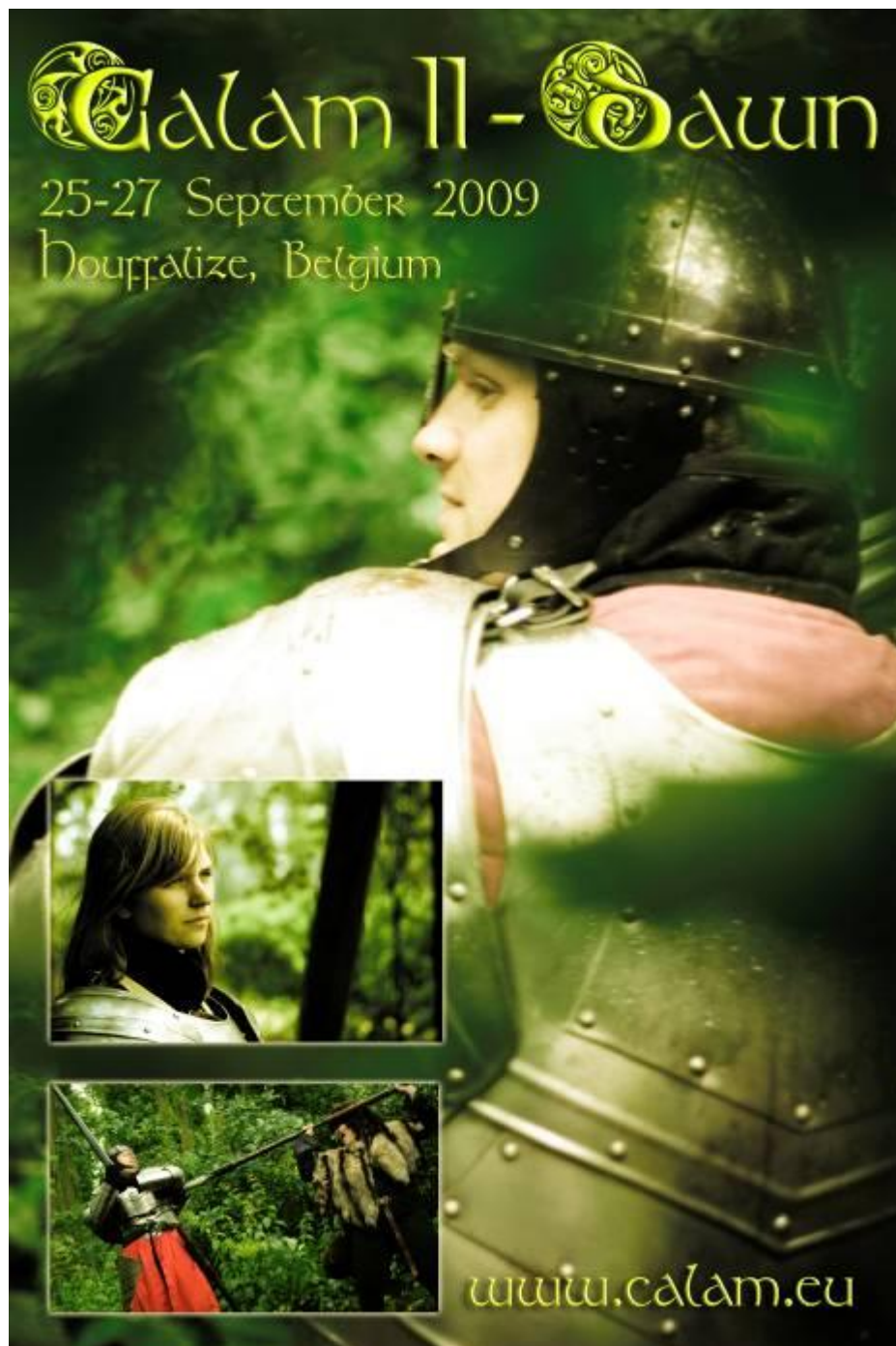


ARROWHEAD EVENTS

Live Action RolePlay straight to the next level...

VZW

RULEBOOK **Player's edition** *Revision 2.00 (13 Jul. 09)*



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VZW

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The idea

Our philosophy is that the rules should support the game experience and not hinder it. Meaning: if you can role-play it convincingly there is a big chance you can do it; try and find out. Some role-play is rule-bound though, that's why there is this rulebook. Each chapter explains the rules in detail. Hereunder is a summary; *Remember this and you can play along.*

Summary

Anyone and everyone can ...			
What?	Requires	Notes	Chapter
Have hitpoints	A character sheet	Everyone starts with 3 hitpoints =Amount of damage one can take Hitpoints are not localized	1
Execute someone	1 subject in a coma and a hand-weapon	=Is used to kill someone instantly. =The victim is dead.	1
Wear armour	Fur / leather armour Chain mail armour Metal Plate armour Combining armour	= 1 armour point extra = 2 armour points extra = 3 armour points extra = total of the types	2
Receive blessing(s)	First Hit (RED face paint) Anti Arrow (BLUE face paint) Divine possession (PURPLE face paint)	=First hit is ignored =Immune for arrows =Immune against weapons but cannot use weapons	2 & 9
Receive curse(s)	Haunted (WHITE face paint) Damnation (BLACK face paint) Destroy item	=Maximum hit point reduced by 1 =Cannot be healed =Item is taken by Spirit	9
Fight	Weapons	DO NOT stab DO NOT aim for the head or crotch DO NOT hit too hard NO real physical contact except weapons NO REAL AGRESSION (it's a game!)	3 & 4
Use weapons	Weapons	Weapons do 1 damage per hit Except for: Arrows (do 2 damage per hit) Siege weapons (reduce hitpoints to 0 per hit)	3 & 4
Use a shield	Shield	Shields protect against all damage except from siege weapons or ritual damage	5
Repair armour	Armour, props for repairing	After 30 minutes per armour, armour points are restored	6
Perform First aid	1 subject in a coma (=0 hit points, 30 minutes role play) 1 subject not in a coma (>0 hit points), 15 minutes of role play	=Subject stays alive during coma for 30 minutes, if not healed by then it dies =Heal 1 subject for 1 hp (ONCE per hour maximum)	7 & 8
Regenerate	AMULET (for the Ritual) 1 subject in a coma	=0 hit points are healed to 1 hit point	7 & 9
Perform a ritual	AMULET	=Used for divine intervention: healing, regeneration, blessing, cursing	9
Brew a potion	AMULET + recipe + ingredients + real life cooking	=Used for healing, removing curses, poison creation	11



Chapter 1 - Hitpoints

- Every player has a maximum of 3 hit points (unlocalised)
 - After 3 damage, anywhere on your body, you are down to 0 hit points
 - **3 hitpoints** means you are **healthy**.
 - You may role play this
 - **2 hitpoints** left means you are **wounded**
 - Cuts, bruises, even broken limbs.
 - Please role play this
 - Moaning, yelling and so on
 - You can be healed by first aid or ritual
 - **1 hitpoint** left means you're **heavily wounded** and almost immobile.
 - Severe wounds, heavy bleeding, heavy trauma
 - You MUST role-play this
 - You cannot run away, maybe crawling
 - You can be healed by first aid or ritual
 - **0 hitpoints** means you're in a **coma**.
 - You are immobile & unconscious (you can't see / hear / speak)
 - This means you have 5 minutes to live until you die.
 - Other people can extend this up to 30 minutes through first aid or ritual
 - You can be regenerated, but you will no longer heal to your full health (see healing & rituals)
 - When you are in a coma, anyone can execute you.
 - Executing someone means giving the person a 'mortal blow' while saying '**EXECUTE**'.
 - It can only be done with a hand-weapon, not with an arrow, throwing weapon or a ritual.
 - You can not go below 0
 - If for some reason you wish to "fake" you are in a coma (play dead), this is allowed, however, at that moment you **can be executed!**

When your friends were not fast enough to save you, or someone executes you, death is the only way.

- When you are **DEAD**
 - You will have to create a new character, so report at the "PLAYERS"-office
 - You will be asked to perform some duty for the organisation for about 1 hour (this is NOT mandatory), playing a "setting"-role such as:
 - Performing duties as city guard
 - Performing duties as dishwasher in the inn
 - Performing duties as town crier
 - Performing duties as garbage collector in the town
 - There are some rituals to bring someone back from the dead, but those rituals are extremely rare and may be considered blasphemy by other cultures.





Remark: Good role-players are allowed to count a hit as a deadly hit (3 damage instead of 1) if they take a hit to the bare chest for example. This is of course for you to choose freely, but we encourage it.



Chapter 2 - Armours and Blessings

Armour

- Face paint will be used for "blessings" and "curses". It needs to be visible on the face; so closed helmets will NOT receive blessings. However "Curses" will have effect!
- A helmet or other headgear does not give extra protection, but it does add to the cover of your body. (See next rule)
- 2/3 of your body needs to be covered by the armour
- All armour must be checked by Calam crew before the event (Friday) to grant armour points.
- "First HIT" blessing will always take the first hit
- Armour does not protect against arrows or siege weapons
- Armour grants armour points.
- When attacked Armour points are reduced first before affecting your hit points.
- Each armour type can protect against damage equal to the number of armour points it currently has.
- If armour is reduced to 0 armour points it will no longer offer any protection until it is repaired.
- Armour does not repair itself. (See chapter 6)
- After a fight, you will probably have to repair it or find someone to do that for you.
- Armour does not have to be worn visible, if you can convincingly hide a real plate under your shirt: be our guest

Example

Vorgoth is wearing chainmail armour (2 armour points) and has the first hit blessing. In a swordfight he takes 4 hits. The first hit is ignored thanks to his first hit blessing. The second and third hit damage his chain mail, reducing its armour points to zero. The fourth hit will be applied to his hitpoints. Vorgoth is now wounded and his armour will offer no more protection until it is repaired.

If Vorgoth didn't have the first hit blessing, his chain-mail would have taken the first 2 damage (reducing its armour value to zero) and the other 2 hits would have been applied to his hitpoints, leaving Vorgoth heavily wounded and his armour useless until it is repaired.

Leather, fur, gambeson armour

- Protects you with 1 armour point
- Leather (soft and hard), real-looking synthetic fur (BEWARE for OPEN FIRE => user at own risk), animal skins (cow, sheep, ...), gambeson (padded shirt and the like, not all factions know the gambeson)
- When hit once in combat it must be repaired
 - Except for "first hit" blessing, then the second hit would destroy it
- The second hit will injure
 - Except for "first hit" blessing, in that case the third hit would injure



Chainmail

- Not all factions wear or know this kind of armour
- Protects you with 2 armour points
- Only REAL METAL (non-aluminium/non-titanium/...) chain mail will give armour points
- When hit twice in combat it must be repaired
 - Except for "first hit" blessing, then the third hit would destroy it
- The third hit will injure
 - Except for "first hit" blessing, in that case the fourth hit would injure



Plate armour

- Not all factions wear or know this kind of armour
- Protects you with 3 armour points
- Only REAL METAL (non-aluminium/non-titanium/...) will give armour points
- When hit three times in combat it must be repaired
 - Except for "first hit" blessing, then the fourth hit would destroy it
- The fourth hit will injure
 - Except for "first hit" blessing, in that case the fifth hit would injure

Combining armour

- You may combine the three types of armour
- Protects you with the total of the combined armour points
- Normal armour rules still apply when combined (i.e. chainmail and plate armour needs to be made out of REAL METAL (=non-aluminium/non-titanium/...))
- EACH amour type must protect 2/3 of the body to render the full amour points
- When the different armour types do not cover 2/3 of the body, an average will be made

Example

Lucas is wearing a gambeson (1 armour point) and a chainmail armour (2 armour points) and has the first hit blessing. In a swordfight he takes 4 hits. The first hit is ignored thanks to his first hit blessing. The second and third hit damage his chain mail, reducing its armour points to zero. The fourth hit will be applied to his gambeson. Lucas is still not wounded, but his armour will offer no more protection until it is repaired.

If Lucas didn't have the first hit blessing, his chain-mail would have taken the first 2 hits (reducing its armour value to zero), next his gambeson would take the next hit (also reducing its armour value to zero) and the last hit would have been applied to his hitpoints, leaving Lucas wounded and his armour useless until it is repaired.

Remark: for good role-play we advise people to only count armour when hit on the armour. If you are hit somewhere without armour we advise you to take the hit on your hitpoints and NOT on your armour points.



Blessing

When people have a special effect on them it is visible via the ritual face paint they wear.

- **FIRST HIT**
 - **Red** face paint
 - See grand rituals (chapter 9) on how to receive this blessing
 - The first hit of a weapon or arrow is ignored each fight
 - Only ONCE each fight
 - You do not receive the damage, nor does your armour, but still receive the impact of the weapon (i.e. you're knocked aside)
 - Hits on shield are considered NOT HIT (shields are indestructible)
 - Does not protect against siege weapons
 - Blessing is active until sunset or -rise (whichever comes first)

- **ANTI-ARROW**
 - **Blue** face paint
 - See grand rituals (chapter 9) on how to receive this blessing
 - Damage by arrows is ignored, you still receive the impact
 - Does not protect against siege weapons
 - Blessing is active until sunset or -rise (whichever comes first)

- **DIVINE POSSESSION**
 - **Purple** face paint
 - See grand rituals (chapter 9) on how to receive this blessing
 - Hits by any weapon are ignored, including siege weapons
 - Blessed subject cannot use weapons
 - Blessing is active until sunset or -rise or until ended by subject (whichever is first)



Chapter 3 - Combat

Fighting: general idea

- On the one hand: when fighting you will be hit, so there will be physical contact. Be prepared to receive hits when going into a fight. Within the game, other people will be able to attack you, even if you don't seek battle yourself, you might get hit;
- On the other hand it is a game, so please try not to hurt the opponent. Do not use your outgame strength to severely bruise or wound your opponent for real (disabling them for real). Do not use your friend with a shield as a battering ram;
- If you inflict pain, accidental or by carelessness, stop and check if your opponent is injured and apologize.

Fighting RULES

Fighting is done using checked weapons

- All weapons need to be checked before each event to make sure they are safe

Don't hit too hard

- If you accidentally hurt someone, stop and apologize

Don't hit on or toward the head

- This includes the neck
- If you accidentally hurt someone, stop and apologize

Don't hit the crotch or anywhere in it's vicinity

- If you accidentally hurt someone, stop and apologize

Do not stab, ever!

No real physical contact during fights.

- ONLY hits with foam weapons are allowed

No real aggression, physical or verbal, is allowed

Fighting is labour

- When fighting we expect everyone to act as if his/her weapons weigh as much as the real thing.
- This means that you cannot hit someone 3 times in 1 second.



Chapter 4 - Weapons

Summary

Weapon summary				
	Foam weapons with a core	Foam weapons no core	Arrows from bows and cross bows	Siege projectiles
Hands	1 or 2	1 or 2	2	4
Damage	1	1	2	COMA
Does armour protect?	YES	YES	NO	NO

Weapons can only be destroyed by rituals

Foam Weapons with a core

- No arrows, coreless weapons and siege weapons
- Armour protects
- "First hit" protects (**red face paint**) one hit
 - Although the first hit does not deal damage, you DO experience the impact of the weapon and are encouraged to role-play this
- ONE HIT (strike) deals ONE (1) damage.
- May NOT be thrown
- Minimum length: 40cm
- Maximum length: 220cm

Foam Weapons without a core

- Everything except arrows, weapons with a core and siege weapons
- For Calam 1 we do **not** allow coreless melee weapons!
 - Only ranged coreless weapons
- Armour protects
- "First hit" protects (**red face paint**) one hit
 - Although the first hit does not deal damage, you DO experience the impact of the weapon and are encouraged to role play this
- ONE (1) hit (strike) deals ONE (1) damage.
- MUST be thrown, cannot be used to fight in melee!
- Max length: 220 cm
 - YES, this means you can use throwing spears. For the head of this type of weapon we will use the same principle as for arrows: they must be eye-safe.

Arrows from a bow or crossbow

- Armour does NOT protect
- "Anti-arrow" protects (**blue face paint**)
 - Arrows do not deal damage, you DO experience the impact of the weapon and are encouraged to role-play this
- "First hit" protects (**red facial**) one hit
 - The first hit does not deal damage, you DO experience the impact of the weapon and are encouraged to role-play this
- ONE (1) hit deals TWO (2) points of damage
- Implicates the use of two hands of one player
- Must keep a minimum distance before shooting, minimum 3 metres



- Maximum power:
 - 30 pounds at 28 inch (13,6 kg at 71cm) pulled for bows)
 - Crossbows may not shoot further than 15 meter.
- The point of an arrow must be covered in foam and present a flat surface of at least 5cm diameter
 - Arrows with a sphere-shaped point do not

Siege weapons

- When hit by a siege weapon the hit points of the victim are reduced to 0 (coma)
 - ALL people hit/touched by a siege projectile are in a coma.
 - Armour hit points are reduced to 0
- Siege weapons must be approved by CALAM crew before the game weekend (make them look realistic)
- Implicates a "firing-crew" of 4 hands
 - This crew (and only they) can operate the siege weapon
 - This crew is assigned to the siege weapon when the weapon is checked on Friday
 - Up to 4 people can be assigned to one siege weapon
 - 2 players using both hands can operate it
 - 4 players using 1 hand can operate it
 - 2 players using 1 hand and 1 player using both hands can operate it
- 1 shot per 20 seconds
- The blessings "first hit" (**RED face paint**) and "anti-arrow" (**BLUE face paint**) **DO NOT PROTECT** against siege weapons
- The "possession" blessing (**PURPLE face paint**) **PROTECTS** against siege weapons



Chapter 5 - Shields

Shields require the use of one hand.

- This hand cannot be used to wield ANY weapon
- It does NOT protect when it is not in your hand
 - Ex. when it is carried on the back or on a belt
 - Ex. when it is standing next to your tent
 - Ex. when you stand it on the ground before you, shielding your legs, leaving you both hands free
 - The shield CAN be attached to the arm, leaving the hand free, but that hand is still "used" and cannot wield a weapon

Shields are indestructible by weapons

- But give **no protection** against **siege weapons**; the shield survives, you do not.
- But give **no protection** against **ritual damage**
- No need for repairing

Shields can only be destroyed by rituals

Size

- A shield must be able to pass through a circle with a diameter of 90 cm OR a rectangle of 120 x 60 cm.



Chapter 6 - Repairing Armour

Anyone and everyone can do this IF:

- The repairing is done by effectively role-playing the reparations for at least 30 minutes.
- Even a destroyed armour can be repaired
 - Leather/fur/gambeson armour is repaired using needles, thread and a piece of leather/fur that you sew with (=props the player need to provide).
 - Chain mail is repaired with (authentic looking) pliers, rings and so on (=props the player needs to provide).
 - Plate armour is repaired using a hammer, an anvil and a fire.
 - A blacksmith will be present at the first game-weekend
 - One can have their own smithy when there are hammers, pliers, a real anvil and a fire. (To be checked by CALAM Crew before the event)



Chapter 7 - Healing Summary

Healing 1 person				
	... To 0 hp	... To 1 hp	... To 2hp	... To 3 hp
From 0...	First aid stabilises for 30 minutes	Small ritual (Regeneration)	Grand ritual	Impossible
From 1...	/	/	First aid or small ritual	Grand ritual
From 2...	/	/	/	First aid or small ritual

Healing a group (max 10 persons)				
	... To 0 hp	... To 1 hp	... To 2 hp	... To 3 hp
Form 0...	Small ritual stabilises for 30 minutes	Grand ritual (Regeneration)	Impossible	Impossible
From 1...	/	/	Grand ritual	Impossible
From 2...	/	/	/	Grand ritual

3 ways to heal people

1. First aid

- Can be done by anyone and everyone.
- Effect:
 - Can stabilise an individual who is at 0 hp (in a coma) for 30 minutes (exception see careers). If no other healing is given after this period the subject dies.
 - Gives 1 hp to someone who is wounded (NOT to someone in a coma).
 - Cannot be used on a group.
- Requires:
 - Stabilising lasts no longer than 30 minutes of role-play (exception see careers).
 - Healing 1 hp requires a minimum of 15 minutes of role-play
 - Minimal props (bandages, rattle, salves,...)
- See chapter 8 for details

2. Small ritual

- Can only be performed by someone with an Amulet
- Effect:
 - Gives 1hp to an individual who is wounded or in a coma.
 - Can be used to keep a group stable when they are in coma for a maximum of 30 minutes (exception see careers). (Max 10 people)
- Requires:
 - Stabilising lasts no longer than 30 minutes of role-play (exception see careers).
 - Healing 1 hp requires a minimum of 15 minutes of role play
 - A proper ritual has to be performed
- See chapter 9 for details



3. Grand ritual

- Can only be performed by someone with an amulet
- Effect:
 - Gives 2 hp to an individual who is wounded or in a coma
 - Gives 1 hp to everyone in a group (max 10 individuals) who is wounded or in a coma
- Requires:
 - 30 minutes of role play
 - A proper ritual has to be performed
 - Manifestation of the spirit
- See chapter 9 for details

Remarks

- Between 2 separate healings (first aid, magical or otherwise) there must always be at least 1 hour.
- "Ritual" implies both the shamanistic rituals of the barbarians and the rituals performed by the surgeon-torturers of the Handerist inquisition. They may vary widely in how they look and feel, but the game mechanics behind them is the same.
- When healed from zero hit points you will not get to full healing (3 hit points) the same day
 - The first time the maximum for the day will be 2HP
 - The second time the maximum for the day will be 1hp
 - The third time that same day you're dead, sorry.
- A full nights rest raises your maximum by 1 if it was reduced.
 - Example: if you were at 0 on Friday, and were healed back to 2 (which is the maximum that day), you will awaken on Saturday with a +1 max hp (so you CAN have 3 hp). You'll still need healing to actually reach your full health.



Chapter 8 - First Aid

Anyone can do this, when role-played convincingly. You will need some small props (bandage, salve,...)

To keep someone alive (stabilising)

- During the first-aid-role-play, 1 person will not die although hit points are 0 (coma), for maximum 30 minutes (exception see careers).
- After that period if no action is taken, that person shall die. (Actions to be taken are a small or grand ritual)
- One person can only keep one person alive (except via rituals)

To heal another person 1 hit point.

- This takes at least 15 minutes of role-play (ex. Pleading the spirits/ praying / dancing/ bandaging / sewing / role-played CPR /...)
- After 1 hour the subject can receive another 1 hit point back after another 15 minutes of role play, and so on.

How

This "first aid" can take many forms; the important thing is that you role-play it convincingly:

- Role-played CPR (NOT for real!), applying bandages & salves are a valid option
- Praying to the spirits or Hander is a valid option
- Singing a song of magical healing to appeal to the spirits is a valid option
- Passively Meditating is not an option
- ...
- Be creative, start from your background in the world

You cannot perform FIRST AID on yourself



Chapter 9 - Magic, Rituals and Amulets

The philosophy behind Magic and rituals

Magic is a manifestation of the Spirit(s) who continuously wander the land. For first aid (chapter 8) you can easily get their help but if you want something more you'll need to perform a ritual.

Rituals imply all things from the shamanistic rituals of the barbarians and the rituals performed by the surgeon-torturers of the Handerist inquisition. They may vary widely in how they look and feel, but the game mechanics behind them is the same.

Rituals and Amulets

- Rituals require an amulet. No amulet = no effect
 - These can only be acquired during the game-weekend.
 - It is possible that by angering the spirits they destroy your amulet.
 - One must contact the local spiritual experts and persuade them to give you one.
 - Many things can improve your chances of success:
 - Spiritual locations
 - Certain times of day
 - Local practices
 - Specific music
 - ...

Smaller Rituals

- For smaller rituals NO spirit presence is required
- A ritual takes time
- The marked 15 or 30 minutes are a minimum, longer may help
- Stabilising someone for 30 minutes TAKES 30 minutes

Smaller RITUAL summary				
Ritual	Requires	Minutes	Effect	Who grants effect?
Small healing	Player with Amulet 1 patient NOT in coma	15	=Patient heals 1 hit point	Player with amulet
Small regeneration	Player with Amulet 1 patient in coma (0hp)	15	=Patient is back at 1 hit point NOTE: 1 hp is lost for the day	Player with amulet
Magical stabilisation	Player with Amulet Up to 10 patients in coma	30	=DURING the 30 minutes patients will not die	Player with amulet
Oracle	Player with amulet	30	Player may conceive an idea	Player with amulet



Grand rituals

- Grand rituals are used to invoke a Spirit. No spirit = no effect
- These need participants and can have an audience, so you cannot perform this "solo".
 - Participants are people that are actively role-playing in the ritual.
 - Audience are people passively attending the ritual
- The more people the more chance of effect
- Spiritual entity may or may not appear to bless or curse (= to grant an effect)
 - The spiritual entity may bless and curse to its own discretion
 - A spiritual entity may come in various appearances at different rituals
- If you perform a ritual in the wrong manner
 - It will not have the desired effect
 - It may result in something you didn't ask for (not always bad)
 - The amulet used in the ritual can be destroyed
- Rituals are: What You See Is What You Get (WYSIWYG). Make something out of your ritual or nothing will happen.
- Rituals are complex & reflect some elements of what you ask for AND who you ask it from.
 - Example: if you ask the spirit of the bear for a favour, you'll be more likely to gain his support by offering him honey then by offering him a bear-fur.
 - You can experiment with this, not all is written, maybe you can surprise the spirits...
- You can receive multiple blessings, but you cannot carry the same blessing more than once at the same time.
 - "First hit" and "Anti-arrow" can be done to the same person; he is protected against arrows & first hit. In this case, the "anti-arrow" trumps the "first hit". If the first hit you receive is an arrow, this is deflected by the "anti-arrow" and not the "first hit", the "first hit" will protect you when the first hand weapon of throwing weapon hits you.
 - "First hit" and "first hit" cannot be done to the same person simultaneously (i.e. not cumulative).
- You can ONLY receive 1 curse per day



Grand RITUALS summary				
Ritual	Requires	Facial Paint	Effect	Who grants effect?
Grand Healing	Player with Amulet Up to 10 patients Participants / audience	/	=Blessed Patients heal 1 hit point even when in coma (0hp). =NOTES: - coma=1 hp is lost for the day - coma patients must be kept alive!	Spirit Touches blessed
Grand gift	Player with Amulet 1 patient Participants / audience	/	One blessed Patient heals 2 hit points	Spirit Touches the blessed
Vision quest	Player with Amulet Participants / audience	/	Blessed Player may ask the spirit one (1) question (can be someone else than the shaman)	Spirit Touches blessed
First hit Blessing	Player with Amulet Up to 10 subjects Participants / audience	RED	=Blessed subjects may ignore the first hit in each fight they get in =Blessed still role play the impact of this hit =Blessing lasts until sunset or -rise (whichever comes first) =NOTE: Siege weapons are NOT ignored	Spirit Puts RED paint on blessed faces
Anti arrow blessing	Player with Amulet Up to 10 subjects Participants / audience	BLUE	=Arrows do not damage Blessed Subjects =Blessed still role play the impact of hits =Blessing lasts until sunset or -rise (whichever comes first) =NOTE: Siege weapons are NOT ignored	Spirit Puts BLUE paint on blessed faces
Divine possession blessing	Player with Amulet Up to 10 subjects Participants / audience	PURPLE	=Blessed subjects may ignore hits by weapons or arrows. =Blessed also ignore Siege weapons =Blessed still role play the impact of hits =Blessed cannot use weapons =Blessing is active until sunset or -rise (whichever is first) =Blessed can end blessing at own will	Spirit Puts PURPLE paint on blessed faces
Divine intervention	Player with Amulet Up to 10 subjects Participants / audience	/	=The spirit may grant a request =ex. bring someone back from dead, undo a curse,	TBA
Change race	Player with Amulet	/	=Blessed Subject looks like	Spirit



Grand RITUALS summary				
Ritual	Requires	Facial Paint	Effect	Who grants effect?
	Up to 10 subjects Participants / audience Props for alterations		other race =Blessing lasts until sunset or -rise (whichever comes first) =Ex. make a Human look like an Orc or vice-versa	Touches blessed faces
Haunting Curse	Player with Amulet 1 or more offerings Participants / audience	WHITE	1) Spirit possesses offering(s) (see Divine possession blessing) 2) A possessed offering receives White paint with which he/she can curse ONE (1) other player =The shaman is always cursed as well by performing this ritual =More than one person can be "offered" and "possessed", depending the quality of the ritual =Cursed players with White facial paint lose one (1) hit point for the remainder of the weekend, reducing "maximum health" by one (1) hit point =NOTE: someone who has gone in coma twice that day will be killed by this curse	Spirit "possesses" subject(s), Subject can "curse" ONE (1) player
Damnation Curse	Player with Amulet 1 or more offerings Participants / audience	BLACK	1) Spirit possesses offering(s) (see Divine possession blessing) 2) The possessed offering receives Black paint with which he/she can curse one (1) other player =The shaman is always cursed as well by performing this ritual =More than one person can be "offered" and "possessed", depending the quality of the ritual =Cursed players with Black facial paint cannot be healed until sunset or -rise (whichever is first)	Spirit "possesses" subject(s), The subject can "curse" ONE (1) player
Destroy item	Player with Amulet 1 or more offerings Up to 10 subjects Participants / audience	/	IN GAME is removed from the game by spirit. It can be returned on Sunday when the game is finished	Spirit Asks for the item



Example of how a cursing takes place

Someone with an amulet performs the ritual in any way he sees fit. There is an audience and participants (marking it as grand ritual) and one or more "offerings". An offering is a person who **willingly** submits to being possessed by the spirit (you can offer multiple offerings in one ritual). The ritual must clearly state which person(s) will be the target of the curse. If you offer multiple offerings, you can state multiple targets. Each offering will be assigned one specific target.

If the ritual is successful, the spirit will manifest and decide which offering(s) get possessed (maybe not all of them). The spirit will mark them with purple face paint and hand them a small container with some black or white face paint (depending which curse you're doing). The spirit will also mark the amulet-wielding ritual-leader as cursed. This is the price for cursing, he will suffer the full effects of the curse himself.

This concludes the active roll of the spirit in the cursing.

It is now up to the possessed person(s) to deliver the curse to the victim(s). The possessed person(s) may choose to curse the intended target, or pick someone else, the curse *will* work (however the spirit may be displeased at being deceived). Each offering can only curse 1 person. He curses by applying the black or white face paint to the victim.

The divine possession ends when:

- The sun sets
- OR
- The sun rises
- OR
- The possessed person himself actively wishes the possession to end
- OR
- At the very moment a possessed person had delivered his curse to a target

Whichever comes first...

The curse deliverer has to wipe the purple face paint off immediately.
The curse-deliverer is once again vulnerable to weapons.

Remarks:

- If you see someone with purple face paint approaching you to curse you, you may of course run away. However, once they are near you and want to apply the paint to your face, you **MAY NOT** physically restrain them from this. No grappling, no blocking the arm, no ducking behind a shield, if you're wearing a closed helmet or a mask: take it off.
- Possessed people don't get hurt by weapons, but they **DO** feel the impact. i.e.: if they receive a crossbow bolt to the chest, they'll stagger back a bit.



Chapter 10 - Careers

Each player needs to choose a career when making a character. Careers give players a small advantage during the game and are a great deciding factor in what a character can do BETWEEN events.

In order to keep it all simple we only have a limited number of careers.

Type	Effect during the game
warrior	When you have zero hitpoints you die after 10 minutes instead of the normal 5 minutes. Others can extend this to 40 minutes (instead of 30 minutes) using first-aid or a ritual on the warrior.
mentalist	You start the game with one of the following: <ul style="list-style-type: none"> - 2 ritual descriptions + amulet OR - 2 recipes for a potion/poison + amulet OR - 1 ritual description and 1 recipe + amulet OR - a construction plan of an object (building, equipment, ...) Type of ritual, recipe or construction plan will be randomly chosen.
craftier	You start the game with a workshop in your hometown/village and 20 wood.
nobility	You start the game with the double amount of money, a noble title and a piece of land.

It's important to notice that despite the careers EVERYBODY can try a hand at a ritual or potion creation, BUT without the proper ritual description/recipe the ritual/potion will fail. Rituals and recipes can be learned DURING the game.

Also EVERYBODY can use all types of armour and fight using all types of weapons, no need to be a warrior.

Furthermore EVERYBODY can end up owning a noble title, a workshop, a piece of land, ... via role-play.

Remark: we advise people who chose nobility to attend the event with a retinue, this to better mark your noble bloodline. This primarily depends on your background

Between events each career can undertake the following actions:

Career	Actions
warrior	explore the land or the sea (sea needs a ship), make a map of the already explored land, help someone in an action
mentalist	research a new ritual/potion/buildings/equipment/..., help someone in an action
craftier	make/build things (ship, workshop, ...), mine for minerals or cut wood (need permission of landowner), help someone in an action
nobility	inside information of the higher social class, also the land owned can be mined (by a craftier) for minerals (if minerals are present), can not help someone else in an action

Everybody can also travel around the land as an action.

It's possible to work together with other players to execute an action. E.g. to craft a ship a craftier will go much faster if there are others helping him out. The craftier will then become the supervisor and the others helping out need not be craftiers themselves => craftier has the know-how, the others just provide the needed manpower. The same goes for all the other actions, except for the nobility. Nobility will do no labor between events, they can only get inside information on their own or allow others to mine their land for minerals.

Before land can be mined for minerals it first must be thoroughly explored (by a warrior).



Each action takes an amount of time to execute. It's perfectly possible that some actions need more time than is available between two events. Some actions will require minerals, workshops, money, ... These are things that people can discuss during an event.

Things people can craft will also indicate what the benefit of that item will be. A boat will e.g. allow people to explore the sea, building an Inn will bring in money from operating the Inn, ...

People are not obliged to take an action. Between events the following things will NEVER happen:

- fights
- robberies

This because we believe this is best done during the event, not safely from behind a computer.



Chapter 11 - Brewing of potions

It will now be possible to brew potions. For this the rules are as follows:

- you must do the brewing for real (aka cookingpot with brewery on fire)
- inform HQ in advance (i.e. before the game starts) so we can provide the correct ingredients (if you have the recipe)
- it takes at least 1 hour to make one potion

There are at this moment 3 potions with positive effect one can make:

- small healing: heals 1 hitpoint (does not work if person has 0 hitpoints)
- great healing: heals 2 hitpoints OR heals only 1 hitpoint if person has 0 hitpoints
- remove curse: removes curse (does not remove a poison)

There are 2 types of poison one can make:

- deadly poison: person is instantly at 0 hitpoint (tastes like vinegar)
- sleep poison: person instantly falls asleep for 5 minutes (tastes like salt)

Remark: poisons can only be poured in DRINKS, NEVER in FOOD. This because we don't want to waste a good meal due to a poisoning of the meal. IC-reason is that a meal will disrupt the poison effect, effecting only in a small discomfort of those eating the meal.

From the moment you taste the vinegar or salt in your drink you MUST role-play the effect. Since vinegar is the most foul tasting of the two it's easy to remember that this is the one where you instantly get to 0 hitpoints.



Chapter 12 - Constructions

During events it's possible to construct object. These object will in turn help the owner to make other/better objects or will be able to generate money or the like.

The following constructions are possible (list is not complete, it provides just what is possible)

construction	what does it do	building/land needed to construct	minerals needed to build
Shipyards	allows you to build ships	workshop and land at the sea	20 wood 2 iron 5 gold coins
Fishing boat	Catch fish, sell fish for cash	shipyards	10 wood 1 iron 5 silver coins
Cargo boat	Move 10 tons of cargo	shipyards	20 wood 2 iron 1 gold coins
Scout ship	Move fast across the sea, used for scouting at sea	shipyards	20 wood 5 iron 5 gold coins
Mine	Allows you to mine for metal minerals (= iron, silver, gold)	Workshop and land with minerals	10 wood 5 silver coins
Lumbermill	Allows you to make wooden boards (=wood mineral) out of a tree	Workshop and woodland	10 wood 5 silver coins
Caravan	Move 5 tons of cargo quickly over land	workshop	2 wood 1 silver coins

For all types of construction a Crafter and a construction plan is needed. Although construction times will be greatly reduced if other people besides the Crafter help in creation it (these people must not be crafter themselves, but may not be nobility).

