code of Chivalry.

When Pan-Deific Clerics cast spells they will use the spell derivative, "Through the aid of the gods I..."

## Overview

All the gods know and understand that every other deity, even the vile Undathos, to some extent, are necessary to the continuation of Creation. Thus, quite rightly, all the many sects recognize each other as necessary to the well-being of all sentient creatures. The sect of Undathos is hated by the others; but even then, their hostility is restrained, if only mildly.

This does not mean, however, that there are no rivalries among these deities. Avagon and Brodinn have come to blows more than once, for a variety of reasons. Danubu, the Lord of Night, resents the powerful sunlight of Voe. Perhaps most importantly, Undathos is despised by almost all of the other gods, for he has corrupted and perverted some part of each deity's realm. However, it is believed that Danubu, Brodinn, Gheldann and Nivlac have worked with Undathos on specific rare occasions.

## Religious Structure and Clerical Hierarchy

The organizational structure of the Fantasy Quest religion is based mostly on tradition, not on hard-and-fast rules. This is due to the history of Greatlands, especially the long upheavals and wars of the Dark Age. While the common folk of Greatlands are by and large quite religious, there is no single, monolithic church.

## Evolution of Religion, from Ancient Times to the Present

In the primeval empires of the long-forgotten past, however, there indeed was a single, rigid religious organization. All the individual sects (e.g. the sects of Voe, of Volgen, etc.) were but a part of it. In fact, the sects were not much more than training grounds for higher-ranking priests. Once he or she rose to a certain level within the hierarchy, a priest would no longer have anything to do with his or her former sect -- although the deity who granted them magical power never changed. This very ancient concept survives now in the form of the local High Priest. Each town or village has one. Larger cities may have several. Their sect affiliation generally does not matter, since they gain knowledge of all other deities prior to being named High Priests. They meet the needs of those who follow all the sects.

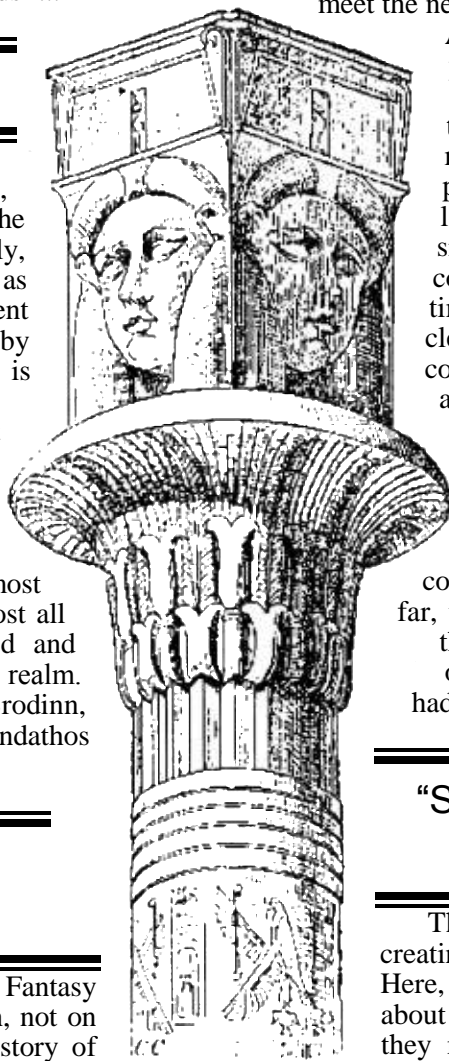
Anarchy reigned in Greatlands after the primeval empires collapsed. The only 'glue' left that held communities together were the local clerics who managed to maintain their individual prominence. For a long time clerics were looked to for leadership in many places since they were the only ones who commanded the respect of everyone. In time, this empowerment of individual clerics caused the overall hierarchy to collapse. Religion became more localized and individual in nature.

During the Dark Age, however, a sect that honored all the gods alike developed. They sought to ensure that conflicts would not arise between the many mainstream sects or between communities that were growing apart. So far, they have succeeded admirably. One of their main goals was to rebuild some sort of overall structure in which all the sects had a part.

## "Seminary Prime" and the Local High Priest

The Pan-Deific Sect accomplished this by creating what is now called Seminary Prime. Here, priests of all sects may come and learn about all the other deities, giving them what they must know in order to serve as High Priests. After several months of study at Seminary Prime, a cleric is allowed to be named a High Priest and thereafter has the authority to act on behalf of the believers of any mainstream sect.

Once a cleric has attended Seminary Prime, he or she must be named to office by a local government. Thus, some High Priests are political figures as well as spiritual leaders. In this regard, local tradition is





honored. The duties and privileges of a High Priest are governed by his or her community's customs. Only rarely does a High Priest attempt to overstep these bounds. Whenever this is done without a very good reason, eventually the Patriarch of Seminary

Prime will reprimand that High Priest. It is said that the Patriarch can even call upon the gods to remove a wayward High Priest's magical ability forever.

## Sect Leadership

Clerics who choose not to become High Priests often take on leadership roles within their own sects. Some of the sects have structures more rigid than others. For example, Avagon's sect has a strict military structure. Members hold ranks (which may or may not correspond to any actual military ranks they might hold in a true army). The sect of Nivlac, on the other hand, has virtually no structure at all.

Many 'sect' clerics, for reasons of their own, don't participate much in the overall activities of their sect. Instead, they go their own way, simply emulating in their own lives the manner of their own deity and pursuing that deity's goals as they see fit. Many adventurer-clerics fall under this description. However, the sects have much to offer, such as training, knowledge and monetary support. Most adventurer-clerics sooner or later wind up getting involved in these institutions, often at retirement.

## The Local Sanctuary

Over the past several centuries, the concept of a local 'Sanctuary' presided over by a High Priest and used by clerics and lay believers of all sects has gained popularity. A Sanctuary is a religiously neutral place. Members must leave any and all conflicts among themselves to the High Priest. Causing harm to anyone within a Sanctuary is considered high blasphemy. Most Sanctuaries have strict rules about bringing weapons inside or the use of harmful magic.

In turn, the High Priest promises to serve the needs of clerics and believers of all sects, equally, to the best of his or her ability. At a Sanctuary, all rituals to all deities may be performed, divine magic taught to anyone with sufficient faith in a deity and holy items and substances may be made by anyone with appropriate knowledge. The High Priest of a recognized, consecrated Sanctuary has the spiritual authority to intervene on the behalf of any believer, to any god. High Priests are also expected to see to the spiritual needs of the overall community, give advice and help to community leaders, provide charity and so on.

In the very largest cities Sanctuaries are unneeded since each mainstream sect has its own house of worship and the sects collectively perform most of these

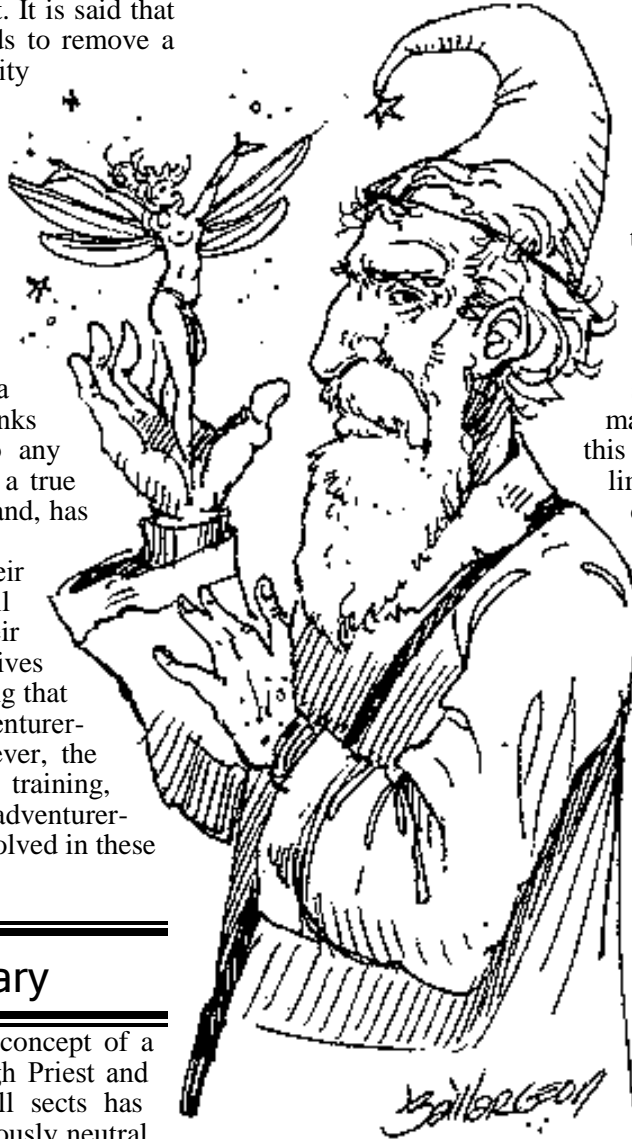
functions. Even then, most cities have one or more High Priests who come from various sects. They meet occasionally on common ground in a manner resembling a formal Sanctuary.

## Exclusions

By and large, the Beast-Cults are left out of this structure. While a few (such as the Cult of the Eagle) may be on good terms with a few sects, most are quite philosophically different from the mainstream sects. Their lack of divine magic leaves them out of this structure altogether and limits their overall credibility. Some (e.g. the Serpent and Spider cults) have a poor reputation, whether deserved or not and are generally disliked in most regions.

For much the same reason, the Sect of Undathos is also largely left out. This sort of organization simply doesn't match up with their own outlook and goals. After all, Undathos is the god of strife, misery, hatred, etc. His sect therefore wants to promote anarchy and contention, not contribute to order and

harmony. Most wouldn't dare consider joining a Sanctuary even to infiltrate and disrupt it, since merely the act of joining - regardless of his or her intentions - is an insult to their deity. Furthermore, the Sect of Undathos tends to make enemies wherever they go, due as much to their own actions as to popular prejudice against their deity. Because of this, they aren't welcome in many localities and aren't allowed in many Sanctuaries.



# Life in Eastguard

Until the Khasaba Invasion in the early part of the 12<sup>th</sup> century, the March of Eastguard was a prosperous land, a small realm carved out of 'troll country.' While the Miracle of Stonewatch concluded the Khasaba War favorably, a hundred thousand Khasaba warriors had already done their damage. Nearly half of Eastguard's population was killed either during the War or in the famines, plagues and droughts that resulted. Even now, over five decades after the Miracle, Eastguard is still recovering from that catastrophe.

The March of Eastguard is a feudal realm where the Margrave reigns supreme. Margrave Veril II Brightsteel is known throughout Greatlands as a wise ruler and a man of integrity. The aging Veril has ruled Eastguard since he was sixteen. His father, Cassin IV, died his last death during a post-Invasion Red Plague epidemic. All his life, Veril has worked to rebuild Eastguard and he has generally succeeded. The people of Eastguard respect and trust him and the nobles look to him for leadership and guidance.

In Eastguard, the term 'nobility' is sometimes used loosely. First, some persons are noble by birth, descendants of a noble family. Second are those who are 'noble' by virtue of the offices they hold or accomplishments they have made. Margrave Veril and Count Derrath of Breakwater fall into the first category. A Watch Captain, Town Magistrate or High Priest falls into the second. Note that many persons may actually fall into both categories.

In any case, because of the Khasaba War, there are few now in Eastguard who have not somehow earned their station as nobles. Generally, the pre-Invasion noble families have 'pitched in' and helped reconstruct Eastguard. Other families were ennobled as a result of the War itself; a good many heroes earned noble status during that horrid time.

Thus, while the 'peasants' (it's better to call them 'commoners') of many lands may resent the nobility, in Eastguard the opposite is true. All of Eastguard's society made sacrifices so all facets of society feel as if they are a part of the March's recovery.

The commoners of Eastguard are hardy and enduring folk, themselves survivors of the War or their descendants. They can often be strong-willed and ornery, but deep down they are usually good-natured. The people watch out for each other and the well being of their communities. Unlike other realms, in Eastguard the peasantry are technically free and not serfs.

Between these two layers falls a third sort of folk called 'adventurers.' These are people who, for one reason or another, have chosen to strike out on their own to search for fame, fortune or generally follow their dreams. In other realms adventurers aren't well received. Commoners fear them and nobles see them as troublemakers or threats to their power. In the wilderness of Eastguard, however, adventurers are appreciated. They help defend communities and have explored and tamed wilderness areas. This is especially true of the area around Stonewatch, which has attracted an unusual number of adventurers over the years. The 'Miracle of Stonewatch' has done more than anything else to create and fuel this trend. Some adventurers fall prey to the perils of this region, while others simply wind up destitute and live on as peasants. Others overcome the dangers and gain wealth, renown or even noble status.

In the still-wild eastern portion of Eastguard, life is hard for everyone, from the wealthiest lord to the lowliest peasant. Orc raids, monsters in the forest, greedy bandits and other myriad dangers, equally plague all. It is a region where long-forgotten treasures lie untouched, ripe for the taking and perils that were thought destroyed lie undisturbed, ready to be awakened by the foolish. Here come many folk from many lands and from all walks of life to seek their fortunes.



## The March of Eastguard



## Common Terms

Below you will find some common terminology specific to the Fantasy Quest world setting. Familiarizing yourself with these terms will help you understand the world setting.

### Calendar of Eastguard

Listed below are the names of the month and days used in Eastguard and throughout most of Greatlands. Try to use these names in your everyday conversation at FQ. It may help you feel like you are in another realm.

#### Monthly Calendar

January	-	Snowfall
February	-	Winterdeep
March	-	Earthawake
April	-	Blossoming
May	-	Warmingtime
June	-	Sunhigh
July	-	Midsummer
August	-	Sunwane
September	-	Harvesttime
October	-	Leafdrop
November	-	Coolwind
December	-	Wintereve

#### Days of the Week

Monday	-	Moonsday
Tuesday	-	Avanday
Wednesday	-	Kyrrinday
Thursday	-	Brodinday
Friday	-	Faeday
Saturday	-	Satyrday
Sunday	-	Voesday

### Currency in Eastguard

There are many ways to buy goods and services. Some use the barter system: "I'll give you two hens for that clay pitcher." Others use debt of honor: "I'll do this for you, if someday you do this for me." Most everyone readily accepts gems or jewelry in trade for goods and services.

In Eastguard, a standard currency is commonly used for trade. Coins are made from precious metals: gold, silver, and copper. The standard unit is a copper "flange," comprised of copper "bits." The bit was originally devised by commoners to get more out of their money-they would snap a flange into pieces. Bits are now minted the same as other coins. A silver coin is called a "noble" and a gold coin is called a "crown."

The values of these coins are:

10 Bits = 1 Flange  
10 Flange = 1 Noble  
5 Noble = 1 Crown

## Common Knowledge

There are things that everyone knows about the world. Here are some things you should and would know after having grown up in this realm.

### Law in Eastguard

Stonewatch is a good and just town where criminals are punished harshly for their crimes. Players who play 'bad guys' should expect to be caught and punished for their sinister acts. These punishments create realism and to make things challenging for the lawbreaker-they are part of the fun!

Punishments for crimes range from a slap on the hand to death (or worse . . . there is worse, believe it or not!) Some punishments like exile or banishment may take a character 'out of game' for a length of time (determined by the crime). In this case the player may create a new character to play while his/her old character does time or they may choose to be a cast member for this duration.

Punishments that remove a character from game play may seem a bit severe, but they are far more realistic than being issued a 'death sentence' every time a crime is committed.

### Crimes

Here is a list of actions that are considered crimes. These laws may or may not be enforced. They may not even be laws depending on where you are and who the current ruler is.

- Assault
- Assaulting a Watch member who is acting in the line of duty
- Brandishing a weapon within town limits
- Breaking & entering
- Conspiracy
- Destruction of property
- Disturbing the peace
- Falsely accusing a noble of a crime
- Fencing stolen goods
- Forgery of coin or official documents
- Grave robbing
- Harboring or aiding a criminal
- Kidnapping
- Murder
- Obstruction of justice
- Possession of poison

- Slavery
- Smuggling
- Tax evasion
- Theft/robbery
- Use of poison

## Punishments

- Ball & Chain
- Banishment
- Branding
- Confiscation of property/weapons
- Death
- Dungeon
- Exile
- Fine (paid in coin or goods)
- Flogging
- Hard labor
- Iron Mask
- Pit fight (usually several)
- Public Humiliation
- Public Service
- Removal of Tongue
- Severing of limb
- Stocks
- Stoning
- Soul Execution
- Trial by combat

## In-Game Stealing

In-game stealing of in-game items is allowed, with certain restrictions. Players' weapons must be turned in to Operations immediately after the theft, along with the name or description of whom the item was stolen from. This allows us to get things back to the rightful owners later on.

Please do not steal props that are there for appearance such as the throne, the stocks, tiki torches, tavern props, etc. We don't want to have to track them down later. Generally: coins, jewelry (provided it does not actually belong to the individual), player weapons, potions, scrolls, books with in-game information, maps, magic items and poisons, can be stolen.

If you have your weapon, armor or shield stolen, you will be able to buy them back at the Trading Post. Treat this purchase as buying a new item very similar to your old one.

Cast weapons: Weapons used by Cast cannot be stolen. We would run out of them too quickly. You should role-play that the weapon was broken or is too crude to use. Occasionally, however, we do allow certain 'special' cast weapons to be taken for plot reasons. You will know this when it happens.

## Searching In-Game

In order to search any person you must first state, "I am searching you." The person may just hand over whatever you find or may ask you to, "Describe your search." In this case you must state how and where you are searching.

**Example:** Malcolm wishes to search Lisa, an unconscious orc. He crouches down and says quietly, "I search you." Lisa then quietly answers, "Describe your search." Malcolm says, "I check your pockets, your boots and your gloves." Lisa waits several moments (it takes time to search all those places) and then reaches into a pocket and takes out a copper flange, hands it to Malcolm and lies still.

If a person states, "Go ahead and search me," you have permission to physically search them – but if you would rather not, then say, "I will describe my search," and begin a 'described search' instead. Please refrain from searching taboo spots. Any items hidden in these areas must be forfeited to the searcher.

Any person who feels that they were searched rudely or 'inappropriately' should immediately report the incident to a Keeper.

# A Brief History

## The March of Eastguard

The lands around the Sea of Dreams were once well inhabited. Upheavals during and after the First Orc War left many there as mere refugees in the wilderness, desperately seeking a way to survive. Their only salvation was the Brotherhood of Rangers. They and they alone worked to assist these folk. In a few locations leaders arose and shored up the defenses of their communities. Over the years these early nobles worked closely with the Rangers. This loose confederation was effective, but had shortcomings.

Seeking to eliminate these, some forty nobles and forty Ranger commanders met at the fort of Amberhold in the year 210. At that time it was decided that command of all military forces in the region should be given into the hands of a single leader to make effective use of all resources. Against his will, the able Ranger commander Lothar Bright-Steel was elected to be this sole leader.

Lothar assumed control of the area and the wisdom of this decision soon became evident. In 212, an entire clan of Orgreth from Umrall launched a stunning assault. They besieged Amberhold, pinning its garrison inside the fort. But the Orgreth apparently had not yet learned of the region's new organization. Forces stationed in the foothills of the mountains soon arrived, attacking the Orgreth. They were driven south, toward Whitekeep, where an army of Rangers, Holy Warriors and soldiers waited. The Orgreth fell right into Lothar's trap and were crushed. Less than a hundred of the five thousand invaders escaped to Umrall.

This event set the stage for Eastguard's future. Shortly afterward, the stalwart Order of the Black Spear was founded. These Holy Warriors served the March unswervingly. The Rangers also continued their efforts. Over several centuries a livable region was slowly carved out of "troll country".

## The Demesne of Stonewatch

Up to the Khasaba War, Eastguard was comprised of four counties - Whitekeep (the largest and most important), Breakwater, Loftspire and Seareach (the smallest and most backward). During the War, though, the young Count Ard of Loftspire and his brother were killed. The entire family of Count Eiron of Seareach perished when the Red Plague struck. Tragically, neither Count left any heirs.

Thus, at the end of the War two counties were left vacant. Margrave Alden took this opportunity both to enhance his own authority and honor the memory of Talon Surebow. First, he took control over all lands in

those two counties, such that all of the counts' vassals owed fealty to him directly. Second, he created a new office, the Castellan of Stonewatch, and gave this title to Andrus Surebow, Talon's nephew. In the Demesne of Stonewatch, which comprises the two former counties, Castellan Andrus was Alden's direct officer and overseer.

Since then, a succession of loyal and able men has held the title, Castellan of Stonewatch. Andrus resigned his office in 1155, wishing to live the life of a Ranger again. Baron Gendon of Argeleth was named to succeed him. Gendon had been a hero of the Khasaba War; reportedly, he slew over three hundred Khasaba during the War. He proved a popular leader, and he began the process of modernizing the Demesne. He died doing battle with an ettin in 1178; after him, Sir Reynald Greycloak, another War hero, was Castellan. Reynald continued Gendon's policies- this was only natural, for Reynald had served as Gendon's companion-at-arms since the War.

Early in 1193, Reynald died under undisclosed circumstances. Some say an illness felled him, while others claim it was a curse. In any case, Alderick Dragonheart, an able young holy warrior in Margrave Veril's service, was named the fourth Castellan. He perished heroically during the Shadowheight War and was succeeded by the well-loved adventurer Humphrey Chillwind.

## Stonewatch After "The Miracle"

Immediately following 'the Miracle of Stonewatch,' the area fell prey to a massive influx of pilgrims. Once a tiny outpost and fur-traders' village, Stonewatch suddenly became a true town. Originally, Castellan Andrus was hard-pressed to maintain order. After establishing local rule by a Magistrate and Town Watch, the situation settled down. With the building of Greycloak's Highway, running from Loftspire to Seareach, more transient traffic passed through Stonewatch.

While Stonewatch has some renown in many places, it is usually not what outsiders expect. A small town at the edge of the wild, Stonewatch often falls prey to robbers, orc raids, wandering trolls and many other dangers. Thus, Stonewatch is not truly important on the map of Eastguard. For example, the Castellan's residence is not in Stonewatch, but in the Citadel of Loftspire.

## The Town of Stonewatch

Stonewatch is a town both old and new. For centuries, it was merely a Rangers' outpost. From the top of this ancient tower, Rangers could spy far across



the land and send out signals to others. As Eastguard became settled, more travelers passed through the area. Trappers and hunters came there to trade their goods and a few settled nearby. In time a trading post was established. Later, as traffic increased further, a small inn was built.

Stonewatch remained a tiny wilderness outpost until 'the Miracle,' after which this town drew pilgrims and adventurers seeking their fortunes.

Many things await discovery. In and around Stonewatch lie ancient ruins, faery-rings, buried treasure, fierce monsters and a variety of people with many different purposes and interests. Perhaps you will find a cache of gold, a powerful artifact, or some wise and interesting person or creature.

A few of the highlights of Stonewatch include the following:

**The Great Northwood:** Stonewatch lies at the very edge of this great forest. This is home to Elves, faery, orcs, trolls and many other creatures. Few know the ways of this forest and it remains largely unexplored.

**The Griffin's Landing:** This is the largest, and only, inn in Stonewatch. This Inn and tavern has been bought by House Chillwind and has a thriving clientele.

**The Manor House at Foxes Run:** Once used as a summer home for barons, this manor resembles a small keep and lies some 5 miles northeast of the town proper. Currently the manor has been awarded to House Ilvalyn of Breakwater and is headed by Baron Alonzo Celestian. The Baron conducts various business ventures and also provides minor protection within the town.

**The Manor House at Eagles Reach:** A few miles northwest of Stonewatch is the Manor House of Eagles Reach. Resting atop a tall hill, the foreboding structure holds many secrets. Rumors say it once belonged to a bandit prince who carved many tunnels below it. Regardless, it is now home to House Chillwind of Loftspire. Magistrate Augustus Macivar and his wife Baroness Ashirla Kaelinstar currently maintain the manor and its business.

**The Manor House at Low Hill:** Some miles to the North of Stonewatch, this impressive (and some say haunted) Keep was originally built by Dwarves and Humans who came to mine the craggy hills of this region. It is rumored to have great catacombs beneath it, some of which may even extend as far as Stonewatch itself. The Keep was found abandoned around 900. No one knows why. It was shortly re-settled by House Ironwright.

During the Shadowheight war the Keep was sacked and looted. The Baron and all his family were put to the sword by Warlord troops. Those same troops then used the castle as a staging area for raids in and around Stonewatch. The town's adventurers were instrumental in defeating and removing these troops.

**Sanctuary:** This is a holy place where the faithful of all sects may come to and commune with the deities. It is

also the name of the association of clerics who provide for the spiritual needs of the town. The current High Priest is Deane Caymere.

**Trading Post:** The oldest structure in Stonewatch, many goods of different kinds may be bought or sold here. The Trading Post also offers armor repair and weapon smithing. The Dwarven House, Ironforge, has recently taken an interest in the Trading Post.

**Watch Garrison:** The town guard outpost of Stonewatch. Criminals are brought to justice and town security provided by the valorous Town Watch. Helping to protect the town and its citizens, the local Watch keeps a constant vigil for wrongdoers

## Recent History of Eastguard & Stonewatch

In 1194, a combined army of orcs and barbarians invaded eastern Eastguard. This was highly unusual, as they are mortal enemies and always fight each other. The force that invaded the town of Stonewatch spoke of a powerful 'warlord' who was their commander. Eastguard fought back, though, and the invasion didn't last long. For the next few years Eastguard skirmished continuously with the Warlord's forces. The barbarian-orc alliance fell apart, but the Warlord was able to hire a new army of mercenaries to fight for him.

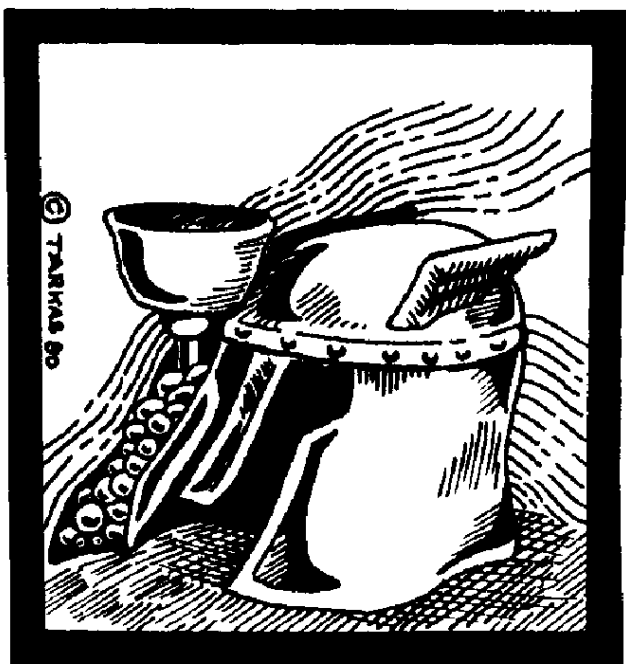
The Warlord's War heated up in 1197 when the Warlord declared himself Belaron Vestus, "King of Shadowheight", and launched a major offensive. He conquered the Greycoast town of Haven and the northern part of the Southclaw peninsula. He also subdued mountain territory held by dwarves and holed himself up into their catacombs. Furthermore, he made an alliance with the Shadow King and thus had shades (people of the Shadow Realm) and other powerful beings in his army. The Margrave issued a decree, evacuating the easternmost parts of Eastguard, which included the town of Stonewatch. The townsfolk moved to an abandoned mining village near the Elfin Lake. The Shadowheight War continued, and eventually the king of Greycoast agreed to a truce with Vestus.

This infuriated many Greycoast nobles. They foreswore their allegiance to their own king and became vassals of the Margrave of Eastguard. Fighting soon broke out between Greycoast loyalists and the dissenting nobles. Suddenly the Shadowheight War became a four-sided contest, with fighting everywhere and casualties mounting.

This situation ended in 1198 at the infamous Battle of Lion's Mouth. There, forces from all four armies fought all-out for victory, Shadowheight and the Greycoast loyalists on one side and Eastguard and the dissenters on the other. At the very height of the battle, the king of Greycoast suddenly switched sides. The forces of Shadowheight were devastated. Haven was reclaimed, but the price had been high for Greycoast. With their forces divided in half throughout the battle, many died for the final time. Greycoast was left almost without an army.

Also about this time Cal'Debblin's Minister of State, Pasha Alim Al'Farak, came to meet with both sides to determine which way the Sultan would lean. He was slain just outside Stonewatch. To this day, his death remains unexplained. The Sultan was angry, however, that no one had been brought to justice for this crime, so in 1199 he declared war on Eastguard and allied with Shadowheight. The Imam, Cal'Debblin's chief religious leader, declared this heresy, saying that the gods favored Eastguard in its war with Shadowheight. A civil war broke out in Cal'Debblin just as the Sultan sent his navy east to fight.

The Margrave sent Mendelin Dawnbringer, former High Priest of Stonewatch, to try and negotiate peace. Talks soon broke down, however, and Dawnbringer joined the rebels-called the Zehajine-as an advisor. Most recently the Sultan's forces captured some coastal land on Eastguard's coast and are using that as a staging area for a larger assault. Most of the fighting is on the high seas. That will change soon enough.



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## The Pit

*The two warriors, blood soaked and weak, clashed as numerous cheers came from about them. "Fill the pit with blood!" the spectators chanted. Balkar, The Rage, paused only a moment to gloat in the cheering and praise he was receiving. His pause was a moment too long giving his fiery, red-haired opponent the opening she needed to finish the fight. Her well-sharpened sword quickly found its way into Balkar's rib cage.*

*Balkar dropped his blade and stared blankly at his opponent. He stared at the defensive posture she was in and her well muscled body just before everything turned to haze and blur. Balkar collapsed into a heap and the crowd roared wildly as money switched hands.*

*This was not her first victory, nor would it be her last. She walked toward the pit's exit. The legend of Tsarina Firebrand would live yet another day.*

Once a ritual of manhood for the Orgrethian people, The Pit, as it is now called, is a primary source of entertainment for many races across the realm. It is an excellent way for true warriors to prove their fighting prowess. Two warriors enter the pit and only one may leave alive. The Pit is skill against skill alone. There is no place for spell casters here.

Many towns and cities have their own arena and use it frequently in the punishment of criminals. Criminals must fight a set number of battles determined by the severity of their crime. If the criminal wins all of these battles, s/he is set free and pardoned of their crime(s). If they lose and return from the House of Judgment they are usually thrown back into the Pit depending on the severity of their crime.



# The Continent of Greatlands



# Greatlands Chronology

The astrologers of Bah'Kal developed the calendar used throughout Greatlands millennia ago. Only the names of the days and the months differ from land to land; otherwise it is the same. By custom, the numbering of years also comes from Bah'Kal -- the base year is the year in which the Massacre of the Clerics of Bah'Kal took place, during the War of Tears.

<u>Year</u>	<u>Event</u>
c.4250 BM†	Empire of the Seven Cities established
3200	Legendary founding of Elven kingdom of Overwood
c. 1920	First settling of Cal'Debblin
1869	Kaaznivoryan Empire attacks Seven Cities; War of Empires begins
1434	Kaaznivaad leveled; War of Empires ends; Golden Age of Seven Cities begins
c. 1100	Cal'Debblin supreme city of Southwest
936	Canthallic Rebellion in Seven Cities; their Golden Age ends
870	Legendary founding of Northwatch
c. 700	First Invasion of the Seven Cities
c. 620	Second Invasion of the Seven Cities; Imperial Age ends, Dark Age begins
590-581	Decade of Tribulations
587	Last Emperor of Seven Cities slain
173	King Halkun Primordus crowned first King of Greycoast
c. 102	First Orc War begins
31	War of Tears begins
1 YL‡	Massacre of Clerics of Bah'Kal
29	Army of Cal'Debblin routed on Windswept Plain
94	Dwarven city of Krêknabôr destroyed by orc hordes
197	End of First Orc War
210	Founding of the March of Eastguard
281	Second Orc War begins
298	Moorlands Protectorate established
319	Icewood League formed
403	Haandel Longarm crowned King of Devon
417	Second Orc War ends
418	Haandel Longarm slain
657	Red Sash Uprising in Cal'Debblin
746-752	Red Plague epidemic sweeps through Greatlands

775	Delchin Chevaler's insurrection in Eastguard
938	Ebonwood allies with Rangers of Forlorn Keep
1131	Khasaba advance force wiped out at Loftspire
1132	Second Siege of Loftspire; Khasaba Invasion begins
1135	Castle Adeira stormed by Khasaba
1137	Umrал warriors begin assisting army of Eastguard
1140	Khasaba turned back at Battle of Azbel
1144	Miracle of Stonewatch
1145	Andrus Surebow named Castellan of Stonewatch
1146	Eastguard and Umrал sign Treaty of Lothar's Peak
1154	Gendon of Argeleth named Castellan of Stonewatch
1169	Veril II becomes Margrave of Eastguard
1172	Reynald Greycloak named Castellan of Stonewatch
1193	Alderick Dragonheart becomes Castellan of Stonewatch
1195	The Warlord Vestus begins his campaign against Eastguard
1196	The Warlord establishes a strong hold called Shadowheight west of Greycoast
1197	The Warlord's army invades Eastguard a second time. Citizens of Stonewatch evacuate and establish New Stonewatch
1197	Castellan Dragonheart slain, succeeded by Humphrey Chillwind

†B.M. means "Before the Massacre"

‡Y.L. means "Year of Lamentation"

# Travel in Greatlands

The Greatlands is an enormous continent. It has many realms, and some are quite far apart. Travel is difficult at times, and quite expensive -depending on the method. Here are some rough guidelines, describing how long it takes, and how much it costs, "in game," to traverse the continent of Greatlands.

**NOTE** that these are overall averages, and certainly not the fastest one might go. However, this does take into account: terrain differences, weather, etc.

## Travel Time

### Each day by foot:

- 16 miles on average

### Each day by horseback:

- 45 miles on average

### Each day by river boat:

- 40 miles downstream, 15 miles upstream

### Each day by ocean ship:

- 100 miles on average

### Each day by flight:

- 160 miles on average

### Magical transport:

- Instantaneous/variable

**NOTE** that it takes an extra day to cross a mountain range, a forest, or a swamp. Desert travel takes twice the time indicated above.

The time it takes to get from one place to another is relatively simple; note the scales on the maps, measure the length of the route, and figure the time accordingly. Remember that one trip may encompass several legs, each of which must be accounted for separately. The total length of a trip is rounded up to the nearest whole day.

*An example: Torchemall the Sorcerer wants to go from Stonewatch to Greycoast Bay. The best route would be by ship; it would take him five days to walk to Seareach, then a week to sail to Greycoast Bay.*

## Travel Costs

As in the mundane world, there are costs involved in travel. These costs must be accounted for "in-game."

### Cost to travel by foot:

- 1.5 flange for food, lodging, etc. per day (min. 2 Flange per trip).
- 

### Cost to travel by horseback:

- 2 flange, plus 1 flange per day for food, rental, feed, etc.

### Cost to travel by river boat:

- 1 flange, plus 5 bits per day for passage

### Cost to travel by ocean ship:

- 2 flange, plus 5 bits per day for passage

### Cost to travel by flight:

- 2 crown, plus 2 nobles per day for expenses

### Magical transport:

- 6 crown or more per trip

## Messengers

You may hire messengers "in-game" at standard market prices. (Of course, you may have opportunities to role-play haggling with an NPC over the cost). The cost for this will always be 20% less than the cost of actually traveling there by a particular method. The minimum cost for a message sent by foot is 5 bits.

**NOTE:** Traveling and sending messengers by flight is extremely rare. To use this method, you must find a contact who can somehow provide access to a flying mount or to a carrier pigeon.

Magical transport is rare to the point of being legendary. Even the Margrave of Eastguard would be lucky to have it available to him! Accordingly, it will be extremely difficult to use this method.

**Traveling time:** Time between Fantasy Quest events is also "in-game" time. If two FQ events are two weeks apart, you do not have enough time to go from Stonewatch to Greycoast Bay, and return.

Traveling by horseback and ship, you would have just enough time to make the trip, however, if the events were three weeks apart.

# The Cast

## Who are the cast?

The backbone of Fantasy Quest is its cast of Non-Player Characters (NPCs). Cast members' play the roles of townsfolk, merchants, monsters, watchmen, etc., that players get to interact with. They are the supporting cast in this live theater. The best cast are not only excellent role-players, but they are also well versed in FQ rules. The better the cast is, the better the event will turn out.

It seems Fantasy Quest is in constant need of cast members and encourages players to try it once in a while. However, no one may become a cast member without first playing at least once. This allows one to experience the game at a self-paced speed and gives time to learn how the game is played.

Casting a vast array of roles in an event weekend is a challenging, as well as rewarding, experience that any player may partake in. Here you learn to enhance your role-playing without fear of losing any of your regular character's lives.

All cast members take instruction from the Cast Director throughout the event weekend. The Director is the individual responsible for making sure that plot events go off on time and that each plot is properly staffed. Cast Directors are also responsible for sending out random encounters for players to stumble onto. These encounters aren't always with malicious intent and are usually created to keep players on their toes.

There are essentially two types of cast; Permanent and Temporary.

**Temporary Cast** usually only NPC once-in-a-while and play their regular player character otherwise. They usually play minor roles throughout an event weekend and are not normally cast into any roles that are meant to carry on more than that particular event.

**Permanent Cast**, on the other hand, is sometimes cast into the more permanent roles. They play people you see in town nearly every event, as well as wandering encounters. These NPCs know more about long term story lines, player characters, and other cast characters. They are usually outstanding role-players who set an example in role-playing by hamming up everything they do.

Most permanent cast members are not allowed to return to playing regular Player Characters, due to the immense amount of knowledge they have about the game's plot. Players who become Permanent Cast are occasionally allowed to come out as their old Player Character.

Both Permanent and Temporary Cast have Watchmen characters that they get to play as well as a townspeople (commoner). NPCs should always make an

effort to differentiate all of their characters, especially their Player Character, to avoid confusion.

## Group Leaders

Cast Directors select particular individuals each weekend (or at each plot event) to be a Group Leader. They are usually permanent cast and very knowledgeable in FQ rules. The function of a Group Leader is to effectively lead his/her group to the designated plot event area and perform the set tasks to the Cast Directors specifications. It is the responsibility of all cast to collect armor, and life beads, after a combat encounter. Group Leaders must make sure that this is done.

## Joining the Cast

We hope that if you decide to join the cast that you will study this rule-book thoroughly and familiarize yourself with all aspects of the game. Below is a listing of Fantasy Quest policies regarding NPCing. These policies are also developed to help enhance your role-playing experience as well as any player's experience. While you are part of the cast, please do your best to be prompt and pay attention to detail. This will help avoid "Fudging it."

## Safety

One of your overriding concerns as a cast member should always be safety. Read the safety section and memorize it. Don't fight battles in unsafe, rocky areas. Don't use unsafe weapons just because there is nothing else to use. As part of the cast you should not hesitate to call a Caution or even a Hold if necessary. Your primary concern should be the safety of everyone around you, including yourself. Also, you are setting an example for players to follow.

## Black & White

NPCing isn't as simple as black and white. As a role-casted NPC you should try to become that character. Human and non-human (Elves, Dwarves, Orgrath, etc.) characters need names, as well as a reason for doing what they do. NPC characters should have hopes, fears, dreams and aspirations just like any real person would. If you are playing a bandit hiding out in the woods, be that bandit! Odds are that the bandit doesn't exactly get along with orcs and pookahs, but maybe trolls like him/her (cooked over a warm fire!)

Just because you are all NPCs doesn't mean you're all on the same side. This isn't a chess game of black vs. white. You should almost never see a Human, Elf, Dwarf, or Orgrath NPC helping a marauding band of orcs slay a group of players. More likely the human NPC should be helping the players, or making a run for it! (Sometimes there is something unusual or planned about the whole instance).

## Cast-vs.-Cast (Exceptions to the rule)

Although being an NPC is tons of fun, our real purpose is to entertain the players. What fun is it for the players if we are always giving them the answers or killing all their enemies? Like we said above... become your NPC character, but... yes, there is an exception. Read on!

Say, for example, that the bandit you were playing in the above paragraphs was supposed to meet a group of PCs and give them an important message to kick off a plot. Suddenly, from apparently nowhere, you are taken completely by surprise and overrun by a hundred bloodthirsty orcs. Needless to say, you barely got to lift your sword before you were mashed into bandit burgers. Bummer! Now the PCs can't go through their intended adventure because you're now fricassee for several mindless orcs. This is where we have to fudge it. Rather than going back to the Plot Cabin and becoming another bandit to do the same thing... Poof! There you are! Although you were dead, you got better.

## Fudging It!

Changing your game plan (or the Cast Director's game plan) along the way is a bad idea. If you were sent out to be a group of minor Black orcs and encounter a huge group of players, don't magically change into powerful Red orcs with a bunch of skills that creature could never have. You are here to have fun, yes, but not to maul any group you might encounter. Just because you are outnumbered, doesn't mean you need to modify the situation. Stick with the rules and the limitations of what you are playing. Don't fudge it! If you get massacred, so be it. Maybe you should have run away rather than attacking such a large group! Monsters have feelings, too. They don't come out looking to be annihilated (well, at least not all of them).

Also, stay in character, if you know you're about to be bashed to bits, act like your determined to fight for your life, don't shake your head and act like you expect to die, even the stupidest orc knows he doesn't want to die.

## Playing to Win

Orcs aren't exactly the Napoleon Bonaparte of strategy, they're more like Attila the Hun. Although they

aren't the fiercest warriors alone, they can be pretty tough in a large group. Though you just finished your 5<sup>th</sup> year of professional sword combat and tactics at college and want to use your new found talents. While orcs tend to be aggressive, they aren't Ninjas. If you are truly an excellent sword fighter playing an orc or another low level monster, please scale your fighting ability down to fit your role. Like we mentioned before; we, as NPCs, are here to entertain the players. Players aren't impressed by NPCs who act like teenage mutant ninja orcs from the 5<sup>th</sup> dimension. We are all impressed, however, by NPCs who can play their role to the hilt without regard to losing that temporary role.

## And the Winner is...

If there is ever a discrepancy between an NPC and PC, like who laid the strike that killed the other first, then the tie should always go to the Player. Don't argue about skill use and hits with a player, give them the benefit of the doubt. If you have a problem with a player's actions report it to a Keeper and they will take care of it.

## How to Have the Most Fun

How can you make your NPCing experience the most fun? Don't be afraid to let yourself go and role-play to the hilt. Ham it up! What have you got to lose? Other players and Fantasy Quest notice good role-players.

## Respect

There will always be new players to Fantasy Quest and there will also be those who never read the rulebook. These people may not be 100% effective as far as our rules go. This is unfortunate, but as time goes on they will learn. Although there are people who are not fully versed in our rules system they should be treated with just as much respect as anyone else. We should never stoop so low as to shout at our fellow players, our friends, for lack of knowledge of the rules system or for any other reason. We should avoid getting angry or even getting back at those who accidentally hit us in illegal areas.

Accidents happen and we should come to expect this, and deal with them as adults, not spoiled children.

## Organization and Cleanliness

It is very, very, very important to keep the Plot Cabin as organized and clean as possible throughout an event. Remember to wipe your mask out with an alcohol wipe before you put it back in its proper place. Please avoid running into the cabin to play your next role, throwing your weapons and costume stuff everywhere,

grabbing your next costuming and storming off to perform your next role. Organization and cleanliness allows us to find things when we need them without having to tear the Plot Cabin apart. It also keeps our props and costumes in good condition and they last longer.

## Cheating

**Under no circumstances should any Cast Members cheat.** There is absolutely no reason to cheat, nor is there any benefit or sense of accomplishment to cheating. Anyone can break the rules. Really good players or cast win through honest means. These players feel the sense of accomplishment that comes with taking the right paths to achieve their goals. Playing a cast member merely to find out how to kill the monsters or out-of-game information about plots, or maybe just to kill off some in game enemies are examples of cheating. Cast Members who cheat will not remain a part of the cast.

Fantasy Quest reserves the right to permanently remove anyone from game play for any reason at any time without refund of money. This removal may be permanent or temporary depending on the circumstances involved. We must maintain game quality therefore we cannot tolerate cheating.

## Playing Personal Characters

Players that decide to become cast members for an event cannot play their Player Character during that time, unless plot has a need for their player character. Nor can someone cast for a portion of an event. This allows for too much knowledge of that event's storyline. There have been occasions, however, when we have needed to ask for player support.

Cast members that want to play characters they have created must have these characters approved prior to an event. Under no circumstances should personal characters be played for long periods of time (Players pay good money to do this). As a general rule, any character not specific to a plot should not be played longer than one hour at a time and never more than twice in a weekend event.

## "Out of Game Chit-Chat"

Talking out of game to players about particular monster stats, plots, etc., is against policy before, during, or after game play. Revealing game secrets ruins the fun for players and cast alike, even if the individual you tell wants to know. By not telling them you are letting them enjoy the game more.

If you are Temporary Cast, never use the information that you have acquired, when you return to PCing, this is considered Metagaming.

## Points for PC's

As a cast member, if you see an outstanding feat of role-playing then be sure to record it on the Roleplaying sheet in the Plot Cabin. Remember to fill-in the character and PC name and what they did that deserves role-playing points. Your opinion makes the difference!

## Role-Playing

The ability to role-play is a super important aspect of being a cast member. It's easier for some while others struggle to do it. Good role-playing comes with time and taking chances. Don't be afraid to stand out in a crowd. Go for the gusto and play all of your roles to the hilt! This is your chance to shine and be a star!

## Costuming

Although Fantasy Quest does supply its cast with costuming it is sometimes difficult for us to come up with a wide variety of costumes to suit the ever-growing needs of our cast. New cast characters are formed each event and these characters need costumes. If you plan on playing a unique NPC character for an event please let us know. If you can come up with your own costume for it then, odds are, you'll probably get to play it for a while. Remember the costumes that are connected with your roles and wear them consistently.

## Changing Your Appearance

When so often switching from role to role remember to change your appearance as much as possible. For males this is easy: throw on a beard or mustache, a different colored wig, etc. For females, who can't wear mustaches and beards, it is important to try to change hairstyle by wearing wigs, change your race, and definitely change your costuming. For everyone it is important that your costuming is different each time. Sometimes just switching from a Human to an Elf isn't enough. Changing your accent or adding a few quirks (a limp, twitch, itch, or personality trait, etc.) may help make the difference.

# Glossary

**Adventurer:** A participant of Fantasy Quest that is not part of the cast. An Adventurer plays one role and concentrates on the well-being, appearance, and perception of that character. Sometimes called a Player Character (PC).

This is a player of FQ who creates a character and its history and uses that persona at events. This character has no lines or set script of actions to follow. A PC should use imagination and improvisation to advance that character's notoriety and skill.

**Anachronism:** The representation of something as existing or happening at other than its proper time. An anachronism is anything that does not correspond to the proper or historical time in which our game takes place. Modern day devices such as wristwatches, sneakers, flashlights, beepers, etc., are anachronistic and are frowned upon because they take away from the atmosphere of the game.

**Armor Points (AP):** A numerical representation of the protective worth of armor, (how much damage your armor can take). The type of armor and its strength dictate the number of Armor Points it will have. The better the armor, the more AP its worth.

**Armor Beads:** A physical representation of Armor Points used to keep track of AP. One bead is given for every Armor Point.

**Battle Vultures:** Individuals who wait along the side of a battle to Final Strike fallen monsters and take their booty despite the fact they didn't even fight the creature.

**Cast:** The participants that play the roles needed to create storyline and atmosphere. From townsfolk to orcs to noblemen, the cast are the actors that set the stage for our plots.

Sometimes called a non-player character (NPC) these characters that are assigned to certain scripted tasks as determined by the plot team and the director. The cast of people who play the monsters and many other characters that are not the players themselves (see The Cast, page 103)

**Cast Director:** The person in charge of all non-player characters, or cast, during an event. The Director is responsible for getting plots to go off correctly and on time. Also to ensure that all areas of the game setting are properly staffed. There is only one director at a time, but there may be multiple directors over the course of an event.

**Charging:** Running at another player and crashing into them. It is illegal to run up to someone and attack them in this manner, although you may run up to someone, stop! And then attack.

**Magical Components:** These are the ingredients that are sometimes needed in the crafting of potions, elixirs, and spells. Such as herbs, roots, powders, berries, troll eyeballs, etc.

**Control Magic:** Any magic that deals with the controlling of another living thing's free will, such as most mysticism magic.

**Dirt Nap:** LARP Slang meaning to fall unconscious or dead. A Dirlnapper is one that does this often.

**Drum Rolling** (or machine gunning): Striking an opponent with a weapon quickly and repeatedly like rolling a drum or firing a machine gun. The type of attack is unrealistic and is discouraged. Those subject to it should count only 1/2 the damage being taken.

**Expulsion:** Being permanently removed from playing the Fantasy Quest game system. Usually this is a result of multiple cheating offenses, safety violations, or breaking modern day laws. Any one expelled must leave immediately and without refund.

**Group Leaders:** These NPCs are assigned to and are in charge of the organization and effectiveness of a small cast group. The group leader is responsible for collecting all armor and life beads from players. They must also make sure that PCs cross out all used spells and skills.

**Improvisational Acting:** Acting without a script or prepared lines. To invent, compose, and recite lines without preparation or to make and provide imaginative role-playing with available materials. At Fantasy Quest almost all role-playing is done this way. Characters simply respond to any given situation as they imagine their character would.

**In-Game:** This refers to any action, knowledge, item, or event that is within the context of the game, the setting, and its storyline. Anything the character (not the player) knows, says, or does that takes place during game play.

**Keeper:** A Fantasy Quest appointed person knowledgeable and versed on all game rules and regulations. A Keeper is an overseer, marshal and judge who will handle rules disputes, game questions, and ensuring the safety of participants.

**Level:** A rating of skill or power. The basis in which all characters resist certain skill and spell effects. It is also a measurement of rank or experience. In the case of spells, potions, etc., it is a measure of magical power.

**Life Points (LP):** Life Points are a numerical rating of your life force and your body's health. They represent the amount of damage you can receive before you fall

into unconsciousness or die. Life Points are the last to go during combat.

**Metagaming:** A popular gamer's term that means using knowledge learned "out-of-game" for "in-game" purposes. This is unfair and is strictly forbidden. Examples of metagaming would be:

- A person new to the game is obviously low in level, and you use this out-of-game assumption to your advantage. A new person should be treated as a mystery. (I've never seen her before, perhaps she is that mighty Sorceress I've heard about)
- Between events you overhear that the FQ plot team is planning on having a werewolf at the upcoming weekend so your character suddenly decides to silver his weapon. You may personally know something, but if your character doesn't you cannot act on it.

**Mundane:** Anything connected with the typical or ordinary world. This means that a mundane person isn't really there in game, s/he is on a real-life mission or task that is important enough that s/he doesn't have time to get in costume or role-play with you. Ignore them, unless they approach you, in which case you are presumed to be "out-of-game" as well, for the time being. There are other related keywords in this glossary, see Out-of-Game and Anachronism in this section.

**Operations (OPs):** The logistical place that controls certain out-of-game matters, such as character cards, armor and life beads, answering rules questions, etc. Players should come to operations as soon as they arrive on site for an event. When the game begins, Ops is held at the plot cabin.

**Out-of-Game:** Any object, event, information, and action that is not said or done in the context of the game and its story line. Basically it's an expression that means 'not in game play'. Your car, television, going to the bathroom, rock and roll, and saying "cool dude" are examples of what is out-of-game. This is also any area specified in this rulebook where game play is not allowed. (i.e. The privies, under cabin bunks, your car, etc.).

**Role-Playing:** Acting out a part or character through improvisation such as playing the role of another person or creature. Any in-game dramatics, speech, or actions.

**Safety Violation:** Any action or item that endangers the well-being of yourself or others. Anything that is in violation of the safety rules explained within this rulebook. These violations will result in disciplinary actions.

**Shield Bashing:** An illegal tactic of taking your shield and slamming it into someone to hurt them or knock them off balance.

**Suspension:** Being temporarily removed from playing Fantasy Quest. This is usually a result of breaking FQ rules, but not limited to this.

**Spell Packet:** A beanbag that represents the magical force of a spell and is used to direct that spell at someone. (see Spell Packets, page 53)

**Spirit Hood:** A piece of cheesecloth fashioned into a hood that is worn over your head after your character has been slain. It represents that a character has become a spirit. This hood should be worn while you go from your place of death to the House of Judgment.

**Troll Skinning:** The act of ignoring or not counting weapon attacks made against you, resulting in others believing you have skin like a troll. You must accept damage caused to you. Ignoring weapon blows detracts from other people's fun as well as ruining your chance to role-play a great wound or death. Other LARP games may call this Rhino hiding.

**Wild Card Points:** Points given by the FQ staff to individuals who take extra efforts to help the game in some way specified by FQ. Wild Card Points can be turned in for more Skill Points to improve your character or towards event discounts, etc. It is imperative that you sign in and out on the Wild Card sheet to receive your points!





# Wild Card Points System

System based on 10 wild card points per hour.

Wild Card points may be given out at different rates at the discretion of the keepers.

There is no cap for Wild Card Turn in, except in regard to purchasing Attunement Points

Wild Card Purchases	
Reward	Cost
10 Character Points	100
Get Out of Death Free Card Once per Character	300
Park Car Down Below (1 event)	30
Dinner	75
½ Off Game	450
1 Game	750
Rule Book	200
Lore Book	200
<b>One Shot Spells</b>	
You must already have the spell to purchase one-time additional uses	
Extra spell level 1 (1 spell)	10
Extra spell level 2 (1 spell)	15
Extra spell level 3 (1 spell)	25
Extra spell level 4 (1 spell)	30
Extra spell level 5 (1 spell)	40
Extra spell level 6 (1 spell)	45
Extra spell level 7 (1 spell)	65
Extra spell level 8 (1 spell)	75
Extra spell level 9 (1 spell)	85
Reset One School of Magic (1 Use) Once per Character	1000
<b>Weapons Armor and Goods</b>	
2 flange worth of goods	30
<b>Attunement Points</b>	
<i>Max turn in of 100 per game</i>	
2 Attunement Points (If <b>Not</b> Dedicated)	50
3 Attunement Points (Requires Dedication)	50
5 Attunement Points (Requires Dedication)	100

Wild Card Purchases	
Reward	Cost
10 bits	20
2 Flange	30
5 Flange	70
1 Noble	130
1 Crown	600
Random Small Gem	30
Random Large Gem	115
Random Level 1-3 Potion	15 x Level
Random Level 4-5 Potion	
Random Level 6-7 Potion	
Random Scroll Level 1	20 x Level
Random Scroll Level 2	
Random Scroll Level 3	
Random Scroll Level 4	
Random Scroll Level 5	
Random Scroll Level 6	
Random Scroll Level 7	
Specific Scrolls	60 x level
<b>One Shot Skills</b>	
You must already have a skill to purchase one-time additional uses	
Assassinate (1 Use)	90
Backstab (1 Use)	25
Critical Attack (1 Use)	35
Disarm (1 Use)	25
Evade (1 Use)	115
Info Gather (1 Use)	45
Lethal Strike (1 Use)	115
Luck (1 Use)	90
Parry (1 Use)	30
Rumor (1 Use)	5
Strength (1 Use)	25
Traps, Avoid (1 Use)	15
Trip (1 Use)	25
Waylay (1 Use)	5
Reset 1 Fighter Tree (1 Use) Once per Character	750
Reset 1 Stealth Tree (1 Use) Once per Character	600

# Index

## A

Acknowledgements · i

About Fantasy Quest .....

Description of live-action role-playing

How to begin

Mission Statement

What you'll need to play

Alchemy .....

Alcohol, Role-playing the effects of .....

Armor

Armor Classification .....

Armor Points .....

Cabins .....

Calendar, in Game .....

Camping .....

Cast, the .....

Character Classes .....

Arcane Warrior

Assassin

Bard

Bounty Hunter

Brigand

Cleric

Druid

Holy Warrior

Mystic

Mystic Warrior

Ranger

Rogue

Warlock

Warrior

Changing your character/class.....

Character Creation .....

Choosing your class

Choosing your race

Choosing a nationality

Costuming

Creating your background

Fate roll

Selecting your skills

Starting money and equipment

Starting points

Character Races .....

Dwarf

Elf

Half races

Human

Orgreth

Cheating .....

Check-in .....

Combat (also see Safety).....

Death & Dying.....

Ending it all

Final strike

Life after death

Memory

Spirits

Deities, the Pantheon .....

Avagon

Brodinn

Caymlyn

Danubu

Etyana

Gheldann

Kandrell

Nivlac

Pan-diefig

Peryn

Undathos

Voe

Volgen

Eastguard, the march of.....

Currency in Eastguard

Eastguard and Stonewatch

Life in Eastguard

Places in Eastguard

Glossary .....

Greatlands, the continent of .....

Chronology

Overview

Places in Greatlands

Travel in Greatlands

Law in Eastguard .....

Crimes

Punishments

Level Advancement .....

Level advancement chart

Life Points .....

Locks & Lockpicking .....

Magic .....

Alchemy

Casting spells

Level-based spells

Packet-based spells

Resistance

Schools of magic

Scroll craft

Spell costs

Spell packets

Maps

The March of Eastguard .....

The Continent of Greatlands.....  
 Miscellaneous Rules.....  
 Pit, the .....  
 Poisons .....  
 Blade poison  
 Contact poison  
 Ingestive poison  
 Religion & Fantasy Quest .....  
 Resistance.....  
 Role-playing.....  
 Safety & Combat .....  
 Combat  
 Command words  
 Damage progression  
 Injuries  
 Special skills  
 Trollskinning  
 Weapons  
 Yellow arm bands  
 Schools of Magic .....  
 Arcane Arts  
 Dark Arts  
 Divine Magic  
 Elementalism  
 Mysticism  
 Scrolls/Scrollcraft.....  
 Searching, in-game .....  
 Skills .....

Acquisition  
 Instruction  
 Using skills  
 Level advancement  
 Losing skills  
 Skill Charts .....  
 Fighting skills  
 Magical skills  
 Stealth skills  
 Weapon skills  
 General skills  
 Skill Descriptions .....  
 Special Attacks by Monsters.....  
 Spell Descriptions.....  
 Spell List .....  
 Stealing, in-game .....  
 Stonewatch, the town of.....  
 Traps.....  
 Weapons  
 Weapon Construction .....  
 Weapon Specifications .....