



# Player's Handbook

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## **Introduction**

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

## **Become a Hero and Forge Your Own Legacy**

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

## **Develop Your Character**

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

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

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

## **Should You Play or NPC at Myth**

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

### **Starting as a Player at Myth:**

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

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

### **Starting as an NPC at Myth:**

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

experiences, can build a sense of community and offer opportunities to make friends who share similar interests.

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

## **Chapter 1: How to Create Your Character**

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

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

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

### **Character Creation Steps**

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

#### **1. Choose Your Race**

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

#### **How do you choose your race?**

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

down at your hands, skin, and attire—what race are you?

#### **The Choice is Yours**

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

#### **Craft Your Narrative**

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

#### **Understand and Build**

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

#### **2. Choose Your Class**

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

Pick the class that aligns best with your envisioned role. You automatically receive the open skill of your first chosen class for free.

### **3. Allocate Your Character Points (CP):**

You Start with an initial 100 CP to invest in class-specific and open skills. Every time you level up you gain 50 more CP to invest.

To unlock a multi-class, you must invest 40 CP into the opening skill of your second chosen class. You may also purchase a third and final class for an additional 40 CP.

### **Skill Chain Requirements**

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

**Open Skills (10 - 30 CP):** You may purchase skills within this range without any prerequisites.

**Advanced Skills (40 - 60 CP):** You must follow a specific order within your class tree to unlock these higher-level skills.

**Novice Class Skills (40 CP):** These are your foundational advanced skills. You may purchase any 40 CP skill in your chosen class tree(s).

**Journeyman Class Skills (50 CP):** Before unlocking any 50 CP skill, you must acquire at least one the Opening skill in the same Class tree.

**Master Class Skills (60 CP):** Before unlocking any 60 CP skill, you must acquire at least one 50 CP skill in the same class tree.

**Skill Flexibility:** Once you have purchased a 50 CP skill, you may buy any other 50 CP skills within that same class tree. Similarly, after acquiring a 60 CP skill, you may buy any other 60 CP skills within that same class tree.

**Multiclassing:** You may purchase up to 3 classes. You begin the game with your first class for free. Your second and third classes

both cost 40 CP to purchase, which unlocks the skill tree.

### **4. Determine Your Hit Points:**

Every character embarks on their journey with three hit points. You can increase this over time by purchasing skills with CP. Hit points are crucial, as they show your stamina and likelihood of survival in battle.

### **5. Gear Up:**

Finally, acquire all essential gear, such as weapons, armor, costumes, and accessories, before your first event.

For questions, hop onto our Discord channel or Facebook Group. Our community is eager to assist you in bringing your vision to life.

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

#### **1. Within Three Events:**

Concerned about your initial choices? No problem! We offer a one time, no cost rewrite for your first character within the first three events after creation. This feature lets you experiment and adjust your path if you feel the need.

#### **2. Between Game Skill Swap:**

Don't need something so drastic? Between games, you may "unlearn" a single skill at no cost and be refunded the CP to invest elsewhere. You may not "unlearn" your chosen classes.

#### **3. End of the Year Rewrite:**

As the game year concludes, you may also reinvent your character completely. Embrace a fresh start by selecting a new class and skills for just 1000 XP. Subsequent resets are also available at the same rate, ensuring that you can continually tailor your gaming experience to your growing preferences.

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

### **Experience and Leveling Up**

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

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

**Game:** You get 300 XP for attending a Myth Adventure Weekend. Other event types may have different XP rewards.

**Casting:** You earn just as much XP casting as you do playing Myth.

**Feedback:** You get 100 XP for submitting a feedback letter within two weeks after the event ends. This feedback letter tells us your goals and what you achieved at the event.

**Setup/Breakdown:** When you sign up with the setup/breakdown coordinator, you get 20 XP for each hour you help. During the breakdown, players who contribute from start to finish receive a double XP reward.

**Donations:** From time to time, Myth may open donations. Some people can donate their time, while others may donate props or items needed to enhance the game's setting. The XP is rewarded based on many factors and will be stated when donations are open.

**Sanctioned Events:** Attending certain events, such as working the Ren Faire booth, can earn you XP. Experience rewarded varies from event to event and will be stated when the event is announced if XP will be rewarded.

### **Leveling Up**

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

**Character Points:** You receive 50 Character Points each time you level, allowing you to purchase more skills.

**One Level Per Event:** You can't go up more than one level per event you have attended as a player.

**Max Level:** The maximum level any character can achieve is level 20 with a limit of 1,050 CP.

## **Starting at Level 1**

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

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

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

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

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

### **Physical Qualities**

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

**Clothing:** Their attire reflects their divided nature. Duskgard members opt for practical, unassuming clothes, while the Shadowbound incorporate subtle necromantic symbols as a nod to their aspirations.

**Lifespan:** Bloodsworn can live up to 150 years, but for game purposes, players must portray Bloodsworn within the confines of an average human lifespan.

**Ears:** Their elongated, pointed ears are a distinct reminder of their mystical origins.

**Hair:** They often have hair in shades from jet black to dark red, embodying the depth of their arcane essence.

**Horns:** Bloodsworn must have horns.

**Skin:** Bloodsworn can have varying shades of red or blue skin.

**Tail:** Bloodsworn may have a tail (optional).

**Accent:** The Bloodsworn speaks in deep, resonant tones, often with a haunting cadence that echoes their mystical lineage.

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

**Ancient Oaths** (Event, Self Only): You start the event with one Blessing. When you enter Dedrot's realm, Notify Dedrot's barrister of this Blessing. You may reroll one dice of your choosing during Dedrot's Gamble. The Blessing is only used if you reroll a die.

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

**Arcane Mastery:** Ideal for players drawn to the complexities of dark arts and necromancy.

**Dual Factions:** Engage in the narrative tension between the Duskgard's pursuit of freedom and the Shadowbound's thirst for power.

**Unique Aesthetic:** Their striking appearance and backstory offer an interesting character choice, rich in depth and intrigue.



## **The Chimeric Ones: Torn Between Worlds**

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

### **Never Truly at Home**

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

### **Physical Qualities**

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

**Clothing:** They enjoy the liberty to dress in the styles of either parent race or to forge a unique fashion that transcends traditional norms.

**Lifespan:** Their lifespan mirrors that of the parent race they feel most aligned with, a decision that players make to signify which heritage exerts a stronger influence on their character's biology.

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

### **Challenges and Stigma**

Living at the intersection of two cultures brings its own set of challenges. Chimeric Ones often find

themselves perceived as either too much of one or not enough of the other by their respective communities. Their existence is a constant balancing act of identity and belonging.

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

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

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

**Challenge:** Embrace the complexity of existing between two worlds.

**Curiosity:** Explore the nuances of cultural dichotomies and societal dynamics.

**Duality:** Experience the journey of a character defined by their dual heritage.

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

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

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

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

### **Physical Qualities**

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

**Clothing:** Favoring nature's muted colors, Dale Elves often wear garments made from plant or animal fibers. Their attire is designed for practicality and stealth, allowing them to creep through their forested homes. Those engaged in diplomatic efforts may opt for loose, flowing clothing adorned with colors or patterns that evoke their woodland habitat.

**Age:** Dale Elves can live up to 120 years, but adventurers among them will be within a human age range.

**Ears:** All Dale Elves possess long, pointed ears, a distinctive trait of their Elven heritage.

**Hair:** Earthy tones dominate the Dale Elves' hair color palette, ranging from the green of fresh moss to the deep red of autumn leaves.

**Accent:** In speech, Dale Elves favor a calm, melodious cadence, sometimes featuring lilting accents or gentle brogues.

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

**Focused Precision** (Long Rest, Self Only): Immediately reuse a Weapon Skill that missed its target, was blocked, or was Resisted.

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

**Forest:** Your longing for forest adventures drives you to maximize your time spent there.

**Nature:** You're inclined toward playing characters in tune with nature, such as druids or rangers.

**Balance:** You are committed to the preservation of the natural world.

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

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

### **Pragmatic Survival**

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

### **Physical Qualities**

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

**Clothing:** Their attire is practical and elegant, tailored from delicate fabrics and adorned with ornate yet functional details.

**Age:** They can live up to 120 years, but characters are portrayed within a human lifespan in gameplay.

**Ears:** True to their Elven roots, they have long, pointed ears.

**Hair:** Deep Elves have hair in various colors.

**Skin:** Their skin tones range from shades of gray to purple.

**Accent:** They speak slowly, often with minimal emotional inflection, reflecting their calm demeanor.

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

**Mind of the Abyss** (Permanent, Self Only): State "No Effect" and Resist Control.

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

**Mystery:** Perfect for players who relish the challenge of embodying a character from a misunderstood and distrusted race.

**Moral Ambiguity:** Explore the gray areas of morality where practicality overrides conventional ethical norms.

**Competitive Nature:** Embrace the role of a survivor in a society where practicality is paramount and only the adaptable thrive.

## **Dwarf: Pillars of the Mountain Realms**

Nestled in the heart of mountain realms, dwarves thrive in landscapes carved by the rugged hands of nature. With a philosophy that respect is a birthright, they stand resilient in a world teeming with challenges. The longstanding conflict with Goblins, steeped in forgotten history, is now reevaluated by a generation keen on understanding and reconciliation.

### **Traditions of the Clans**

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

### **Physical Qualities**

Dwarves are known for their practical yet culturally rich appearance:

**Clothing:** Garments are functional, embellished with geometric patterns that narrate clan history and individual achievements.

**Age:** While Dwarves may live up to 150 years, player characters should be portrayed within the confines of a human lifespan.

**Hair:** Male presenting dwarves typically grow beards and sideburns, symbols of their heritage. Female presenting dwarves take pride in elaborate braids, often decorated with clan motifs. Non-binary/gender fluid characters may do either.

**Accent:** Dwarves speak distinctly, with clear articulation, emphasis on hard consonants, and a unique vernacular.

## **Racial Trait: Stone Resilience**

**Stone Resilience** (Short Rest, Self Only):  
“Resist” [Maim or Waylay].

### **Why You Should Play a Dwarf**

**Communal Ethos:** Embrace a culture where you’re part of something greater, enriched by deep social interactions and craftsmanship.

**Honor and Responsibility:** The Dwarven code, based on mutual respect, offers a robust framework for character development centered on ethics and interpersonal dynamics.

**Indomitable Spirit:** Whether in battle, crafting, or diplomacy, the resilient nature of a Dwarf is ideal for those who see themselves as fighters from all walks of life.

## **Eldar'el: Guardians of Ancient Wisdom**

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

### **In the Pursuit of Knowledge**

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

### **Physical Qualities**

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

**Clothing:** They dress in elegant yet practical attire, favoring metallics, jewel tones, and light colors, reflecting their refined aesthetic sense.

**Age:** High Elves live up to 120 years, but player characters are portrayed within a human lifespan.

**Ears:** Their long, pointed ears are a distinct Elven trait.

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

### **Racial Talent: Arcane Echo**

**Arcane Echo** (Long Rest, Self Only): Use any Through Effect a second time within 10 seconds, or lose Arcane Echo.

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

**Scholarly Pursuit:** Ideal for those captivated by pursuing knowledge and understanding of the world's mysteries.

**Elegant Sophistication:** Embrace the role of a character who embodies elegance and intellect, yet may find social nuances challenging.

**Cultural Connoisseur:** For players who prefer civilization and culture allure over nature's primal forces.

## **Goblins: From Servitude to Sovereignty**

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

### **The Exodus Across Hyraeth**

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

### **Physical Qualities**

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

**Clothing:** Their clothing is practical and often colorless, reflecting their utilitarian approach to life. Goblin merchants might adopt the styles of cultures they frequently trade with.

**Age:** Goblins age similarly to humans.

**Ears:** Their ears are green and pointed, resembling those of Elves.

**Skin:** Goblins have green skin.

**Accent:** Goblins speak with a nasal tone punctuated by grunts and shouts, a linguistic imprint of their past.

### **Racial Trait: Relentless Recovery**

**Relentless Recovery** (Long Rest, Self Only):  
“Heal all Hit Points and Cure Disease, Poison, and all Maims.” You may use this skill during Bleed Out.

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

**Resilience Against Odds:** Embrace the role of an underdog striving for acceptance and respect.

**Cultural Architect:** Contribute to shaping Goblin culture, borrowing and enriching elements from other societies.

**Noble Aspirations:** Demonstrate the potential for nobility and honor in a race overcoming a grim history.

## **Humans: The Ambitious Wanderers of Hyraeth**

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

### **Endless Diversity**

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

### **Physical Qualities**

Humans reflect diversity in every aspect of their appearance:

**Clothing:** From the practicality of Attercup Domain attire to Cantara's high fashion, human clothing showcases its cultural richness.

**Age:** Human lives, often brief compared to other races, rarely surpass 80 years, with the oldest known reaching 121.

**Hair:** Their hair presents various types, colors, and lengths.

**Skin:** Skin tones vary widely, from pale pink to deep umber, highlighting their genetic diversity.

**Accent:** Human accents are as varied as their appearances, changing distinctly across regions.

### **Racial Talent: Class Versatility**

**Class Versatility** (Permanent, Self Only): You may purchase the opening skill of your second class at no cost.

## **Why You Should Play a Human**

**For Beginners:** Ideal for newcomers to roleplaying, offering a less complex cultural and racial landscape to navigate.

**Relatable Experience:** Humans provide a familiar ground, easing the focus on roleplaying.

**Versatility:** Their common presence in the game allows seamless integration into diverse scenarios and settings, highlighting their adaptability.

## **Sukh: Nomadic Traders of the Desert**

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

### **Wandering Caravans**

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

### **Physical Qualities**

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

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

**Age:** Sukh age similar to humans.

**Accent:** A deep, guttural tone marks their speech, enriched with a purring sound and rolling Rs.

**Feline Features:** Every Sukh has to have feline makeup similar to cats, fangs, tail, cat ears, and optional cat eyes.

### **Racial Trait: Nine Lives**

**Nine Lives** (Long Rest, Self Only): Instead of taking the Death Effect at the end of your Bleed Out or Poison count you may state "Heal one

Hit Point" rather than dying and you are no longer Diseased or Poisoned.

### **Why You Should Play a Sukh**

**Skilled Negotiator:** Embrace the role of a savvy trader, mastering the art of negotiation and barter.

**Cultural Ambassador:** Represent and share the unique values and traditions of the Sukh community.

**Inclusive Society:** Experience a race that embraces outcasts and hybrids, reflecting a deep understanding and acceptance of diversity.



## **Wildren: At One With the Forest**

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

### **Harmony with Nature**

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

### **Physical Qualities**

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

**Antlers or horns:** Each Wildren sports antlers or horns, varying in shape and size, symbolizing their tribal identity and heritage.

**Clothing:** They wear clothes in earthy tones, often made from natural materials found in the forest, reflecting their environment and lifestyle.

**Ears:** Their ears resemble those of goats or deer, adding to their feral appearance.

**Hair:** Wildren often decorate their hair with natural elements like flowers or leaves, enhancing their connection with the forest.

**Age:** Wildren have lifespans that align with human years.

**Accent:** The Wildren's speech patterns vary, with the young speaking in lively tones and the elders in more measured, reflective voices.

## **Racial Talent: Nature's Embrace**

**Nature's Embrace** (Long Rest, Self Only): While you have both hands touching a tree, you may state, "Sanctuary." While you are under the effects of Nature's Embrace, you may still speak without breaking Sanctuary.

### **Why You Should Play a Wildren**

**Nature's Child:** Ideal for those captivated by the forest's serenity and seek a harmonious existence with nature.

**Peacemaker:** Embrace the role of a mediator, balancing the needs of civilization and the natural world.

**Cultural Explorer:** Discover a race that offers a peaceful and accepting community rich in opportunities for diverse role-playing experiences.

## **Character Skills**

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

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

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

## **Unlocking Your Potential**

When you create your character, you must choose a starting class. You automatically unlock your first class's Opener skill for free. Start by considering any free, untrained skills your character would have. You may claim any untrained skills you don't take now down the road, opening the door for new role playing opportunities later.

## **Free Skills**

You've chosen your class and received your free opener skill. Consider taking any free skills your character would or wouldn't have.

To provide a benefit for players that wish to limit their character, if you choose not to take a Free Skill, you are rewarded an extra 5 CP for each Free Skill you do not take. Any free skills you don't take may be taken later on to create role playing opportunities with other characters, though the extra CP previously rewarded will be removed.

## **Basic Skills**

You may purchase any of the 10 to 30 CP skills shown in the list of Open Skills, even if they don't align with your chosen class. Open skills are a way

to dabble in other classes without actually multiclassing.

## **Class Skills**

You may only purchase Class Skills (40-60 CP) if you have obtained or purchased the Class opening skill.

## **Skill Chains**

You must purchase a 50 CP skill in a class before you can buy a 60 CP skill in that same class. Once you buy a 50 CP skill, you may purchase any other 50 CP skills in that class. Once you buy a 60 CP skill, you may purchase any other 60 CP skill in that class.

## **Multi-Purchase Skills**

Some skills may be purchased multiple times. Unless otherwise stated, you may purchase a skill up to 5 times.

Skills marked with a red flag (🚩) indicate that you may only purchase this skill once.

## **Grandmaster Skill**

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

Upon reaching level 18, you may submit a recommendation for a new Grandmaster Skill. This must be submitted in LARPortal under the "In Between Event" skills. The Executive and Rules team will workshop your recommendation into a custom Grandmaster skill that will be available for

you, and anyone else of your class, to choose upon reaching level 20.

### **Skill Training**

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

### **Skill Durations**

Unless otherwise noted, all skill times last one minute.

### **Understanding Skill Keywords**

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

### **Rulebook Terms:**

Rulebook Terms are specific conditions and definitions that help convey information. These aren't things you need to immediately memorize, but you should have a basic understanding of what they mean.

**Bleed Out:** After reaching zero Hit Points, you fall unconscious. After 5 minutes, you enter the Death state.

**Burst:** You may use this skill up to the specified number of times, with each use being within 10 seconds after the other. Using another skill during

your burst ends the burst unless otherwise stated. You may not Burst a Burst skill.

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

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

**Event (Skill Refresh):** Useable once per purchase per event, resetting at game-on the following event.

**Helpless:** When a person is unconscious, in Bleed Out, Paralyzed, Asleep, or otherwise completely unable to move.

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

**In Sooth:** Shows the speaker is conveying essential, truthful, out-of-game information.

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

**No Effect:** State "No Effect" and do not take the Damage or effect. Informs the attacker that their ability has been used and will never affect the target.

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

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

**Resist:** State "Resist" and do not take the Damage or effect. Informs the attacker that their ability has been used and has failed for some reason.

**Roleplay (RP):** Requires a set duration or type of uninterrupted roleplaying. Interrupting the roleplay ends the skill without effect. The skill is used whether you were able to complete the roleplay or not.

**Target: [Specified Target]:** Some skills target specific areas, like "Leg" or "Shield", or conditions

like “Corpse” or “From Behind.” If you miss the target, the skill is expended and there is no effect.

**[Trait]:** This keyword indicates the magic type that powers a skill. Even if there is a Trait listed, it is only considered a Spell if it also meets the Spell keyword. The trait can be any of the following magic types: Arcane, Air, Blood, Divine, Earth, Fire, Mind, Nature, Spirit, or Water.

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

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

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

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

**Short Rest:** Usable once per purchase, resets after a 15-minute break in specified restful areas. Nearby combat within strikeable mele range interrupts this reset. More about Resting on page 83.

**Spell:** Any skill delivered with the “Through” keyword. More about Spellcasting on page 80.

**Temporary:** The bonus does not count towards any maximums, is the first lost, and lasts until your next Short Rest. You may not have more than one of the same temporary bonus active at any time. If you do, the bonus with the greater effect takes precedence.

**Touch:** Skill delivered by physically touching the target with a spell packet. See the rules on Physical Contact on page 77.

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

### **Active Keywords:**

Active Keywords affect you and other players with different effects. You should do your best to memorize them over time. Knowing how these

work streamlines combat and other interactions during game play.

**Bestow:** You may only have one Bestowed effect of each type on yourself. Bestows expire after Short Rest unless otherwise indicated. The five Bestow types are: Temporary Hit Points, Temporary Armor, a “Resist” effect, a Enhance effect, and a Utility. Each Weapon, Armor, and Shield may have their own single Bestow unless otherwise indicated.

**Bind:** You must keep your wrists to your hips or ankles together, depending on what is bound, for the duration. You cannot fight if your wrists are bound. You cannot walk, but can hop, if your legs are bound.

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

**Control:** You must obey the command given to you, to the best of your ability, for the duration.

**Cure:** This ability will remove the specified keyword from a target.

**Cure All:** This ability removes all keywords other than the Curse and Death keywords or any beneficial effect.

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

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

**Death:** Brings the character to a dead state. After 5 minutes the character becomes a spirit and heads to Dedrot’s realm.

**Disarm:** You must drop your weapon to the ground for the duration.

**Disease:** You may not be Healed by any means. Lasts until cured unless otherwise stated.

**Disengage:** You must move the total number of paces away from the caster.

**Dispel:** Removes the specific effect stated in the call.

**Dispel All:** Removes all Bestows. Cannot be blocked by Weapons and Shields.

**Execute:** Brings a Helpless character to a dead state. After 5 minutes the character becomes a spirit and heads to Dedrot's realm.

**Exhaustion:** You may not benefit from a Short Rest. Lasts until cured or you complete a Long Rest, unless otherwise stated.

**Fear:** You must maintain 10 paces between you and the object of your fear for the duration if able.

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

**Maim:** This effect renders the affected limb unusable until cured. If you are maimed in the arm, you may not do anything with that arm. If you are maimed in the leg, you must drag that leg or drop to a knee. If both legs are maimed, you may still crawl.

**Paralyze:** You must stay as still as possible. You may not move, speak, use skills, or use items for the duration unless otherwise specified.

**Poison:** After 60 seconds you enter the Death state, unless otherwise stated.

**Reanimate:** You are raised from death under someone else's control. This effect is a Cure Death, Heal all Hit Points, Cure All and "Control 5 minutes." You must follow all commands given by the skill's user. After 5 minutes you become a spirit and immediately proceed to Dedrot's realm.

**Sanctuary:** State "Resist" to all Damage and Effects. Sanctuary lasts until you move, speak, or

use a skill, unless otherwise indicated. Sanctuary is not Dispelled by Dispel All.

**Shatter:** When an item is shattered, you may not use skills with it or use its properties until it's repaired. You may block basic attacks with a shattered weapon or shield. All called skills that hit your weapon or shield affect you as if you did not block it. You may still use a weapon for basic attacks.

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

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

**Silence:** You are unable to speak or cast spells for the specified duration. You can still use skills that do not contain the Through Keyword.

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

**Through:** This indicates a Spell is being cast. Anything that uses this Keyword is considered a Spell. If a Through Effect strikes a weapon or shield, it is not blocked and the target takes the effect.

**Voice:** This skill affects the target(s) as long as they are able to hear it. You may not use Voice skills while Silenced. General descriptions of the target are acceptable such as, "Hey you in the red hat."

**Waylay:** You must fall unconscious for the duration. Damage or 10 seconds of Roleplaying waking the target will end the effect.

**Weakness:** You may not use any of your own skills for the duration.

### **Free Skills**

This section contains skills that anyone can take. For every free skill a player does **not** take, they will be given 5 extra CP to spend on other skills. This is

to provide a benefit for those who wish to limit their character.

**Apply Pressure** 🚩 (Permanent, Item: Medical Prop, RP: Continuously using a Medical Prop): “You can pause your Bleed Out count until I remove my [Prop].” This skill will end if you remove your [Prop], use any other skills, or take Damage.

**Archery** 🚩 (Permanent): You may use a bow or crossbow. You must go through a brief real-world workshop before each event. You must have both feet planted on the ground when using this skill. You may not fire a repeating ranged weapon more than once every 10 seconds without an in-game item or skill that allows you to do so.

**Armor Proficiency** 🚩 (Permanent): You may wear any type of armor.

**Dagger** 🚩 (Permanent): You may possess and wield a dagger. You may not wield a dagger with another weapon without the Dual Weapons skill.

**Diagnose** 🚩 (Permanent, Target: Person, RP: Ten seconds checking the targets vitals): “Diagnose.” The patient may tell you how many Hit Points they are missing, if they are under any active effect (except curse), and the time remaining of any active effect. You may do this while applying pressure.

**Tie Bonds** 🚩 (Permanent, Target: Helpless, RP: Ten seconds binding a target's hand or feet with rope): “Bind 5 minutes.” Another person may cut or untie the binds to instantly end this effect.

**Execute** 🚩 (Permanent, Weapon or Touch, Target: Helpless): “Execute.” You may also expend a Spell with the Through Keyword that causes Damage to add “Through [Same Trait as expended spell].”

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

**Item Repair** 🚩 (Permanent, Location: Forge or Place of Power, Target: Armament, RP: One minute

repairing item): At the Forge, you may “Cure 1 Armor Point” for armor or “Cure Shatter” for weapons, shields, or items. At the Place of Power, you may remove a sticker with an X from a magic item.

**Light** 🚩 (Permanent, Item: Diffused, non-white light that is not a blacklight): You may possess a light source. This light may be a lantern, a faux torch, or a spell. For the spell version: “Through Fire, Light.” You may not give the light source to someone without the Light Skill.

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

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

**Spare Blade** 🚩 (Permanent): You may possess one additional in-game weapon. You may not wield it with another weapon without the Dual Weapons skill.

**Unskilled Weapon Usage** 🚩 (Permanent): You may possess and wield any one-handed or two-handed weapon. You may not wield this weapon with another weapon without the Dual Weapons skill.

## Open Defense Skills

### 10 CP Skills

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

### 20 CP Skills

**Strong Grip** (Short Rest, Self Only): “Resist” Disarm.

**Quick Feet** (Short Rest, Self Only): “Resist” Slow.

### 30 CP Skills

**First Aid** 🚩 (Permanent, Item: Medical Prop, RP: Continuously administering first aid with both hands): “You can pause your Bleed Out count until I remove my [Prop].” This skill will end if you use

any other skills or take Damage. After one minute of role playing this skill continuously, you may state "Heal 1 Hit Point" or "Cure 1 Maim."

**Hit Points** (Permanent): You gain 1 permanent Hit Point. You may purchase up to 7 additional Hit Points.

### Open Weapons Skills

#### 10 CP Skills

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

**Dual Weapons** 🏴 (Permanent): You may possess one additional in-game weapon and wield two one-handed weapons.

**Slash** (Short Rest, Weapon): "Damage 2."

**Hamstring** (Short Rest, Weapon, Target: Leg): "Slow."

#### 20 CP Skills

**Disarm** (Short Rest, Weapon, Target: Weapon): "Disarm, 10 seconds."

**Hack** (Short Rest, Weapon): "Damage 3."

**Silencing Strike** (Short Rest, Weapon, Target: Torso): "Silence."

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

#### 30 CP Skills

**Maim Limb** (Short Rest, Weapon, Target: Limb): "Maim."

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

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

**Strike** (Short Rest, Weapon): "Damage 4."

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

### Open Offensive Magic Skills

#### 10 CP Skills:

**Elemental Dart** (Short Rest, Packet): "Through [Fire, Water, Air, Earth], Damage 2." You choose the element at the time of casting.

**Magic Dart** (Short Rest, Packet): "Through [Arcane, Blood, Mind], Damage 2." You choose the element at the time of casting.

**Nature Dart** (Short Rest, Packet): "Through [Divine, Spirit, Nature], Damage 2." You choose the element at the time of casting.

**Spin** (Short Rest, Packet): "Through Air, Control: Spin in place 3 times."

#### 20 CP Skills:

**Elemental Spear** (Short Rest, Packet): "Through [Fire, Water, Air, Earth], Damage 3." You choose the element at the time of casting.

**Magic Spear** (Short Rest, Packet): "Through [Arcane, Blood, Mind], Damage 3." You choose the element at the time of casting.

**Nature Spear** (Short Rest, Packet): "Through [Divine, Spirit, Nature], Damage 3." You choose the element at the time of casting.

**Pacify** (Short Rest, Packet): "Through Arcane, Daze."

**Slow** (Short Rest, Packet): "Through Air, Slow."

#### 30 CP Skills:

**Elemental Lance** (Short Rest, Packet): "Through [Fire, Water, Air, Earth], Damage 4." You choose the element at the time of casting.

**Magic Lance** (Short Rest, Packet): "Through [Arcane, Blood, Mind], Damage 4." You choose the element at the time of casting.

**Nature Lance** (Short Rest, Packet): "Through [Divine, Spirit, Nature], Damage 4." You choose the element at the time of casting.

**Break Limb** (Short Rest, Packet): "Through Fire, Maim [right/left] [arm/leg]."

**Snare** (Short Rest, Packet): "Through Earth, `Snare."

**Command: Flee** (Short Rest, Packet): "Through Mind, Fear."



## Open Defensive Magic Skills

### 10 CP Skills:

**Bark Skin** (Short Rest, Packet, Bestow: Temporary Armor): “Through Earth, Bestow: 1 Temporary Armor Point.”

**Minor Elemental Shield** (Short Rest, Packet, Bestow: Resist): “Through [Fire, Water, Air, Earth], Bestow: Resist [Same Element].” This resist must be used on the first skill that targets you and matches the element chosen. You choose the element at the time of casting.

**Sanctify Corpse** (Short Rest, Packet, Bestow: Utility): “Through Divine, Bestow: Sanctify Corpse. I prevent this body from being raised against its will.” You may cast this on a living person and the effect will persist after death.

### 20 CP Skills:

**Minor Magic Shield** (Short Rest, Packet, Bestow: Resist): “Through [Arcane, Blood, Mind], Bestow: Resist [Same Element].” This resist must be used on the first skill that targets you and matches the element chosen. You choose the element at the time of casting.

**Minor Nature Shield** (Short Rest, Packet, Bestow: Resist): “Through [Divine, Nature, Spirit], Bestow: Resist [Same Element].” This resist must be used on the first skill that targets you and matches the element chosen. You choose the element at the time of casting.

**Minor Grant Life** (Short Rest, Packet, Bestow: Temporary Hit Points): “Through Divine, Bestow: 1 Temporary Hit Point.”

### 30 CP Skills:

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

**Turtle Shell** (Short Rest, Packet, Bestow: Temporary Armor): “Through Nature, Bestow: 2 Temporary Armor Points.”

**Grant Minor Blessing** (Short Rest, Touch, Target: Corpse): “Through Divine, I grant you a minor divine blessing, When you enter Dedrot’s Realm, Notify Dedrot’s Barrister of this Minor Blessing.” During Dedrot’s Gamble, subtract two from your total dice roll after you finish rolling at the barrister.

## Open Healing & Utility Skills

### 10 CP Skills:

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

**Carry Companion** (Short Rest, Packet, Bestow: Utility): “Through Earth, Bestow: Carry Companion. You may carry another person at full speed for 30 seconds.”

**Cure Minor Wounds** (Short Rest, Packet): “Through Divine, Heal 1 Hit Point.”

**Dissipate Corpse** (Short Rest, Packet): “Through Water, end your Death Count Immediately.”

**Strength of the Earth** (Short Rest, Packet, Bestow: Utility): “Through Earth, Bestow: Strength 5 Minutes.” For determining if you can move numbered red stickered items, you count as 2 people for the duration.

### 20 CP Skills:

**Cure Light Wounds** (Short Rest, Packet): “Through Divine, Heal 2 Hit Points.”

**Delay Poison** (Short Rest, Packet): “Through Earth, I pause your Poison count for 5 minutes.”

**Elemental Weapon** (Short Rest, Packet, Target: Weapon, Bestow: Weapon): “Through [Fire, Water, Air, Earth], Bestow: [Same Element] Damage 2.” You choose the element at the time of casting.

**Magic Weapon** (Short Rest, Packet, Target: Weapon, Bestow: Weapon): "Through [Arcane, Blood, Mind], Bestow: [Same Element] Damage 2." You choose the element at the time of casting.

**Nature Weapon** (Short Rest, Packet, Target: Weapon, Bestow: Weapon): "Through [Divine, Spirit, Nature], Bestow: [Same Element] Damage 2." You choose the element at the time of casting.

### **30 CP Skills**

**Calm Mind** (Short Rest, Packet): "Through Divine, Cure Control and Fear."

**Cure Maim** (Short Rest, Packet): "Through Divine, Cure 1 Maim."

**Cure Moderate Wounds** (Short Rest, Packet): "Through Divine, Heal 3 Hit Points."

**Free Action** (Short Rest, Packet): "Through Arcane, Cure [Snare or Bind]."

**Gatherer** 🚩 (Event, RP: 20 minutes gathering from a node): After roleplaying, you may take a card and turn it into the Tavern Barkeep. You gain 5 random materials that match the node type. Node types: [Ore, Wood, Gems, Hunting, and Flora]

## **Alchemist**

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

### **What's Your Hook?**

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

### **Opener Skill**

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

**Novice Alchemy** 🚩 (Permanent): You may craft Novice Alchemy recipes. You may open an Alchemy Vial and look at the tag without “drinking” the potion.

### **Novice 40 CP Skills**

**Novice Alchemy Flask** 🚩 (Event, Self only, Item: A Stylized Flask or Bottle and a Novice Alchemy Vial): Use a Novice Alchemy Vial by putting it into your flask. Write “Novice Alchemy Flask ” on the tag of the Vial you are expending and keep it with the flask. You may use that Alchemy Vial once per Short Rest for the entire event. Only you can use this flask.

**Personal Stash** (Short Rest, Item: Alchemy Vial): When you use an Alchemy Vial on

yourself, you may immediately give the tag to someone to share the effect.

**Quickflask** (Short rest, Self only, Item: Alchemy Vial) You can gain the effect of an Alchemy Vial in your possession without opening and drinking the Alchemy Vial. The Vial is still used up.

**Refined Palette** 🚩 (Permanent, Item: Alchemy Vial): When you use an Alchemy Vial on yourself or others that have a numerical effect (i.e., Heal 3), you may add +1 to that number.

**For Medicinal Purposes** (Short Rest, Self Only, Item: Alchemy Vial): When you have an Alchemy Vial that causes Damage, you can instead Heal the same amount. (Ex: Elixir of Storm Giant Strength would normally do a “Damage 6” but with this potion you would “Heal 6.”

### **Journeyman 50 CP Skills**

**Journeyman Alchemy** 🚩 (Permanent): You may craft Journeyman Alchemy recipes.

**Journeyman Alchemy Flask** 🚩 (Event, Self only, Item: A Stylized Flask or Bottle and a Journeyman or Novice Alchemy Vial): Use a Journeyman or Novice Alchemy Vial by putting it into your flask. Write “Journeyman Alchemy Flask ” on the tag you are expending and keep it with the flask. You may use that Alchemy Vial once per Short Rest for the entire event. Only you can use this Flask. Prerequisite: **Journeyman Alchemy**.

**Augment Potion** (Short Rest, Self only): You may double all numerical effects of an Alchemy Vial.

**Last Drop** (Short Rest, Self Only): Re-use a Journeyman or Novice Alchemy Vial that you have used that day.

**Potency** 🚩 (Permanent, Self only): Alchemy Vials with Bestow effects remain active until used or the end of Event, rather than expiring after a Short or Long Rest. Alchemy Vials increased by **Augment**

**Potion** return to base value after a Short or Long Rest.

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

### **Master 60 CP Skills**

**Master Alchemy** 🚩 (Permanent): You may craft Master Alchemy recipes. You can now deliver potions with the Heal or Cure keywords via packet.

**Master Alchemy Flask** 🚩 (Event, Self only, Item: A Stylized Flask or Bottle and an Alchemy Vial): Use any Alchemy Vial by putting it into your flask. Write "Master Alchemy Flask " on the tag of the Vial you are expending and keep it with the flask. You may use that Alchemy Vial once per Long Rest for the entire event. Only you can use this flask. Prerequisite: **Master Alchemy**.

**Alchemical Inoculation** (Long Rest, Self Only): When you use a potion to gain a "Resist" effect, instead of a one time resist, it will "Resist" all of that effect for 5 minutes.

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

**Master Battlefield Concoction** 🚩 (Event, Self only): With no components, you may immediately gain the effects of any Alchemy recipe in your Repertoire. Prerequisite: **Master Alchemy**.

### **Grandmaster Skill**

Below are some examples of Grandmaster Skills that you may choose once you reach level 20. You may also help design your own. See the Grandmaster Skills section of the Rulebook.

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

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

## How to Make Alchemy Vials

We bring the mystical essence of alchemy to life using a variety of faux plants to represent magical ingredients. Adventurers can acquire these materials by exploring the world, trading with fellow players and NPCs, or obtaining them from vanquished foes.

### **Preserving Components**

Imagine you've spent the day on an adventure and have collected a selection of mystical artifacts and enchanted relics. Instead of keeping these items indefinitely, you may present your findings to the Barkeep. In exchange for the physical items, you receive cards representing your components. These cards are convenient to carry and manage, and turning in the physical items allows the cast to redistribute the items so other players can find and use them.

### **Creating Alchemy Vials**

Alchemists can create Alchemy Vials by bringing the proper components to the Tavern. When you arrive, you'll submit the required components to the Barkeep. The Barkeep will tell you how long it will take to produce your Alchemy Vial. After that time, you may return to get your newly created Alchemy Vial.

Alchemy comes in three different levels: Novice, Journeyman, and Master. Each level represents a deeper understanding and mastery of Alchemical arts.

### **Using Alchemy Vial**

Anyone may use an Alchemy Vial. To use one:

1. Open the Vial and remove the rolled-up paper inside.
2. Act like you are drinking the potion.
3. Unroll and read the paper so you know how the potion affects you.
4. Follow the instructions and act out the potion's effect.

You may not open an Alchemy Vial solely to determine what the contents of the Vial are unless you are an Alchemist.

You can drink as many potions as you have, but may only be under the effect of one Alchemy Vial unless otherwise stated.

### **Alchemy Components and their Traits**

**Alkahest** (Air): Used in all Journeyman potions.

**Glowbloom** (Mind): Used in all Master potions.

**Chokecherry** (Water)

**Crimson Eye** (Blood)

**Crown of Cantara** (Divine)

**Dedrot's Finger** (Spirit)

**Dream Tendril** (Mind)

**Highland Aster** (Air)

**Myrthfruit** (Arcane)

**Scandelen's Fiddlehead** (Fire)

**Sunburst** (Nature)

**Twilight Dahlia** (Earth)

### Alchemy Vial Recipes

The following is a basic list of Alchemy Vials. When new Vials are discovered, any Alchemist may use them. Please see the Barkeep in game or the Profession Book for a full list of currently available Vials.

#### **Novice Alchemy Vials**

**Potion of Healing** (Any Plant) "Heal 3 Hit Points."

**Oil of Sharpness:** (Twilight Dalia, Bestow: Weapon) "Bestow: Increase the Damage of your next Called Melee Weapon Damage by 2."

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

**Elixir of Water Resistance** (Chokecherry, Bestow: Resist) "Bestow: Resist Water."

**Elixir of Air Resistance** (Highland Aster, Bestow: Resist) “Bestow: Resist Air.”

**Elixir of Earth Resistance** (Twilight Dalia, Bestow: Resist) “Bestow: Resist Earth.”

**Potion of Arcane Resonance** (Myrthfruit, Bestow: Utility) “Bestow: Increase the Damage of your next Damage Causing Spell Packet by 2.”

**Potion of False Life** (Dedrot’s Finger, Bestow: Temporary Hit Points) “Bestow: 3 Temporary Hit Points.”

**Oil of Accuracy** (Highland Aster, Bestow: Weapon) “Bestow: Increase the Damage of your next Called Range Weapon Damage by 2.”

**Tanglefoot Powder** (Highland Aster, Packet) “Slow.”

### **Journeyman Alchemy Vials**

All Journeyman Vials require an Alkahest in addition to the specified component.

**Potion of Greater Healing** (Any Plant) “Heal 6 Hit Points.”

**Oil of Greater Sharpness** (Twilight Dalia, Bestow: Weapon) “Bestow: Increase the Damage of your next Called Melee Weapon Damage by 4.”

**Potion of Greater Arcane Resonance** (Dream Tendril, Bestow: Utility) “Bestow: Increase the Damage of your next Damage Causing Spell Packet by 4.”

**Elixir of Paralysis Resistance** (Myrthfruit, Bestow: Resist) “Bestow: “Resist” Paralyze.”

**Rusting Powder** (Scandelen’s Fiddlehead, Packet) “Crit Shatter [Weapon or Shield].”

**Powder of Snaring** (Chokecherry, Packet) “Snare.”

**Potion of Cure Disease** (Crown of Cantara) “Cure Disease.”

**Potion of Lesser Restoration** (Crown of Cantara) “Restore a Short Rest Skill of your choice.”

**Potion of Cure Poison** (Myrthfruit) “Cure Poison.”

**Potion of Courage** (Dream Tendral, Bestow: Enhance) “Bestow: “Resist” Fear”

### **Master Alchemy Vials**

All Master Vials require a Glowbloom in addition to the specified component.

**Potion of Superior Healing** (Any Plant) “Heal all Hit Points.”

**Oil of Superior Sharpness** (Twilight Dalia, Bestow: Weapon) “Bestow: Increase the Damage of your next Called Melee Weapon Damage by 6.”

**Elixir of Superior Arcane Resonance** (Myrthfruit, Bestow: Utility) “Bestow: Increase the Damage of your next Damage Causing Spell Packet by 6.”

**Potion of Superior False Life** (Dedrot’s Finger, Bestow: Temporary Hit Points): “Bestow: 6 Temporary Hit Points.”

**Elixir of Superior Fire Resistance** (Scandelen’s Fiddlehead, Bestow: Resist) “Bestow: “Resist” Fire for 5 minutes.”

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

**Potion of Haste** (Twilight Dalia, Bestow: Enhance): “Bestow: For 5 minutes, whenever you use a Short Rest Skill, you immediately gain another use of that Skill.” You must use the additional skill within 10 seconds, or the skill is lost. This effect does not chain. You gain Exhaustion.

**Potion of Blessing** (Crown of Cantara, Target: Corpse): I grant you a Blessing. When you enter Dedrot's realm, Notify Dedrot's Barrister of this Blessing." You may reroll one die of your choosing during Dedrot's Gamble. The Blessing is only used if you reroll a die.

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

**Potion of Superior Restoration** (Crown of Cantara): "Restore a Long Rest Skill of your choice."

### **Unearthing Lost Alchemical Secrets**

In your travels, you might unearth ancient potion recipes, long forgotten by the sands of time. Upon submitting these rare finds to the Barkeep, you and all other Alchemists gain access to the knowledge on how to create these new Vials. Your discovery then transcends personal gain, contributing to the collective wisdom and skill of the entire Alchemical community.

### **Experimentation**

Players who have purchased Master Alchemy may submit an Experiment to the Barkeep once an Event. Submit components and an Experiment form and the Myth staff will review your proposal and determine if the experiment was successful. If it is, the new recipe will be added to the game, available to the entire Alchemical community.

## **Artificer**

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

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

### **What's Your Hook?**

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

### **Opener Skill**

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

**Novice Enchanting** 🚩 (Permanent): You may craft Novice Enchanting recipes.

### **Novice 40 CP Skills**

**Novice Talisman** 🚩 (Event, Self Only, Item: A Trinket or Talisman): Enchant a Novice Enchantment into Trinket. Write "Novice Talisman" on the tag you are expending and keep it with the

item. Use that enchantment as per the tag for the entire event.

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

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

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

**Attuned Defense** (Short Rest, Self Only, Bestow: Temporary Armor): "Bestow: X Temporary Armor Points" where X is the number of items you currently have attuned.

### **Journeyman 50 CP Skills**

**Journeyman Enchanting** 🚩 (Permanent): You may craft Journeyman Enchanting recipes.

**Journeyman Talisman** 🚩 (Event, Self Only, Item: A Trinket or Talisman): Enchant a Novice or Journeyman Enchantment into your Trinket. Write "Journeyman Talisman" on the tag you are expending and keep it with the item. Use that enchantment as per the tag for the entire event. Prerequisite: **Journeyman Enchanting**.

**Empower Item** (Short Rest, Self only. Item: Attuned Item): Double all numerical effect of one of the Artificer Enchantments attuned to you.

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

**Recurring Enchant** (Short, Self Only): Re-use a Journeyman or Novice Enchant that you have used that day.



## Master 60 CP Skills

**Master Enchanting** 🚩 (Permanent): You may craft Master Enchanting recipes. Prerequisite: **Journeyman Enchanting**.

**Master Talisman** 🚩 (Event, Self Only, Item: A Trinket or Talisman): Enchant a Novice, Journeyman, or Master Enchantment into your Trinket. Write "Master Talisman" on the tag you are expending and keep it with the item. Use that enchantment as per the tag for the entire event. Prerequisite: **Master Enchanting**.

**Magic Item Mastery** 🚩 (Permanent, Self Only): You may attune two additional items.

**Workaround** 🚩 (Event, Self Only): You may Enchant a Yellow Stickered item with an Enchantment you may cast that is one quality higher than the item. Master enchantment into Journeyman item or Journeyman enchantment into Novice item. Tell the Barkeep of this skill when turning in your craft. Prerequisite: **Master Enchanting**.

**Master Efficiency** 🚩 (Event, Self Only): Immediately use the effect of any Master Enchanting Recipe you possess without materials. Prerequisite: **Master Enchanting**.

## Grandmaster Skill

Below are some examples of Grandmaster Skills that you may choose once you reach level 20. You may also help design your own. See the Grandmaster Skills section of the Rulebook.

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

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

## **How to Make Enchanted Items**

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

### **Preserving Components**

Imagine you've spent the day on an adventure and have collected a selection of mystical artifacts and enchanted relics. Instead of keeping these items indefinitely, you may present your findings to the Barkeep. In exchange for the physical items, you receive cards representing your components. These cards are convenient to carry and manage, and turning in the physical items allows the cast to redistribute the items so other players can find and use them.

### **Creating Enchanted Items**

Artificers can create magical items by bringing the proper components and the appropriate Yellow Stickered Item they wish to enchant to the Tavern. When you arrive, you'll submit the required components and item to the Barkeep. The Barkeep will tell you how long it will take to produce your item. After that time, you may return to get your newly enchanted item.

Once the item is enchanted you may attune to it. This allows you to benefit from the effects of the Enchant. You can use the effects as often as the item card allows.

Keep in mind that any item can only have one effect on it. If the item already has an effect, your new enchantment will replace the old one.

Enchanting comes in three different levels: Novice, Journeyman, and Master. Each level represents a deeper understanding and mastery of Enchanting arts.

Enchantments must be applied to Yellow Stickered Items of the same or better quality. Newly created magic items expire one year after creation.

### **Optional Upgrades**

When creating a magic item you may opt to spend gold or XP on additional upgrades at the time the item is crafted. Notify the Barkeep which upgrade you wish to add when turning in the items:

**Permanency:** You may make a magic item last indefinitely by spending either gold or XP based on the recipe level. Items with Novice Enchants are 10 gold or 500 XP. Items with Journeyman Enchants are 25 gold or 1000 XP. Items with Master Enchants are 50 gold or 1500 XP.

**Soulbinding:** Soulbinding is a process where you attach an item to your character's spirit, creating a special bond. At the end of an event, any items that are soulbound to your character must be returned to you. These items are easily identifiable as they have a green sticker with your character's name on them. To Soulbind an item, it costs either 25 gold or 1000 XP. If your character meets a permanent end, you also have the choice to decide who inherits the soulbound item. However, the chosen recipient has the option to accept or refuse it. Also, it's important to note that you cannot gift a soulbound item to a player who has previously had a soulbinding with that same item.

**Permanent Soulbinding:** You may choose to make an item Permanent and Soulbound. You must pay for both as normal.

### **Using Magic Items**

To use a magic item:

**Attunement:** The item must be attuned to you.

**Roleplay:** Perform any necessary actions or incantations as described by the item card.

**Effect:** Experience the magical effects as outlined by the item card.

See the Attunement information on page 75 for more information about Attunement and Magic Items.

## **Enchanting Components and their Traits**

**Moonlit Gossamer** (Air): Used in all Journeyman Enchantments.

**Soul Orb** (Spirit): Used in all Master Enchantments.

**Celestial Pearl** (Divine)

**Crystalized Aether** (Arcane)

**Cursed Blood** (Blood)

**Daeva Tainted Heart** (Fire)

**Ectoplasm** (Spirit)

**Glimmerbark** (Nature)

**Griffin Feather** (Air)

**Permafrost Icicle** (Water)

**Primordial Bone** (Earth)

**Sentient Brain** (Mind)

## **Enchanting Recipes**

The following is a basic list of Enchants. When new enchants are discovered, any Artificer may use them. Please see the Barkeep in game or the Profession Book for a full list of currently available enchants.

### **Novice Enchanting**

**Bark Skin** (Primordial Bone, Short Rest, Packet): “Through Earth, Bestow: 1 Temporary Armor Point.”

**Blood Spear** (Cursed Blood, Short Rest, Packet): “Through Blood, Damage 3.”

**Cure Light Wounds** (Celestial Pearl, Short Rest, Packet): “Through Divine, Heal 2 Hit Points.”

**Divine Spear** (Celestial Pearl, Short Rest, Packet): “Through Divine, Damage 3.”

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

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

**Spin** (Griffin Feather, Packet, Short Rest): “Through Air, Control, Spin in place 3 times.”

**Spirit Spear** (Ectoplasm, Packet, Short Rest): “Through Spirit, Damage 3.”

**Nature Spear** (Glimmerbark, Packet, Short Rest): “Through Nature, Damage 3.”

**Air Spear** (Griffin Feather, Packet, Short Rest): “Through Air, Damage 3.”

### **Journeyman Enchanting**

All Journeyman Enchants require a Moonlit Gossamer in addition to the specified component.

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

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

**Fast Clotting** (Cursed Blood, Permanent): Your default Bleed Out timer is increased to 10 minutes and your default poison timer is increased to 5 minutes.

**Mind Sliver** (Sentient Brain, Short Rest, Voice): “Through Mind, To [single target] Crit Damage 2.”

**Nature’s Resistance** (Glimmerbark, Short Rest, Self Only): “Resist” Nature.

**Personal Spell Shield** (Crystalized Aether, Short Rest, Self Only): “Resist” a Through effect. Personal Spell Shield cannot be used to resist a “Death” effect unless otherwise stated.

**Repair Wounds** (Celestial Pearl, Packet, Short Rest, Burst 2): “Through Divine, Heal 5 Hit Points.”

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

**Tongues** (Glimmerbark, Short Rest, Voice): “Through Nature, to everyone in this area, we speak the same language for 5 minutes.” You may only cast this spell at a normal tone of voice.

## **Master Enchanting**

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

**Augment Potion** (Permafrost Crystal, Short Rest, Self Only): You may double all numerical effects of an Alchemy Vial.

**Rally** (Celestial Pearl, Long Rest, Packet): “Through Divine, Cure Paralyze and Daze.” You may use this skill under the Paralyze or Daze effect.

**Spell Inversion** (Crystallized Aether, Short Rest, Self-Only): You may “Resist” a Through effect that does Damage, you instead Heal that amount.

**Disguise** (Sentient Brain, Permanent, Self Only): Mimic the physical qualities of another race, monster, or creature using mask and makeup. The disguise remains until you remove these elements. Other people cannot confirm the illusion, but they may have suspicions.

**Dungeon Delver** (Griffin Feather, Short Rest, Self Only): “Resist” trap Damage and effects.

**Blood Rend** (Cursed Blood, Long Rest, Packet): “Through Blood, enter a 10 second Bleed Out.”

**Globe of Invulnerability** (Crystallized Aether, Long Rest, Self Only, Bestow: Resist): “Through Arcane, Bestow: “Resist” all

‘Through’ Effects for 5 minutes.” State “Resist” to all skills with the Through keyword.

**Lay on Hands** (Celestial Pearl, Long Rest, Touch): “Through Divine, Heal all Hit Points and Cure All.”

**Maximize** (Daeva Tainted Heart, Short Rest, Self Only, Bestow: Utility): Double the Damage of any non-burst spell.

**Pestilence** (Glimmerbark, Short Rest, Packet): “Through Nature, Weakness 5 minutes.”

**Create Undead** (Ectoplasm, Long Rest, Touch, Target: Corpse): “Through Spirit, Reanimate 5 Minutes.”

## **Unearthing Lost Enchanting Secrets**

In your travels, you might unearth ancient Enchanting formulas, long forgotten by the sands of time. Upon submitting these rare finds to the Barkeep, you and all other Artificers gain access to the knowledge on how to create these new Enchants. Your discovery then transcends personal gain, contributing to the collective wisdom and skill of the entire Artificer community.

## **Experimentation**

Players who have purchased Master Enchanting may submit an Experiment to the Barkeep once an Event. Submit components and an Experiment form and the Myth staff will review your proposal and determine if the experiment was successful. If it is, the new recipe will be added to the game, available to the entire Artificer community.

## **Bard**

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

### **What's Your Hook?**

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

### **Bardic Spell casting: The Symphony of Magic**

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

### **How Bard Skills Work**

**Patrons:** A person a Bard designates a willing person to receive benefit from their Performances and Movements. A person may only be Patron of one Bard at a Time. Bards may expand the number of Patrons by items and skills.

**Performance:** A Bard channels magic through their performance. Each unique musical piece creates a magical aura. While performing, the Bard and their Patrons benefit from the listed effect. You may change Performances at will and there is no time or rest limits to Performances unless otherwise stated. Each Bard may only have performance active at a time.

**Movements:** These skills allow the Bard to grant themselves and their Patrons additional benefits. The Bard may use Movements without interrupting their current Performance. One Movement may be used every minute you are Performing. If the Bard is not Performing, they still may cast a Movement by Roleplaying one minute of Performing.

**Ceasing the Song:** If the Bard is attacked or voluntary ends their performance, the enchantment dissipates. However, any Bestowed effects remain until used.

**Audible:** The Bard's Performances and Movements are only effective if the patron can hear it. In scenarios with multiple Bards, patrons must distinguish their bard's music to maintain the enchantment.

### **Opener Skill**

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

**Bardic Music** 🚩 (Permanent): You may have 3 Patrons and yourself under the effects of a Performance at a time.

**Battlefield Ballad** 🚩 (Permanent, Movement, Bestow: Temporary Armor): "To [Your Character's Name] Patrons, Bestow: 2 Temporary Armor Points."

### **Novice 40 CP Skills**

**Forced March** 🚩 (Permanent, Performance): "To [Your Character's Name] Patrons, while I Perform, resist slow, bind, and snare."

**Dirge of the Dying** 🚩 (Permanent, Performance): "To [Your Character's Name] Patrons, while I Perform, pause your Death Count. You may choose to go to Dedrot's Realm at any time."

**Mending Madrigal** 🚩 (Permanent, Movement): "To [Your Character's Name] Patrons, Heal 2 Hit Points."

**Discordant Chime** (Short Rest, Voice): “To [single target] Fear.” This skill may be used without interrupting your performance.

**Cutting Words** (Short Rest, Voice): “To [single target] Damage 3.” This skill may be used without interrupting your performance.

**Obscuring Words** (Short Rest, Voice): “To [single target] Control: Ignore me unless I attack you.” This skill may be used without interrupting your performance.

### **Journeyman 50 CP Skills**

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

**Footman’s Flourish** 🚩 (Permanent, Movement, Bestow: Weapon): “To [Your Character’s Name] Patrons, Bestow: Damage 3 on your next Strike.”

**Shielding Shanty** 🚩 (Permanent, Performance): “To [Your Character’s Name] Patrons, while I Perform, you may “Resist” Ranged Weapon Effects and Damage.

**Bolstering Ballad** 🚩 (Permanent, Movement, Bestow: Resist): “To [Your Character’s Name] Patrons, Bestow: “Resist” the next Through Effect that is not Death.”

**Song of Revelry** 🚩 (Permanent, Performance): “To [Your Character’s Name] Patrons, while I Perform, “Resist” Silence.

**Lullaby of Recovery** 🚩 (Permanent, Performance): “To [Your Character’s Name] patrons, while I Perform, Sleep for 1 minute and pause all your Counts.” After 1 minute of uninterrupted Sleep state: “Cure Sleep, Exhaustion, and [any one Keyword other than Death or Curse].”

### **Master 60 CP Skills**

**Bardic Mastery** 🚩 (Permanent): You may have up to 5 patrons. Prerequisite: **Stage Presence**.

**Rondo of Respite** (Long Rest, Touch, Movement) Touch your Target and State, “Restore 1 expended Long Rest Skill.”

**Second Wind Sonata** (Long Rest, Movement): State, “To [Your Character’s Name] Patrons, Restore all Short Rest skills.”

**Countersong** (Long Rest, Performance): “To [Your Character’s Name] Patrons, while I Perform, Resist [Active keyword or Trait of your choice].”

**Song of Splinting** 🚩 (Permanent, Performance): “To [Your Character’s Name] Patrons, while I Perform, “Resist” Maim and Disarm.

**Psalm of Sanctuary** 🚩 (Long Rest, Movement, Bestow: Utility) “To [Your Character’s Name] Patrons, Bestow: Sanctuary.” You must explain this Skill to your Patrons before you use it.

### **Grandmaster Skill**

Below are some examples of Grandmaster Skills that you may choose once you reach level 20. You may also help design your own. See the Grandmaster Skills section of the Rulebook.

**The Show Must Go On** (Permanent, Self-Only): You are immune to Bind, Slow, Silence, and Paralyze while you perform.

**Symphony**: You may have up to 10 Patrons. Prerequisite: **Bardic Mastery**.

## Cleric

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

### **What's Your Hook?**

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

### **Opener Skill**

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

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

### **Novice 40 CP Skills**

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

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

**Cure Wounds** (Short Rest, Packet, Burst 2): “Through Divine, Heal 4 Hit Points.”

**Cure Fatigue** (Short Rest, Packet): “Through Divine, Cure Weakness and Exhaustion.”

**Grant Life** (Short Rest, Packet, Bestow: Temporary Hit Points): “Through Divine, Bestow: 3 Temporary Hit Points.”

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

### **Journeyman 50 CP Skills**

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

**Bless** (Long Rest, Touch, Target: Corpse): “Through Divine, I grant you a Divine Blessing. When you enter Dedrot's realm, Notify Dedrot's Barrister of this Blessing.” You may reroll one die of your choosing during Dedrot's Gamble. The Blessing is only used if you reroll a die.

**Divine Judgement** (Short Rest, Packet): “Through Divine, Damage 6.”

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

**Repair Wounds** (Short Rest, Packet, Burst 2): “Through Divine, Heal 6 Hit Points.”

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

### **Master 60 CP Skills**

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

**Power Word: Heal** (Short Rest, Packet, Burst 2): “Through Divine, Heal all Hit Points.”

**Oracle** 🚩 (Between Events): You may ask your deity a single question, you will receive an answer

by the following Check-In. The more closely the question aligns with your deity's purview, the more information you will be provided with.

**Restore Life** (Long Rest, Touch, Target: Corpse): "Through Divine, Cure Death, Heal all Hit Points and Cure All."

**Divine Health** (Permanent): State "No Effect" and Resist Disease.

**Divine Sanctuary** (Long Rest, Touch, Bestow: Utility): "Through Divine, Bestow: Sanctuary."

### **Grandmaster Skill**

Below are some examples of Grandmaster skills that you may choose once you reach level 20. You may also help design your own. See the Grandmaster Skills section of the Rulebook.

**Miracle Worker (Permanent):** Double the amount Hit Points Healed for spells with the Heal Keyword.

**Master of the Veil (Permanent):** Your **Restore Life** may target a spirit who has not reached Dedrot's Realm. State, "Through Divine, to spirit cure death and Heal all Hit Points."

### **Dedicated to A Deity**

Embrace the celestial power! A divine journey unfolds when a cleric forges a bond with their deity. Your dedication allows you to master your connection to your Deity. When you purchase **Channel Divinity**, **Divine Inspiration**, or **Divine Authority**, you unlock a unique ability Bestowed directly from your deity. This ability is not just a step in their clerical path; it's an ascension, a personal connection that brings celestial might into the mortal realm. Here is a list of the unique abilities granted by your deity.

### **Adara**

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

**[50 CP] Aforetime Blessing** (Long Rest, RP: One minute of giving a rousing speech, Bestow: Utility): "Through Divine, Bestow: If you go to Bleed Out before your next Short Rest, you may Heal 1 Hit Point." You may Bestow this to up to 5 targets and yourself.

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

### **Amitel**

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

**[50 CP] Silence in the Library** (Short Rest, Packet, Burst 2): "Through Divine, Silence."

**[60 CP] Divine Understanding** (Permanent, Self only): You may speak and understand any spoken language. State "Through Divine, I speak your language."

### **Dedrot**

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

**[50 CP] Stop the Horde** (Long Rest, Packet, Burst 3): "Through Divine, Paralyze to Undead."

**[60 CP] Through the Veil** (Permanent, Self Only): When your death count ends, you may remain on the battlefield as a spirit. While there, you may cast any remaining "Through Divine" spells you possess. State "resist" to any effect that targets you during this time. You may stay on the field for up to 5 minutes or until the battle ends, whichever comes first. You must proceed directly to Dedrot's realm at the end of that time.



## Enoon

**[40 CP] Grasping Roots** (Short Rest, Packet, Outdoors Only, Burst 3): “Through Divine, Snare.”

**[50 CP] Healing Earth** (Long Rest, Packet, Outdoors Only, Burst 3): "Through Divine, Cure All"

**[60 CP] Harvest** (Long Rest, Packet): “Through Divine, Death.”

## Ixbus

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

**[50 CP] Crafters Muse** 🚩 (Event, Touch, Bestow: Utility): “Through Divine, Bestow: The next time you craft a Novice or Journeyman item, you produce an additional copy at no cost. Inform the Barkeep of this effect.”

**[60 CP] Fruits of Labor** 🚩 (Event): At check-in, you may choose to receive either 10 random components or 5 components of your choice.

## Naenya

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

**[50 CP] Dark Strike** (Short Rest, Touch, Target: Weapon, Bestow: Weapon): “Through Divine, Bestow: Crit” Add the “Crit” keyword to your next Called Weapon attack.

**[60 CP] Clemency** 🚩 (Long Rest, Touch, Target: Corpse, Burst 3): “Through Divine, I grant you a Divine Blessing. When you enter Dedrot’s realm, notify Dedrot’s Barrister of this Blessing.” You may reroll one die of your choosing during Dedrot’s Gamble. The Blessing is only used if you reroll a die.

## Orooro

**[40 CP] Elemental Shield** (Short Rest, Self Only): You may "Resist" a Through effect cast Through [Air, Earth, Fire, or Water].

**[50 CP] Unrelenting Storm** 🚩 (Long Rest, Self Only): Choose one element [Earth, Fire, Air, or Water]. For 5 minutes, you gain unlimited uses of: (Packet): “Through [Same Element], Damage 3.”

**[60 CP] Fueled by the Storm** (Long Rest, Self Only, Bestow: Resist): Choose one element [Earth, Fire, Air, or Water]. For 5 minutes, all Damage taken from the chosen element will instead Heal an equal amount of Hit Points. State “Resist” to the chosen element and Heal the Damage you resisted.

## Ryknos

**[40 CP] Last Stand** (Long Rest, Self Only): When you drop to zero Hit Points and enter Bleed Out, you may choose to activate this skill. This ability Heals all Hit Points. After 5 minutes, you instantly drop back to zero Hit Points.

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

**[60 CP] Battle Resolve** 🚩 (Long Rest, Self Only, Bestow: Resist): “Bestow: “Resist” all called Weapon Damage and Weapon Effects for 5 minutes.” State “Resist” to all Weapon Damage and Weapon Effects.

## Scandelen

**[40 CP] Sacred Toast** (Short Rest, Touch, RP: One minute pouring drinks and raising glasses while making a brief speech): “Through Scandelen, Heal 5 Hit Points.” You may then touch up to 5 targets and yourself.

**[50 CP] Scandelen’s Nap** (Short Rest, Touch, Bestow: Temporary Hit Points): “By Scandelen, Sleep 5 Minutes and pause your Poison count. If you reach the end of Sleep’s duration uninterrupted,

Heal 5 Hit Points, Cure Poison, Cure Disease, Cure Exhaustion, Cure Weakness, and Bestow: 5 Temporary Hit Points.”

**[60 CP] Scandelen’s Irresistible Dance** (Long Rest, Packet): “Through Divine, Control: Comically dance in place.” The target is considered Helpless. The target may not attack or use skills while dancing.

## **Druid**

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

### **What's Your Hook?**

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

### **Opener Skill**

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

**Spiritual Gift:** See the “Druidic Circles and Their Gifts” section for the 40 CP skill you gain from your Circle. You may only purchase one Druidic Circle.

### **Novice 40 CP Skills**

**Tongues** (Short Rest, Voice): “Through Nature, to everyone in this area, we speak the same language for 5 minutes.” You may only cast this spell at a normal tone of voice.

**Goodberry** 🏳️ (Permanent, Touch, Outside, RP: One minute looking for berries): “Heal 2 Hit Points.”

**Purify** (Short Rest, Touch): “Through Nature, Cure Poison.”

**Nature's Resistance** (Short Rest, Self Only): “Resist” Nature.

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

### **Journeyman 50 CP Skills**

**Spiritual Boon:** See the “Druidic Circles and Their Gifts” section for the 50 CP skill you gain from your Circle.

**Woodland Stride** (Short Rest, Self Only, Outside): “Resist” Bind or Slow.

**Elemental Shield** (Short Rest, Self Only): “Resist” an effect that is elementally aligned [Water, Fire, Earth, or Air].

**Erosion** (Short Rest, Packet): “Through Nature, Shatter all held Weapons and Shields.”

**Shillelagh** (Short Rest, Touch, Target: Weapon, Bestow: Weapon): “Through Nature, Bestow: ‘Nature’ for 5 minutes.” You may swing “Nature” on Basic Weapon attacks, which are not considered called Weapon Damage. You may also add the “Nature” Trait to any Weapon-Delivered Skill.

### **Master 60 CP Skills:**

**Spiritual Blessing:** See the “Druidic Circles and Their Gifts” section for the 60 CP skill you gain from your Circle. Prerequisite: **Spiritual Boon**.

**Sting** (Short Rest, Packet): “Through Nature, Crit Damage 6.”

**Pestilence** (Short Rest, Packet): “Through Nature, Weakness 5 minutes.”

**Poison Immunity** 🚩 (Permanent): State “No Effect” and Resist Poison.

**State of Stone** 🚩 (Long Rest, Self Only, Bestow: Utility): “Through Nature, Sanctuary.”

### **Grandmaster Skill**

Below are some examples of Grandmaster Skills that you may choose once you reach level 20. You may also help design your own. See the Grandmaster Skills section of the Rulebook.

**Nature’s Guardian** (Long Rest): If Damage attacks render you unconscious, nature will instantly Heal your Hit Points to your maximum.

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

### **Druidic Circles and Their Gifts**

As a Druid, you pledge your devotion to a primal Circle that is represented by a myriad of powerful entities that reside between the lands of the living and the dead, you unlock the door to ancient wisdom and unique abilities. Your bond with the Circle deepens upon acquiring the **Spiritual Gift** (40 CP), **Spiritual Boon** (50CP), and **Spiritual Blessing** (60 CP) skills. While not mandatory, it’s a noble tradition for Druids to offer a personal sacrifice as a gesture of respect and gratitude towards their chosen Circles. Here, we present the array of mystical spirits awaiting your alliance.

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

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

**[40 CP] Bearskin Guard** 🚩 (Permanent): You gain 2 permanent Hit Points.

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

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

#### **Circle of Vitality**

Rapid recovery and self-Healing. Possible Spirits: Deer, Dragonfly, Frog, Lizard, Snake.

**[40 CP] Fast Clotting** 🚩 (Permanent): Your default Bleed Out timer is increased to 10 minutes and your default poison timer is increased to 5 minutes.

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

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

#### **Circle of Kinship**

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

**[40 CP] Pack Survival** (Short Rest): When you cast a Bestow skill on yourself, you may also grant the same Bestow to another player. You may not share Sanctuary.

**[50 CP] Lick Wounds** 🚩 (Permanent): Reduce your maximum Hit Points by any amount. “Through Nature, Heal X Hit Points.” Where X is 3 times the number of Hit Points you sacrificed. You cannot reduce your Hit Points to zero. You regain all sacrificed Hit Points after a short rest.

**[60 CP] Pack Tactics** 🚩 (Long Rest, Self Only, RP: 10 seconds gathering and asking allies for help): After completing your roleplay, touch up to 3 allies. For 5 minutes, you may continuously swing “Damage” equal to the number of allies you touched. Your allies do not benefit from this skill. This Damage cannot be increased unless an item or skill specifically states so.

## Circle of Bane

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

**[40 CP] Corrosive Venom** (Short Rest, Packet, Burst 2): “Through Nature, Shatter [Weapon or Shield].”

**[50 CP] Hallucinogenic Venom** (Short Rest, Packet): “Through Nature, Control: Attack the person closest to you.”

**[60 CP] Deadly Venom** (Long Rest, Packet): “Through Nature, Poison 10 seconds.”

## Circle of the Afflicted

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

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

**[50 CP] Contagion** (Short Rest, Packet, Burst 2): “Through Nature, Weakness.”

**[60 CP] Plaguebringer**  (Permanent): State “No Effect” and Resist Weakness.

## Circle of the Hunt

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

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

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


**[60 CP] Restrain** (Short Rest, Packet): “Through Nature, Snare and Bind Arms, 5 minutes.”

## Circle of the Trickster

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

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

**[50 CP] See it again** (Long Rest): You may immediately use any skill that anyone else uses in front of you. You must use the same incant and delivery method that was used.

**[60 CP] Trickster’s Ruse**  (Long Rest): You can silently “Resist” Bind, Death, Paralyze, Sleep, Snare, or Waylay. You are encouraged to roleplay as though you had taken the effect as part of the ruse.

## **Fighter**

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

### **What's Your Hook?**

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

### **Opener Skill**

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

**Fighting Style:** See the “Fighting Styles” section to the 40 CP skill you gain from your training.

Additional **Fighting Styles** may be purchased for 40 CP.

### **40 CP Skills**

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

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

**Defiance** 🚩 (Permanent): You may crawl and talk while you are in Bleed Out.

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

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

### **50 CP Skills**

**Fighting Specialization:** See the “Fighting Styles” section to the 50 CP skill you gain from your training.

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

**Juggernaut** (Long Rest, Self Only): “Cure Paralyze, Snare, and Bind” Can be used when paralyzed, Snared, or Bound.

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

**Unarmored Specialization** (Short Rest, Self Only, Item: No Armor): “Bestow: 4 Temporary Hit Points.”

### **60 CP Skills**

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

**Fighting Mastery:** See the “Fighting Styles” section to the 60 CP skill you gain from your training. Prerequisite: **Fighting Specialization**.

**Parry** (Short Rest, Item: Held Weapon or Shield): “Resist” a weapon attack. Parry cannot be used to resist a “Death” effect unless otherwise stated.

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

**Eldritch Knight** 🚩 (Permanent, Weapon): You may deliver Short and Long Rest “Through” Skills with your Weapon instead of its normal delivery method. When you deliver a “Through” Skill with your weapon, your Spell is no longer interrupted if you take damage.

## Grandmaster Skill

Below are some examples of Grandmaster Skills that you may choose once you reach level 20. You may also help design your own. See the Grandmaster Skills section of the Rulebook.

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

**Onslaught** (Long Rest): Until you are blocked or miss a target, you may continue to burst any weapon skill you have that does not have the Crit keyword.


## Fighting Styles

### Duelist Fighting Style

When wielding a melee weapon in one hand and no other items you may use the following skills:

**[40 CP] Duel** (Short Rest, Voice): “To [Target] Control: Fight only me until someone else attacks you.”

**[50 CP] Flourish** (Short Rest, Weapon, Burst 2): “Crit Disarm 10 seconds.”

**[60 CP] Riposte**  (Permanent): When you successfully Parry a weapon attack, you gain a single use of the same skill that must be used immediately. Prerequisite: **Parry**.

### Ranged Fighting Style

When wielding a ranged weapon and no other weapons you may use the following skills:

**[40 CP] Piercing Shot** (Short Rest, Bestow: Weapon, Self Only): Bestow: “Crit” to your next weapon attack.

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


**[60 CP] Paralytic Shot** (Long Rest, Weapon, Burst 2): “Paralyze.”

### Shield Fighting Style

When wielding a shield you may use the following skills:

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

**[50 CP] Sturdy Shield** (Short Rest): “Resist” Shatter. You gain 1 use of the **Shatter** skill you must immediately use.


**[60 CP] Resolute Shield**  (Long Rest): Choose any Active Keyword or Trait. For 5 minutes, “Resist” any effect that matches the selected Active Keyword or Trait that strikes your shield.

### Two-Handed Fighting Style

Any weapon that requires two hands to use you may use the following skills:


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

**[50 CP] Crushing Blow** (Short Rest, Weapon, Burst 3): “Crit Fear.”

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

### Two-Weapon Fighting Style

When wielding a weapon in each hand you may use the following skills:

**[40 CP] Enduring Edge**  (Permanent): You may continue wielding two weapons and using weapon skills even if one weapon is shattered. Prerequisite: **Dual Wield**.

**[50 CP] Jagged Edge** (Long Rest): When both of your weapons are shattered, you may gain unlimited uses of “Damage 2” for 5 minutes. This Damage

cannot be increased unless an item or skill specifically states so.

**[60 CP] Flurry** (Long Rest, Bestow: Utility):  
“Bestow: Burst 3” on your next Weapon skill.

### **Unarmed Fighting Style**

When using packets as fists, with no weapon or shield you may use the following skills:

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

**[50 CP] Brawling** 🚩 (Permanent): You may deliver weapon skills with packets.

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



## **Gravewalker**

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

### **What's Your Hook?**

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

### **Opener Skill**

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

**Pactmaker** 🚩 (Permanent): You may form a Pact with up to 3 people who do not have this skill. The person receiving the Pact reduces their maximum Hit Points by one and receives the associated Pact Skill for the remainder of the Event. They may not reduce their Maximum Hit Points to zero. Once granted, no one may change the Pact for the Event and it persists beyond the death of either party. You may benefit from any Pact Skills you have purchased, regardless if you have formed that Pact with another person.

**Pact of Limited Immortality** 🚩 (Permanent, Pact): “Resist” Execute. The Gravewalker must state “No Effect.”

### **Novice 40 CP Skills**

**Pact of Grasping Bones** 🚩 (Permanent, Pact): “Resist” uncalled Damage from Undead. You may

no longer resist uncalled Damage from an Undead you attack.

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

**Pact of Resilience** 🚩 (Permanent, Pact, Bestow: Temporary Hit Points): When you are affected by Fear, Paralyze, Daze, or Weakness, you may Bestow: 2 Temporary Hit Points to yourself.

**Pact of Death's Grip** 🚩 (Permanent, Pact): “Resist” Disarm. The Gravewalker must state “No Effect.”

**False Life** 🚩 (Permanent): You gain 1 Permanent Hit Point per individual you have pacted.

### **Journeyman 50 CP Skills**

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

**Pact of Unholy Strength** 🚩 (Permanent, Pact): Increase all Called Weapon Damage by 1.

**Pact of Dark Protection** (Short Rest, Self Only, Pact, Bestow: Temporary Armor): “Through Spirit, Bestow: 3 Temporary Armor Points.”

**Vampiric Drain** 🚩 (Permanent, Voice): “To [Pacted Character's Name] Crit Spirit Damage 1.” You then Heal 1 to Self. This cannot affect a Pacted in Bleed Out.

**Pact of Enfeeblement** (Short Rest, Weapon or Packet, Pact): “Weakness.”

### **Master 60 CP Skills**

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

**Pact of the Deathwarden** (Long Rest, Pact): “Resist” Death.

**Pact of Dark Magic** (Short Rest, Self Only, Pact, Bestow: Utility): “Bestow: Crit.” Add the “Crit” Keyword to your next Damage spell.

**Pact of Dark Blessing** 🚩 (Long Rest, Pact): When you enter Dedrot's realm, Notify Dedrot's Barrister of this Blessing. You may reroll one die of your choosing during Dedrot's Gamble. The Blessing is only used if you reroll a die.

**Create Undead** (Long Rest, Touch, Target: Corpse): "Through Spirit, Reanimate 5 Minutes."

**Wraith Form** 🚩 (Long Rest, Self Only, Bestow: Resist): "Through Spirit, Bestow: "Resist" all non-magical Damage and effects, 5 minutes." State, "Resist" to all Damage and effects that do not have a Trait.

### **Grandmaster Skill**

Below are some examples of Grandmaster Skills that you may choose once you reach level 20. You may also help design your own. See the Grandmaster Skills section of the Rulebook.

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

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

## **Paladin**

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

### **What's Your Hook?**

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

### **Paladin Auras**

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

**One Aura Limit:** A Benefactor may only be under the effect of a single Paladin aura. Paladins are always under the effects of their aura.

**Sharing Auras:** You may share any available auras you have with willing persons, called Benefactors. To do so: Gather your Benefactors and let them know the benefit of the aura you are sharing with

them. Let them know you must always be within line of sight or in the same module or they lose the Aura. The Aura fades if the Paladin becomes a Spirit.

**Changing Auras:** You may change auras at any time by regathering your benefactors and following the sharing auras rule again.

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

### **Opener Skill**

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

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

### **Adara**

**Aura of the Sun** 🏳️ (Aura, Outside Only, Day Only): "Resist" Paralyze

### **Amitel**

**Aura of Potency** 🏳️ (Aura): You and your benefactors may increase the Damage of all Through Effects they cast by 1.

### **Dedrot**

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

### **Enoon**

**Aura of the Forest Walker** 🏳️ (Aura, Outdoors Only): "Resist" Snare

## Ixbus

**Aura of Dross** 🚩 (Aura): You and your benefactors may state “By Ixbus you find nothing” when searched.

## Naenya

**Aura of the Moon’s Mercy** 🚩 (Aura, Outside Only, Night Only): “Resist” Execute

## Oro

**One With the Storm** 🚩 (Aura): When selecting Benefactors: Choose [Fire, Earth, Water, or Air] “Resist to that Trait”

## Ryknos

**Aura of Blood** 🚩 (Aura): When you successfully knock an enemy into Bleed Out or Death, state “Heal 1 Hit Point.”

## Scandelen

**Aura of Purity** 🚩 (Aura): “Resist” to poison.

## Novice 40 CP Skills

**Blessed Weapon** (Short Rest, Target: Weapon, Bestow: Weapon, Burst 2) “Bestow: Divine Damage 4”

**Aura Shift** (Short Rest, Voice): “To [your Character’s name]’s benefactors: Aura Shift to [New Aura].” You must have informed your benefactors of the effect of the second aura before this skill can be used.

**Aura of Courage** 🚩 (Aura): “Resist” Fear.

**Aura of Preservation** 🚩 (Aura): You may pause your Bleed Out count if you are knocked unconscious from Damage. You may end your Bleed-out Count at any time and start your Death Count. If this would pause your Bleed Out until Game Off, you must go directly to Dedrot’s realm at the start of the next game day. If this occurs at the

end of the Event, you do not have to go to Dedrot’s Realm.

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

## Journeyman 50 CP Skills

**Improved Aura** 🚩 (Permanent): You may have up to 4 Benefactors.

**Divine Smite** (Short Rest, Weapon): “Divine Damage 7”

**Divine Fortification** (Short Rest, Voice, Bestow: Temporary Armor):. “To [your Character’s name]’s benefactors: Bestow: 3 Temporary Armor Points.” The Paladin also benefits from this skill.

**War Cry** (Short Rest, Voice, Bestow: Weapon): “To [your Character’s name]’s benefactors, Bestow: Damage 3.” The Paladin also benefits from this skill.

**Aura of Freedom** 🚩 (Aura): “Resist” to Bind, Slow, and Daze.

**Protection From Missiles** 🚩 (Aura): “Resist” Damage and Effects of Ranged Weapons.

## Master 60 CP Skills

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

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

**Lay on Hands** (Long Rest, Touch): “Through Divine, Heal all Hit Points and Cure All.”

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

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

### **Grandmaster Skill**

Below are some examples of Grandmaster Skills that you may choose once you reach level 20. You may also help design your own. See the Grandmaster Skills section of the Rulebook.

**Divine Beacon** (Permanent): While the Paladin is conscious, Damage may not reduce the Paladin's Benefactor's Hit Points below 1. If the Benefactor is at 1 Hit Point, they may not use skills, but may swing "Divine." Damage from this skill may not be increased unless an item or skill specifically states it can. The Benefactor must be in line of sight of the Paladin, otherwise the skill drops.

**Sanguine Knight** (Permanent): After you successfully Execute an enemy, gain +1 to your called weapon Damage. This added Damage expires after 5 minutes, but the count is reset to 5 minutes after every successful Execute. This Damage may not exceed +5.

## **Ranger**

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

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

### **What's Your Hook?**

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

### **Opener Skill**

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

**Favored Foe** (Permanent): For each purchase, you can choose one type of enemy as a favored foe. Once selected, you cannot change your Favored Foe type. You may state "Resist" to all called melee effects from this type of foe. Example: Paralyze. Damage-based attacks will affect you as normal. You may purchase up to 3 Favored Foes.

## **Types of Favored Foes:**

**Beasts:** Non-humanoid creatures that are a natural part of Hyraeth. Some have magical powers, but most are unintelligent and lack any society or language. Beasts include all varieties of ordinary animals.

**Constructs:** These are creatures that are made and not born. A golem is a prime example of a construct.


**Elementals:** Creatures somehow transferred to Hyraeth from the elemental planes. Some include fire elementals and earth elementals.

**Monstrous Humanoids:** These creatures resemble the Humanoid form in only the bipedal sense. Most Monstrous Humanoids are intelligent and capable of speech. Monstrous Humanoids include creatures like Minotaurs, Bullywogs, and Gnolls.

**Plants:** The embodiment of nature brought to life. Most of them are mildly sentient, and some are even carnivorous. Some examples include shambling mounds, mycanoids, and treants.

**Undead:** Creatures that were once living and returned from death in this horrifying state of being, whether through dark magic or curses. Some examples include zombies, ghouls, ghosts, and vampires.

### **Novice 40 CP Skills**

**Hunting Trophies**  (Permanent, Self Only, Bestow: Temporary Armor): When you successfully knock a Favored Foe into Bleed Out, you may "Bestow: 2 Temporary Armor Points."

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


**Tactics** (Short Rest, Voice, Target: Favored Foe): "To [Target], Disengage 5 paces."

**Thrill of the Hunt** (Short Rest, Self Only): While engaged in combat with your Favored Foe, you may “Heal all Hit Points.”

**Walk It Off** (Short Rest, Self Only, RP: 1 minute nursing your wounds): “Cure all Maims.”

### **Journeyman 50 CP Skills**


**Subdue** (Short Rest, Weapon, Target: Favored Foe): “Daze, 5 Minutes.”

**Hunter’s Mark**  (Long Rest, Voice, RP: Pointing your weapon at a target within 10 feet): “To [Target], I mark you as my Favored Foe.” For 5 minutes, treat the marked target as a Favored Foe.

**Studied Foe** (Short Rest, Self Only): “Resist” a Through effect from a Favored Foe, including “Death.”


**Wing Clip** (Short Rest, Weapon, Burst 3, Target: Limb of Favored Foe): “Maim.”

### **Master 60 CP Skills**

**Coordinated Attack**  (Long Rest, RP: 1 minute describing your Favored Foe, Bestow: Utility): After completing your roleplay, touch up to 3 allies. “Bestow, Favored Foe [Type]” You may only Bestow a Favored Foe that you currently know.

**Foe Hammer** (Short Rest, Weapon, Target: Favored Foe): “Death.”

**Hidden Weakness** (Long Rest): For 5 Minutes, retain all uses of skills that Target: Favored Foes that are “Resisted.”

**Retaliate**  (Permanent, Weapon): When your Favored Foe hits you with a Called Weapon Effect or Called Weapon Damage, you gain 1 use of the same Skill that must be used Immediately on the Favored Foe who attacked you. You may “Resist” the skill if you are able to by some other means. Retaliating does not expend the use of a skill you possess.

**Wear them Down** (Short Rest, Weapon, Target: Favored Foe): “Weakness, 5 minutes.”

### **Grandmaster Skill**

Below are some examples of Grandmaster Skills that you may choose once you reach level 20. You may also help design your own. See the Grandmaster Skills section of the Rulebook.

**Foe Hunter** (Permanent): You may packet deliver any skill that Targets a Favored Foe.

**Master of the Hunt** (Long Rest): At the beginning of the day, you may exchange one Favored Foe with another.

## Rogue

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

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

### **What's Your Hook?**

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

### **Opener Skill**

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

**Sleight of Hand** 🚩 (Permanent): You may "pickpocket" clothespins from NPCs. Quietly hand it over to the Barkeep to claim your reward. You also may use paper clips to pick locks. You may attempt to disarm traps by physically disarming them. If you set off the trap you must take the effect, unless you otherwise use a skill to "Resist."

### **Novice 40 CP Skills**

**Dungeon Delver** (Short Rest, Self Only): "Resist" trap Damage and effects.

**Escape Artist** (Short Rest, Self Only, Roleplay: 10 seconds quietly struggling): Silently Cure Bind, Slow, and Snare.

**Feign Death** 🚩 (Permanent): You may fake your death in combat, making it look like you have succumbed to your wounds. Upon **Diagnose**, you may declare "Dead." You may remain in this state and are considered Helpless until you choose to end this effect.

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

**Waylay** (Short Rest, Weapon, Target: From Behind): "Waylay."

### **Journeyman 50 CP Skills**

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

**Blackjack** 🚩 (Permanent): Your Waylay is now "Waylay, 5 Minutes." Prerequisite: **Waylay**.

**Disguise** 🚩 (Permanent, Self Only): Mimic the physical qualities of another race, monster, or creature using mask and makeup. The disguise remains until you remove these elements. Other people cannot confirm the illusion, but they may have suspicions.

**Slippery Mind** (Short Rest, Self Only): "Resist" Control and Mind.

**Envenom** (Long Rest, Touch, Target: Weapon, Bestow: Weapon) : "Bestow: Poison" on your next weapon attack.

### **Master 60 CP Skills**

**Assassinate** (Long Rest, Weapon, Item: Dagger or Ranged Weapon): "Crit Death."

**Cheap Shot** (Long Rest, Weapon): "Paralyze."

**Evasion** (Short Rest, Self Only): "Resist" a packet-delivered effect. Evasion cannot be used to resist a "Death" effect unless otherwise stated.



**Fall Guy** 🚩 (Long Rest): “Resist” any effect. You must immediately use the same effect on a nearby ally via a weapon or packet. If you fail to hit the ally with the effect, you take the effect yourself. The targeted ally may still resist the effect.

**Lightning Reflexes** (Long Rest): When you touch a Blue stickered item, you may read the card. You may “Resist” the effects. If you choose not to “Resist” the effects, you must take them.

### **Grandmaster Skill**

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

**Unseen Assassin** (Permanent): When successfully hitting with any “Death” effect, you may additionally declare: “I end your death count immediately.”

## **Runesmiths**

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

### **What's Your Hook?**

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

### **Opener Skill**

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

**Novice Runesmith** 🏳️ (Permanent) You can craft Novice Runecraft recipes. You can also open runes to check their effects without Bestowing them.

### **Novice 40 CP Skills**

**Novice Runic Brand** 🏳️ (Event, Self only, Item: Tattoo, Brand, or small item with a symbol and a Rune): Bind a Novice Rune to yourself directly. Write "Novice Brand" on the card and keep the card with you. For this event, this rune can only be used by you and resets every short rest. You may substitute the card with your own phys rep or symbol drawn on yourself.

**Repetitive Runecraft** (Short rest, Item: Rune)  
When you Bestow a Novice or Journeyman rune you may Bestow it to a second compatible item. The second Bestow can be used by another player

but must be applied within 1 minute. Repetitive Runecraft may not be combined with any other skill.

**Quickrune** (Short rest, Self only, Item: Rune) You can Bestow a rune effect from a rune in your possession without touching the item card to the target. The Rune is still used up

**Savant** 🏳️ (Long rest, Self Only): Choose one: [Amber, Amethyst, Citrine, Diamond, Emerald, Onyx, Orichalcum, Petrified Wood, Ruby, Sapphire]. When you craft a rune, you can substitute the base component of the recipe with the chosen component. Inform the Barkeep of this ability when you turn in your recipe.

**Runic Return** (Long rest, Self Only, Item: Rune)  
Revert one of your entirely unused Bestowed rune effects back into an unused rune. This skill cannot be used with runes created by **Repetitive Runecraft** or **Master Reserves**

### **Journeyman 50 CP Skills**

**Journeyman Runesmith** 🏳️ (Permanent) You can craft journeyman runecraft recipes. You can also just state "Bestow: [Rune Name]" instead of its full effect.


**Journeyman Runic Brand** 🏳️ (Event, Self only, Item: Rune) Bind a Journeyman or Novice Rune to yourself directly. Write "Journeyman Brand" on the card and keep the card with you. For this event, this rune can only be used by you and resets every short rest. (You may substitute the card with your own phys rep or symbol drawn on yourself)


**Empowered Rune** (Short Rest, Self-only): You may double all numerical effects when you use a Bestowed Rune effect. Cannot be used with **Overcharge**.


**Runic Recall** (Short rest, Self Only) Re-Bestow a Journeyman or Novice rune effect from a rune effect you have Bestowed that day. You may not combine this with **Repetitive Runecraft**.


**Runic Overcharge** (Short rest, Self Only) Burst 3 a Bestowed Rune effect that deals Damage. Cannot be used with **Empowered Rune**.


### **Master 60 CP Skills**

**Master Runesmith**  (Permanent) You can craft Master Runecraft recipes. You may designate a single phys rep or symbol drawn on yourself to represent all your runes for the purpose of touch in the rune application process. Prerequisite: **Journeyman Runesmith**.

**Master Runic Brand**  (Event, Self Only, Event, Item: Rune) Bind a master, journeyman, or novice rune to yourself directly. Write “Master Brand” on the card and keep the card with you. For this event, this rune can only be used by you and resets every long rest. (You may substitute the card with your own phys rep or symbol drawn on yourself)

**Runic Mastery**  (Permanent, self only) You can use a Bestowed rune effect one additional time. If used with Empowered Rune or Runic Overcharge, only the first use is Affected. Prerequisite: **Master Runesmith**.

**Master Reserves**  (Event, Self only): Bestow a rune effect from any runecraft recipe you know without materials or crafting. You may not use this rune with Runic Recall, Rune Return, or Repetitive Runecraft. Prerequisite: **Master Runesmith**.

**Sealed Power**  (Permanent, Self only) Your Bestowed rune effects remain active until the end of the event, rather than expiring after resting. If the rune was Empowered, it returns to the base value after a Short or Long Rest. Prerequisite: **Master Runesmith**.

### **Grandmaster**

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

## **How to Make Runes**

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

## **Preserving Components**

Imagine you've spent the day on an adventure and have collected a selection of mystical artifacts and enchanted relics. Instead of keeping these items indefinitely, you may present your findings to the Barkeep. In exchange for the physical items, you receive cards representing your components. These cards are convenient to carry and manage, and turning in the physical items allows the cast to redistribute the items so other players can find and use them.

## **Creating Runes**

Runesmiths can create Runes by bringing the proper components to the Tavern. When you arrive, you'll submit the required components to the Barkeep. The Barkeep will tell you how long it will take to produce your Rune. After that time, you may return to get your Rune Card.

## **Using Runes**

Anyone may use a Rune. To use one:

1. Touch the Rune card to the target.
2. Open the card and read the paper so you know how the Rune affects you.
3. Follow any instructions and Bestow the effect listed on the Rune.

The person that grants the effect is the only person that can activate or benefit from the effect, and can dismiss the granted effect at any time unless stated otherwise on the rune.

You may not open a Rune Card solely to determine what the effect of the Rune is unless you are a Runesmith.

The Rune Card must remain with the person who was granted the effect. Once the rune is used, Please turn the card inside out to indicate it has been used until you can turn it into the Barkeep.

You can use only one rune per object unless a special rule allows multiple enchantments.

## **Runesmithing Components and their Traits**

**Starfallen Opal** (Air): Used in all Journeyman runes.

**Mithril** (Arcane): Used in all Master runes.

**Amber** (Blood)

**Amethyst** (Arcane)

**Citrine** (Mind)

**Diamond** (Air)

**Emerald** (Earth)

**Onyx** (Spirit)

**Orichalcum** (Divine)

**Petrified Wood** (Nature)

**Ruby** (Fire)

**Sapphire** (Water)

## **Runesmith Recipes**

The following is a basic list of Runes. When new Runes are discovered, any Runesmith may use them. Please see the Barkeep in game or the Profession Book for a full list of currently available Runes.

## **Novice Runes**

**Rune of Arcane Blade** (Amethyst, Bestow: Weapon) "Bestow: Arcane Damage 3."

**Rune of Arcane Protection** (Amethyst, Bestow: Resist) "Bestow: Resist Aracne."

**Rune of Fire Blade** (Ruby, Bestow: Weapon) "Bestow: Fire Damage 3."

**Rune of Strong Grip** (Emerald, Bestow: Weapon) “Bestow: Resist Disarm.”

**Rune of Protection** (Emerald, Bestow: Temporary Armor Points) “Bestow: 3 Temporary Armor Points.”

**Rune of Earth Armor** (Emerald, Bestow: Resist) “Bestow Resist Earth”

**Rune of Crit Guard** (Diamond, Bestow: Shield) “Bestow Resist Crit.”

**Rune of Earth Blade** (Emerald, Bestow: Weapon) “Bestow Earth Damage 3”

**Rune of Striking** (Ruby, Bestow: Weapon) “Bestow Damage 4”

**Rune of Stone Weapon** (Diamond, Bestow: Weapon) “Bestow Resist Shatter.”

### **Journeyman Runes**

All Journeyman Runes a Starfallen Opal in addition to the specified component.

**Rune of Greater Striking** (Ruby, Bestow: Weapon) “Bestow Damage 6.”

**Rune of Greater Spirit Blade** (Onyx, Bestow: Weapon) “Bestow Spirit Damage 5.”

**Rune of Penetration** (Diamond, Bestow: Weapon) “Bestow Crit on your next attack.”

**Rune of Resist Shatter** (Emerald, Bestow: shield) “Bestow: Resist Shatter.”

**Rune of Greater Nature Blade** (Petrified Wood, Bestow: Weapon) Bestow: Nature Damage 5.

**Rune of Greater Fire Protection** (Ruby, Bestow: Resist) Bestow: Resist Fire 5 minutes.”

**Rune of Greater Protection** (Emerald, Bestow: Temp Armor Points) “Bestow +6 Temporary Armor Points.”

**Rune of Greater Divine Blade** (Orichalcum, Bestow: Weapon) “Bestow: Divine Damage 5.”

**Rune of Greater Earth Blade** (Emerald, Bestow: Weapon) “Bestow Earth Damage 5.”

**Rune of Greater Arcane Blade** (Amethyst, Bestow: Weapon) “Bestow: Arcane Damage 5.”

### **Master Runes**

All Master Runes require Mithril in addition to the specified component.

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

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

**Rune of Superior Fire Blade** (Ruby, Bestow: Weapon): “Bestow: Fire Damage 8”

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

**Rune of Superior Nature Blade** (Petrified Wood, Bestow: Weapon) “Bestow Nature Damage 8.”

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

**Rune of Superior Protection** (Emerald, Bestow: Temp Armor) “Bestow: +9 Temporary Armor Points.”

**Rune of Superior Divine Blade** (Orichalcum, Bestow: Weapon) “Bestow: Divine Damage 8.”

**Rune of Paralyzing** (Petrified Wood, Bestow: Weapon) “Bestow: Paralyze”

**Rune of Slaying** (Onyx, Bestow: Weapon) “Bestow Death.”

### **Rediscovering Lost Runesmithing Techniques**

In your travels, you might unearth ancient Rune writings, long forgotten by the sands of time. Upon

submitting these rare finds to the Barkeep, you and all other Runesmiths gain access to the knowledge on how to create these new Runes. Your discovery then transcends personal gain, contributing to the collective wisdom and skill of the entire Runesmithing community.

### **Experimentation**

Players who have purchased Master Runesmith may submit an Experiment to the Barkeep once an Event. Submit components and an Experiment form and the Myth staff will review your proposal and determine if the experiment was successful. If it is, the new recipe will be added to the game, available to the entire Runesmithing community.

## **Wizard**

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

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

### **What's Your Hook?**

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

### **Opener Skill**

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

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

## **Novice 40 CP Skills**

**College of Focus** (Permanent): You may cast any Spell "Through [Arcane, Air, Blood, Earth, Fire, Mind, Spirit, or Water]" instead of its normal Trait. You choose the trait when you purchase this Skill. Once set, this choice cannot be changed.

**Empowered Spellbook** 🚩 (Permanent, Item: Foam Spellbook): You may block incoming "Through" packet effects from enemies, state "Resist," and immediately restore one of your short rest spells. Your spellbook must be boffer-style, made entirely of foam, and no larger than 9" wide and 12" tall.

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

**Personal Spell Shield** (Short Rest): "Resist" a Through effect. Personal Spell Shield cannot be used to resist a "Death" effect unless otherwise stated.

**Spell Penetration** (Short Rest, Self Only): Immediately recast a Packet Delivered Through Effect your target resisted.

## **Journeyman 50 CP Skills**

**Improved Studies:** See the "Colleges of Magic" section for the 50 CP skill you gain from your College.

**Dispel Magic** (Short Rest, Packet): "Dispel All." Alternatively, after 1 minute of RP touching an Arcane Lock or Magic Item, you may place a green sticker with an X on it to disable the Lock or Item until the beginning of the next day.

**Globe of Invulnerability** 🚩 (Long Rest, Self Only, Bestow: Resist): "Through Arcane, Bestow: "Resist" all 'Through' Effects for 5 minutes." State "Resist" to all skills with the Through keyword.

**Mage Armor** (Short Rest, Self Only): "Through Arcane, Bestow: 4 Temporary Armor Points."

## Master 60 CP Skills

**Order of the Scribes:** See the “Colleges of Magic” section for the 60 CP skill you gain from your College. Prerequisite: **Improved Studies**.

**Spell Reflect** 🚩 (Permanent): When you successfully “Resist” a Through effect with Personal Spell Shield, you gain a single use of the same skill that must be used immediately. Prerequisite: **Personal Spell Shield**.

**Magical Blast** (Short Rest, Packet, Burst 2): “Through Arcane, Damage 6.”

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

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

**Maximize** (Short Rest, Self Only, Bestow: Utility): Double the Damage of any non-burst spell.

## Grandmaster Skill

**College of Evocation** (Permanent): Your magic missiles now do Damage 3.

**College of Transmutation** (Short Rest, Self Only, Bestow: Weapon): “Through Arcane, Bestow: ‘Arcane.’ for 1 minute” You may swing “Arcane” on Basic Weapon attacks, but they are not considered called weapon Damage. You may also add the “Arcane” Trait to any Weapon Delivered Skill. In addition, double any Damage delivered though the Bestowed Weapon. For example, delivering a “Damage 2” or “Through Fire, Damage 2” with the Bestowed weapon would become “Arcane Damage 4” or “Through Arcane, Damage 4” respectively.

## Colleges of Magic

### Aeromancy (Air)

**[40 CP] Gust** (Short Rest, Packet): “Through Air, Disengage 10 paces.”

**[50 CP] Lightning Bolt** (Short Rest, Packet): “Through Air, Damage 6.”

**[60 CP] Winds of Renewal** (Long Rest, Touch, Burst: 3): “Through Air, Restore all Short Rest skills.”

### Arcanomancy (Arcane)

**[40 CP] Arcane Lock** 🚩 (Long Rest, Item: Paper with the words “Arcane Lock” and Green Sticker with your name on it): “Through Arcane, I seal this [door, chest, or box].” Then tape or tack the paper across the object on one side. Only the caster can open the object from the side with the Green Sticker. Anyone can open the object from the side without the green sticker, but breaks the Arcane Lock.

**[50 CP] Spell Inversion** (Short Rest, Self-Only): You may “Resist” a Through effect that does Damage, you instead Heal that amount.

**[60 CP] Dead Zone Caster** 🚩 (Permanent): State “No Effect” and Resist Silence.

### Hemomancy (Blood)

**[40 CP] Transfusion** (Short Rest, Packet) “Through Blood, Crit Damage 3” If Transfusion hits and is not resisted, state “Through Blood, Heal 3.”

**[50 CP] Sanguine Surge** 🚩 (Permanent): You may reduce your maximum Hit Points by 1 for the entire event. If you do, increase all Spell Damage by 1.

**[60 CP] Blood Rend** (Long Rest, Packet): “Through Blood, enter a 10 second Bleed Out.”



## Geomancy (Earth)

**[40 CP] Rock Throw** (Short Rest, Packet, Burst 4): “Through Earth, Damage 3.”

**[50 CP] Stone Skin** 🚩 (Long Rest, Self Only, Bestow: Resist): “Through Earth, Bestow: “Resist” to all uncalled Weapon Damage for 5 minutes.” State “Resist” to all uncalled weapon Damage.

**[60 CP] Fracture** (Short Rest, Packet): “Through Earth, Maim All.” Any “Resist” Maim will completely “Resist” this effect.

## Pyromancy (Fire)

**[40 CP] Firebolt** (Short Rest, Packet): “Through Fire, Damage 5.”

**[50 CP] Heat Metal** (Short Rest, Packet, Burst 3): Through Fire, Disarm 10 seconds. If the target has two weapons, the target chooses which weapon to drop.

**[60 CP] Phoenix** (Long Rest, Self Only, Target: In Bleed Out): “Through Fire, Heal 3 Hit Points” and gain one use of Burst 3 **Firebolt** that must be used immediately.

## Hydromancy (Water)

**[40 CP] Drown** (Short Rest, Packet): “Through Water, Weakness.”

**[50 CP] Ice Block** 🚩 (Long Rest, Self Only, Bestow: Utility): “Through Water, Sanctuary”

**[60 CP] Invigorating Waters** 🚩 (Permanent): State “No Effect” and Resist Sleep

## Neuromancy (Mind)

**[40 CP] Mind Sliver** (Short Rest, Voice): “Through Mind, To [single target] Crit Damage 2.”

**[50 CP] Stupify** (Short Rest, Voice): “Through Mind, to [single target] slow.”

**[60 CP] Sleep** (Long Rest, Packet): “Through Mind, Sleep 5 minutes.”

## Soulmancy (Spirit)

**[40 CP] Delay Curse** (Long Rest, Touch): “Through Spirit, pause all Curse effects until the next day.”

**[50 CP] Reverse Life** 🚩 (Permanent): You may cast any tier 1-3 Healing spells “Through Spirit” as Damage of the same amount. Neither the Damage nor the Healing may be increased unless an item or skill specifically states it can.

**[60 CP] Revivify** (Long Rest, Packet, Target: Corpse): “Through Spirit, Cure Death and Heal 1 Hit Point.”

## **Creating Your Background**

Remember, creating your character's history in Myth is not a requirement, but a path you may choose to walk. It's a canvas for your creativity, meant to enrich your roleplaying experience, not a mandatory step. You can always dive into the game and let your character's story unfold naturally through your adventures.

### **Your Character's Background: A Growing Mystery**

As a new player in Myth, your character's past is a blank slate, known only if you share it. Your background can develop and take shape as you play, allowing you to weave in your experiences and discoveries from the game. This approach lets you tailor your character's history to the developing storyline and your growing understanding of the game world.

### **Choosing Your Name**

Your character's name is a powerful part of their identity. You can have the name given at birth or forge a new one in the fires of your adventures. Remember, a name can shape how others perceive your character, so choose one that resonates with your envisioned persona.

### **Choosing Your Age**

In the realm of Myth, age is but a number. Be as young or as old as your imagination allows. Remember, you're limited to the human age range for characters of long-lived races, such as elves.

### **Deciding Where You Grew Up**

Where your character was born and raised can be a rich source of your traits and motivations. Were you raised on the streets of a bustling city or perhaps mucking stalls on the farm? Decide in advance or play Myth and let your character's roots take form, influenced by your experiences in the game.

## **Defining Who You Are**

Character traits and quirks add depth, but don't feel pressured to lock them down from the start. Play and let your character's personality emerge organically, adjusting as you grow more familiar with your role.

### **Embracing Imperfection**

Heroes are defined not by their perfection but by their growth and how they overcome flaws. Your character's journey is about transformation and redemption, not starting as an unblemished figure.

### **Don't Forget the Hooks!**

As you delve into your character's creation, consider integrating plot hooks into their backstory. These hooks are not just narrative tools, but gateways to potential adventures and interactions within the world of Myth. Here are some tips to craft interesting hooks:

**Mysterious Elements:** Introduce elements of mystery, like an unresolved chapter from your character's past or a cryptic item they possess. These can serve as intriguing starting points for future stories.

**Personal Goals and Rivalries:** Give your character personal goals or rivalries. Perhaps they're searching for an ancient family heirloom, seeking to restore their tarnished family name, or hunting for a long-time nemesis. These motivations can drive your character's actions and decisions.

**Unusual Alliances:** Consider unusual alliances or connections in your character's history. Maybe they owe a debt to an influential figure, or they once saved someone who now secretly aids them. These alliances can open up unique storylines and character interactions.

**Secrets and Revelations:** Embed secrets or potential revelations in your character's

background. A hidden lineage, a secret society membership, or a concealed skill can create suspense and surprise in the narrative.

**Adaptability:** Remember, these hooks are not rigid constraints, but starting points for your character's journey in Myth. Be open to developing and adapting these hooks as your character grows and the game world unfolds around them.

By thoughtfully incorporating these hooks, you create a character that is rich in potential and ready for the dynamic world of Myth. Your character's story will develop, deepen, and intertwine with the larger narrative, enriching your roleplaying experience and the game.

### **Restricted Character Concepts**

In crafting your character's history, we invite you to be imaginative within our game's world and ethos. Here are some guidelines to help you create a character that enriches both your experience and that of the Myth community:

**Live in the World:** Choose a hometown for your character from the existing cities and towns detailed on our game map. By rooting your character in our carefully crafted world, you honor the rich lore we've developed and enable our writers to weave your story more seamlessly into the overarching narrative.

**Money & Power:** While ambition and dreams of grandeur can be fascinating character traits, avoid giving your character unrealistic advantages such as excessive wealth, noble birth, or powerful Relics. This ensures a balanced experience for all players, fostering a game where clever strategy and character development reign over materialism.

**Inappropriate References:** Myth is committed to creating a safe and respectful environment. Therefore, please avoid including references to rape or other forms of sexual violence in your

character's backstory. Our goal is to foster a welcoming and comfortable experience for all players.

**Mental Illness Representation:** We believe in sensitive and respectful portrayals of all aspects of life, including mental health. We discourage the roleplaying of mental illnesses. This approach avoids reinforcing stereotypes and ensures all players feel respected and safe.

**Encouraging Empathy and Respect:** While your character can have phobias or past traumas, we encourage you to approach these aspects with empathy and without resorting to clinical or technical terms. This approach allows for more profound character development while maintaining respect and sensitivity.

**Roleplaying Etiquette:** Remember, the essence of roleplaying in Myth is to create enjoyable narratives for everyone involved. We encourage you to explore, create, and grow within the boundaries of respect, inclusivity, and the rich lore of our game world.

By following these guidelines, you help us maintain an engaging, inclusive, and fun game environment. We're excited to see the characters you'll bring to life within the realm of Myth!

## **Deities of Hyraeth**

In the mystical world of Hyraeth, deities stand as towering figures, embodying the highest virtues and darkest vices of mortal existence. They are not distant, indifferent watchers but active participants in the unfolding story, influencing events and guiding the destinies of heroes and villains alike.

These divine beings do not exist in isolation; their presence is deeply woven into the fabric of Hyraeth. They command respect, loyalty, and adherence, shaping the lives of mortals through their divine will. Temples and sacred sites dot the landscape, serving as conduits of celestial power and centers where the faithful gather to honor their deities.

As you craft your character's backstory, immerse yourself in the rich tapestry of divine lore presented in the following pages. This knowledge isn't just lore—it's a beacon guiding your journey through the divine intricacies of Hyraeth.

### **Adara**

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

### **Amitel**

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

### **Dedrot**

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

### **Enoon**

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

### **Ixbus**

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

### **Naenya**

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

### **Ororo**

Known as Stormlord, Ororo is the deity of elemental storms. Their symbol is a wooden disk adorned with symbols of the four elements. At the creation of the world, Ororo was born in chaos. There, they slept beneath the ocean, dreaming as the world shaped over the millennia.

## **Ryknos**

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

## **Scandelen**

Known as the Deity of Laughter or Laughing One, Scandelen is the deity of music, festivals, and beauty. Their symbol is a bottle of wine with grapes set to the side. Every time people celebrate a festival, create art, or perform music, Scandelen gains power.

## **The Calendar of Hyraeth**

In the mystical Realm of Hyraeth, we measure time by the ancient calendar of Kendra Armadas, a sage of the Kingdom of Cantara. This calendar, a blend of celestial wisdom and earthly cycles, mirrors our world's years, aligning the year 710 C.R. (Cantaran Reckoning) in Hyraeth with 2010.

### **Years & Moons**

People call the Cantaran year a “winter” and it comprises 365 days divided into 12 moons. Each moon, varying from 28 to 31 days, is further segmented into 7-day spans known as “rides.” Each moon and ride resonates with its unique magic and lore:

#### **Chillwind (January):**

**Sign:** The Star – Symbolizing optimism and inspiration.

**Special Day:** Midwinter – The High Festival of the Moon, a time of planning and alliance-building amidst joyous gatherings.

#### **Snowfell (February):**

**Sign:** The Moon – Reflecting depth and spirituality.

**Special Day:** None – A quiet time for introspection and fortitude.

#### **Winterwane (March):**

**Sign:** The Emperor – Exuding loyalty, wisdom, and ambition.

**Special Day:** None – A period of strengthening resolve and vision.

#### **Mistmoot (April):**

**Sign:** The Hierophant – Embodying inner wisdom and guidance.

**Special Day:** Springtide – Celebrating the awakening of nature and new beginnings.

#### **Meadowrise (May):**

**Sign:** The Lovers – Representing duality and perspective.

**Special Day:** None – A time for growth and flourishing relationships.

#### **Greatsun (June):**

**Sign:** The Chariot – Harnessing focus and mental fortitude.

**Special Day:** None – A period of action and advancement.

#### **Firemeet (July):**

**Sign:** Strength – Inspiring bravery and ambition.

**Special Day:** Midsummer – The Long Night of feasts, music, and romance.

#### **Firewithe (August):**

**Sign:** The Hermit – Seeking inner purpose and enlightenment.

**Special Day:** None – A time for self-reflection and discovery.

#### **Softsun (September):**

**Sign:** Justice – Advocating balance and fairness.

**Special Day:** None – A period for harmonious transitions.

#### **Leafell (October):**

**Sign:** Death – Embracing change and renewal.

**Special Day:** Hallowtide – A remembrance celebration and veiling festival.

#### **Snowmoot (November):**

**Sign:** Temperance – Valuing gentleness and wise judgment.

**Special Day:** None – A time for preparation and foresight.

**Hallowtide:** A three-day festival of memory and mirth, blending music, masquerades, and mystical traditions.

### **Fellnight (December):**

**Sign:** The Mage – Bursting with passion and energy.

**Special Day:** None – A period of reflection and anticipation.

In the timeless dance of moons and rides, the calendar of Hyraeth weaves the tapestry of time into the fabric of fantasy, inviting all who dwell in its realm to partake in its celestial rhythm and earthly charm.

### **Weeks & Days**

In Hyraeth, a week is a “ride,” a cycle of time echoing the natural rhythms of Hyraeth. We name each day of the ride after a cosmic or elemental force:

**Moonday:** The day of lunar mysteries.

**Twinsday:** A day for duality and partnership.

**Winesday:** Celebrating bounty and festivity.

**Thunderday:** Marked by strength and power.

**Fireday:** A time of passion and creativity.

**Swordsdays:** Focused on valor and conflict.

**Shieldsday:** Dedicated to protection and rest.

### **Holidays of Hyraeth**

The holidays of Hyraeth are not mere dates but pivotal moments where magic, myth, and community intertwine.

**Midwinter:** The High Festival of the Moon, a splendid gathering of foresight and festivity.

**Springtide:** A joyful celebration of rebirth and new beginnings.

**Midsummer:** The Long Night of love, merriment, and dreams.

**Aventine:** The herald of autumn, a time of travel, feasts, and varied celebrations, culminating in the ancient Hallowtide.

## **Character Equipment**

Every day by noon, Braeburn's Inner Market is full of life! People are everywhere, buying and selling all kinds of things. You may try on clothes, swing a sword, look at fantastic wood carvings, taste original foods, and much more. If you can think of it, you can buy it there.

But what if your character comes from a quieter place like Ever's Mile? It's a small town with a tiny market. You can't find everything there, so you might have to travel to different places to get your gear. Coming from a small town or village is a great way to explain why you might not have all the gear you want just yet.

## **Starting Equipment**

In most tabletop games, you start with coins to buy a sword, clothes, armor, bags, shoes, and a cloak. In Myth, you must purchase or create what your character will wear and need before you can play the game without using in-game coins.

## **Character Wealth**

Being rich in Myth isn't about how many coins you have. You can also have gems, Relics, art, and even land. You can find or earn these things while you play.

There are many kinds of money in our world, but the most common is from the kingdom of Cantara. Most big cities and towns use Cantara's money. There's no paper money, only coins like this:

Ten copper coins (bits) make one silver coin.

Ten silver coins (stars) make one gold coin (crown).

Wealthy adventurers often use gold crowns, while most use silver stars. Cantara also makes special trade tablets from precious metals with a special kingdom seal. Other things, like gems and rare goods, also have their value depending on how rare they are.

## **Starting Coin**

When you first join a game of Myth, your character starts with 10 Silver Coins. If nobody gives them to you while you check in, be sure to ask for them.

## **Character Armor**

In Myth, armor is essential to protect adventurers from the dangers that await them. We categorize armor into three types based on the material and construction, each providing a different level of Armor Point protection.

Your Armor Type for each area of coverage is determined at check in.

## **Specific Armor Coverage**

The armor's effectiveness depends on how well it covers specific body areas, ensuring that each area receives sufficient coverage to provide the level of protection in terms of Armor Points for the type of armor being worn. For the arms, the armor must cover at least the forearms. Leg protection should either extend from the foot to at least the shins or from the waist to knee. Finally, the torso armor must provide coverage for both the chest and back to be effective.

**Light Armor:** Light Armor offers 1 Armor Point of protection per area covered. It is made from flexible, often thin materials, providing some protection without compromising mobility. Light armor includes padded cloth or leather.

**Medium Armor:** Medium Armor provides 2 Armor Points of protection per area covered. It offers more protection than Light Armor, balancing protection with moderate mobility. Some medium armor examples are studded leather, chain shirts (not full arms), furs/hide, and scale mail



**Heavy Armor:** Heavy Armor provides 3 Armor Points of protection per area covered. It offers maximum protection, fashioned from materials with the highest combat defense level. Some heavy armor examples are ring mail, full-sleeve chain mail, splint mail, and plate.

### Mixing Armor Types

Mixing different armor types on the same body area results in the benefit of the lesser armor type for that area. For example, you may have plate armor on one forearm and leather on the other. This combination would give you one Armor Point, as the lowest armor value for your forearms is Light Armor.

### Simulated Armor

Acquiring real armor can be a significant investment, and not everyone may have the financial means or the crafting skills to make their own. To ensure that our game is accessible and welcoming to all, we fully support purchasing or crafting simulated armor. The primary requirement is that the simulated armor closely resembles traditional armor in appearance, maintaining the immersive experience of Myth.

### Safety Guidelines

To ensure the safety of our members, we do not allow armor with real spikes, sharp edges, or elements that could damage foam weapons. Torn weapons can cause exposed piping, creating the risk of injuries from exposed materials.

### Weapon Basics

**Handles:** You must wield weapons not made entirely of foam using their handles.

**Grounded Weapons:** You may only use weapons that belong to you. We do not allow picking up others' weapons from the ground unless it is to move that weapon out of the way for safety.

**Disarmed:** If hit with a Disarm skill, drop your weapon and wait 10 seconds before picking it up.

**Shattered:** If hit with a Shatter skill, you may no longer use called skills until you repair the weapon. You may still block and use basic attacks with a Shattered Weapon.

**Sword Tethers:** We do not allow weapon tethers designed to prevent the Disarm skill.

**Maimed:** Being hit with a Maim renders a limb unusable. If holding a weapon or shield, you must drop it or move it behind your back.

**Two-Handed Weapons:** Two-handed or Pole-arm weapons require both hands for attacks. Even if one arm is injured, you may still use these weapons for blocking by keeping one end near the ground.

### Borrowing Weapons

In combat, you can only borrow extra weapons from allies. You may only grab weapons you find on the ground if they are yours.

### Weapon Limits

Your character's skills determine the number and types of weapons you can have:

**Archery:** You must have this skill to carry a bow or crossbow.

**Dagger:** Permits a dagger in addition to a standard weapon.

**Thrown Weapon:** Enables possession of multiple throwing weapons.

**Untrained Weapon Usage:** Limits to one single-handed or two-handed weapon.

**Spare Blade:** Carry an extra weapon without wielding it.

**Dual Weapons:** Wield a one-handed weapon in each hand.

**Shield:** You must have this skill to carry a shield.

### Weapon Specifications

**Weapon Sizes:** Adhere to the size ranges for boffer weapons specified in the table. We will accept weapons close to these dimensions as manufacturers adhere to different size rules.

**Safety Check:** All weapons, even new ones, must undergo safety checks and measurements at event check-in. We recommend bringing backup weapons should yours not pass.

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

### Exotic Weapons

If you wish to bring an exotic weapon not typically found in Myth, please get in touch with the game staff beforehand. We consider each new weapon type on a case-by-case basis.

### Latex-Style Weapons

Molded foam swords represent a reliable option in LARP weaponry. Ensure your purchase is from approved sources, so you are more likely to meet our quality and safety standards. It should be noted that most molded weapons are no longer made out of latex due to latex allergies and this is just what this style of weapons has been called for many years.

**Pre-Approval:** Confirm with game staff about approved weapon sources to avoid issues. Myth reserves the right to reject any weapon, even from approved sources, as necessary for safety and game balance.

### Shields in Myth

Shields are vital for defense in Myth, protecting a variety of attacks. They are for blocking only and may never be used to attack or push an opponent. Here are important notes regarding shield use:

**Preventing Attacks:** You must have your shield at the ready to block attacks effectively. If your shield is on your back or elsewhere, any hits against it count as melee damage to that area.

**Shattered Shields:** A Shattered Shield may block normal attacks. Any Called Weapon Skill is considered a hit against the Shield Limb or Torso.

**Keywords that Bypass a Shield:** In combat, some keywords will bypass shields. The keywords are: Through and Crit.

**Turtling:** Avoid turtling, which involves crouching behind your shield in a way that only exposes your head. This position is unsafe, as the head is an illegal target area in Myth.

**Shield Walls:** We ask that members avoid creating shield walls to reduce the chances of head shots and unsafe combat.

**Safety Inspections:** At the event check-in, all shields undergo a safety inspection. The primary focus is ensuring no sharp edges or points could damage weapons during combat. To meet safety standards, individuals must either make shields entirely out of foam or adequately cover them with foam.

**Shield Sizes and Materials:** Shields should measure no larger than 64 inches when adding width and height. Acceptable materials include

foam, plastic thinner than 10 mm, or quarter-inch plywood. For safety, you must cover all edges on plastic or wood shields with piping insulation. While we adhere to these size requirements, we may make size exceptions for purchased shields close to these dimensions.

### **Contact for Advice**

If you want to purchase a LARP shield online or need advice on shield-making, please get in touch with us. We're here to help and ensure that your shield meets both the game's safety requirements and contributes to the immersive experience of Myth.

### **Magical Attunement in Myth**

Unlocking the full potential of specific Relics in Myth is a blend of strategy and fantasy, requiring a process known as attunement. Attunement involves bonding with a magical item, enabling you to harness its powers and abilities.

### **How to Attune**

At the start of each game day you may remove any Relic attunements you have provided they are not cursed or green stickered. At this point, you may attune yourself to any new Relics you have in your possession up to your item slot limit. You must have the Relic card for each Relic in your possession.

### **Item Limitations**

Practical and magical restrictions apply to the use of attuned items:

**Attunement Limits:** Unless you have a skill that states otherwise, Players are limited to 3 Magic Items.

**Wearing Limits:** You cannot simultaneously wear more than one pair of magical gloves or boots.

**Ability Stacking:** A Magic Item may not grant you the same skill or effect from different magic items or from skills you have purchased.

Example: If you have purchased the Mind Sliver skill or are Wearing a Ring of Mind Sliver, wearing an additional Ring of Mind Sliver does not grant you another use of the Skill "Mind Sliver."

**Level Requirements:** Some magical items may have restrictions, limiting their use until you reach or surpass a certain level.

**Cursed Items:** Be cautious, some items have curses, revealing adverse effects only after attunement. These curses may affect your character in unexpected ways.

Consider these factors when choosing which magical items to bond with, as they can significantly influence your journey and adventures in Myth.

## **Playing Myth**

The anticipation of your first Myth event is palpable. You've already dreamt up your character and scribbled costume ideas and are now on the brink of entering a world of imagination. We're here to ensure your arrival is as exciting as the adventure.

**Arriving at Myth:** Remember the thrill of preparing for your first event? Those weeks or months spent crafting characters, outfits, and weapons? We were all there once, excited and sharing our energy with friends. We aim to make your first experience memorable and positive. If you have any questions, please get in touch with us.

**Arrival Time:** You're welcome to arrive on-site as early as noon on Friday, marking the beginning of the setup for our Adventure Weekend.

**Setting the Stage:** Join us in transforming a rustic camp into a vibrant medieval fantasy town starting at noon on Friday. Your contribution in moving props and setting up areas is necessary and part of the fun. If you want to help, we'll sign you in upon arrival, assign tasks, and reward you with XP for your community effort.

**Your Cabin: Your Weekend Home:** At Myth, your cabin is more than just a sleeping place; it's your home away from home. You can stow your gear immediately upon arrival if you know where you are staying. If you are unsure about your cabin's location or if you need to switch, our staff is here to assist. Drive to your cabin if the event hasn't started, but be quick to free up space for others to do the same.

**Tents & Camping:** If you plan to sleep in a tent, please inform us where you will stay for safety reasons. We allow period tents to be set up within the game area, while modern tents

should be outside the play zone. Stay vigilant for in-game attacks, and avoid potential camp hazards like fires or tent ropes.

## **Check In**

**Check-In Time:** Check-in typically occurs from 6:00 pm to 9:00 pm on Friday. We will announce changes to this schedule on our Facebook Group and Discord channels. During check-in, you'll need to:

**Confirm Attendance:** Provide your real full name for attendance tracking. We'll confirm your cabin and let you know where to find it should you need to know. If you haven't already, we will have you fill out a waiver of responsibility.

**Starting Coins:** First-time attendees receive ten silver pieces. Be sure to ask for them if you didn't get them when you confirmed your attendance.

**Resource Allocation:** Collect any starting resources, potions, or items your character begins with.

**Donations:** Turn in any game-requested donations and ensure we record your contribution for an XP reward.

**Equipment Safety:** All weapons undergo a safety check. You must stow unapproved gear in your vehicle to prevent accidental use.

**Payment and Partial Events:** Events typically sell out, so we encourage online payment before the event to ensure your space. You must handle at-the-door registration online, as we do not accept in-person payment. You may leave the event and return as needed. Please let the director know if you plan to be gone for a while, so we're not sending NPCs out to find you with plotlines.

**New Player Workshop:** To enhance your first experience, join our New Player Workshop at 8:00 pm on Friday. While not mandatory, it's a great way to meet other new players, ask questions, and get a better understanding of how to play.

**Opening Meeting:** At 9:30 pm on Friday, we gather for an opening meeting to address safety, answer questions, and share important updates. All players must attend.

**Late Arrivals:** If you arrive after check-in hours, head to Game Operations for necessary steps and updates. Note that we restrict vehicle access to the play area once the game begins, so you must carry your gear to your sleeping space.

**Game On:** Game On marks the exhilarating moment we all anticipate. As the lights dim and tavern music starts, excitement fills the air, palpable enough to be sliced with your sword. Both Players and Cast shift into their characters' mindsets, diving headfirst into the action. This experience becomes a highlight every time you attend Myth.

This section is crucial as it guides you through everything from the game's start to its conclusion. It focuses on game safety and combat, two fundamental aspects that define the Myth experience from beginning to end.

### **Melee Combat**

Combat at Myth often involves thrilling encounters, from battling bandits on bridges to mythical creatures in the woods or evil characters in town.

A typical combat scenario is a dynamic mix of weapon swings, parries, dodges, spell casting, and fancy footwork. It's not just an adrenaline rush but also a full-body workout. The soreness you feel post-event is often a testament to your engagement and fun.

In Myth's battles, there's no need for rolling initiative or using dice to determine hits. Your real-world prowess with boffer weapons and your honed game skills will sway the battle in your favor, leading to memorable stories.

### **Making a Melee Attack**

You must check your weapons often throughout the event to be sure they are safe for combat. If your weapon gets damaged, have a backup weapon safety checked by the game staff before use. Here are guidelines for making melee attacks:

**Charging into Combat:** Slow down before clashing to avoid bodily contact. Running at someone does not qualify as charging. Running into them does.

**Physical Contact:** Ensure only your weapon or spell packets contact opponents.

**Lightest Touch Principle:** Strive for minimal force in your strikes while anticipating some impact. Even if a hit feels soft, it still counts in combat.

**Invalid Targets:** Avoid striking your opponent's head, neck, hand, or groin. Repeated striking of these areas may cause course correction.

**Checking Swings:** If someone is hitting too hard, say, "Check your swings." Avoid overextending your swings beyond a 90-degree angle to help reduce velocity.

**Awareness in Swinging:** Look before you swing to avoid accidental injuries.

**Machine Gunning:** Strike different areas before returning to a previously hit spot.

**Skill Calls:** Announce your combat skill before attacking. For example, say "Maim!" then attempt your strike.

## Taking Hits

**Expect to Get Hit:** In the heat of combat, expect to feel the hits even though we follow the “lightest touch” principle. It’s common for players to get caught up in the excitement and intensity of battle, which can sometimes lead to unintentionally harder swings.

**Count All Valid Hits:** You must take hits in valid target areas, regardless of how soft the strike may have been.

**Invalid Target Hits:** Getting hit in invalid areas is part of combat; you should be mentally ready for it. If someone consistently hits you with invalid strikes, please report it to the game staff.

**Extended Body:** Backpacks and accessories do not prevent you from taking damage in those areas.

**Spell Targets:** Spells affect you if they hit any part of you, including equipment. Exceptions are the head, neck, and groin.

## Blocking or Missing Attacks

If you miss with a called skill, or if your opponent blocks or resists it, you have used the skill.

## Damage or Effect

All attacks in Myth either cause damage or have a specific effect, but not both. For example:

**Damage:** When a weapon or spell strikes you, the damage reduces your hit points in the following order:

**Armor Points:** starting with any temporary or magical armor points, followed by regular armor points.

**Hit Points:** beginning with any temporary or skill-created hit points, followed by regular hit points.

**Effect:** Attacks causing effects, like a “Maim” or “Paralyze,” do not deal damage. Instead, they apply their specific effect on the target.

## Roleplaying Wounds

Embracing roleplay enhances the game’s immersion. When struck by an attack, roleplay your wounds to enrich the experience for everyone. Good roleplaying is contagious.

## States of Health

During combat in Myth, your character’s health can pass through several distinct states:

**Maximum Hit Points:** This is the highest number of hit points your character starts with at the beginning of the game or after a full recovery.

**Helpless:** When your character is unconscious, paralyzed, asleep, or unable to move, you become helpless. In this state, you may be searched or executed.

**Poisoned:** After receiving a “Poison” effect, your character must begin a count of 60 seconds, unless a skill states otherwise. Unless Cured, at the end of the count, you enter the Death State.

## States of Health: Dying

**Bleeding Out:** When your character’s Hit Points drop to zero, you become unconscious and enter a state called ‘Bleeding Out.’ You must begin a Bleed Out Count of 300 seconds. If you receive healing before completing this count, you are no longer Bleeding Out and revives your character. If you do not receive Healing by the end of the count, your character enters the Death State. Entering Bleed Out does not Cure any effects. If you are healed, you will still be under the effects that you were under before Bleed Out state and are no longer unconscious.

**Death State:** When your character enters the Death State, they are dead. In this state, you must remain motionless on the ground and begin a Death Count of 300 seconds. During this period, allies still may resurrect you by using a “Cure Death.” However, if you complete the 300-count without being resurrected, your character transitions to the Spirit state. An exception to remaining motionless on the ground is to prevent accidents, like warning someone of your presence.

**Spirit:** In the Spirit state, you must put your hand or weapon on your head and proceed directly to Dedrot’s Realm. In this state, you are invisible and may not interact with living characters, but you may state “Spirit” if someone attempts to interact with you. You may not be resurrected in the Spirit state, unless an item or skill specifically states it can.

### **Temporary Hit Points and Armor Points**

Hit Points in Myth represent your character’s overall health, combining physical and mental fortitude with a touch of luck. They don’t just signify physical injuries; they’re a measure of your character’s ability to withstand various combat challenges.

**Temporary Armor Points:** These are the first Armor Points to go if you have them.

**Armor Points:** These are the last Armor Points to go if you are wearing armor.

**Temporary Hit Points:** Once your armor is gone (or a Crit attack strikes you) Temporary Hit Points are the first to get used up.

**Hit Points:** Your regular Hit Points are the last thing to go once you use all of your armor, temporary armor, and hit points. Once all of your Hit Points are gone, you fall into the Bleed Out state.

### **Blocking Ranged Weapons**

You may only attempt to block a missile-or-thrown weapon with a shield. Swatting projectiles out of the air or stopping them with your hands or weapons is not allowed without the appropriate skill. If you swat them out of the air, you must take the Damage or Effect.

### **Moving the Fallen**

To move someone, tell them, “I carry you,” and walk beside them at a heel-toe pace. You may not fight or cast spells while carrying someone.

### **Searching the Fallen**

To search someone, hover your hands over them without physical contact and roleplay searching. State, “I search you.” You must hand over any treasure or respond with, “describe your search.

### **Describe Your Search**

You must tell the person you are searching where you look, such as, “I search your head,” “I search your boots,” or “I search your pockets.” The fallen must give up any item in a stated area.

### **The Fate of the Party**

Suppose a situation becomes physically or mentally overwhelming. In that case, you may opt-out by stating “fate of the party” while putting your hand on your head and walking out of the encounter area. This declaration means you have tied your character’s fate to your group’s outcome. If they survive the situation, you rejoin them post-combat. If they perish, you share their fate. This option only applies in scenarios where escape isn’t an option and cannot be used to avoid combat.

### **No Combat Zones**

We designate certain areas as no combat zones, as shown by “No Combat” signs. While you can enter these rare areas, please refrain from fighting or casting combat spells.

## Physical Contact in Roleplay

Physical contact varies in comfort level among players. Always ask for consent before engaging in physical roleplay. Wrestling, lifting, or potentially dangerous actions are prohibited, regardless of comfort level.

Spell Packet Touch: Myth allows quick touches with spell packets required for game mechanics, but your target may withdraw consent anytime by stating “No Touch.” Permission for game-related contact does not imply consent for inappropriate touching.

### **Yellow Armbands:** Symbolizing Non-Combat

In Myth, yellow armbands show an individual is not taking part in combat. When you see someone wearing a yellow armband, avoid engaging them in combat.

**Armband Requirements:** Your armband must be highly reflective and have working LEDs for clear night visibility. If it doesn't contrast well with your outfit in daylight, place additional material underneath to ensure it stands out.

**Non-Combat Engagement:** Do not physically engage individuals with yellow armbands in combat. Instead, verbally declare, “I kill you” or “I knock you unconscious,” pointing your weapon or spell packet at them. If you possess the Execute skill, it's permissible to use it while they are in a bleed-out state.

**Member Responsibility:** Each player and cast member purchases their yellow armband. Consider your comfort with combat participation and overall safety when attending the event.

### **“Prop” Declaration**

If someone tries to take a unique costume accessory you're wearing, clearly say “prop.” This designation

ensures that your costume items remain with you unless you wish otherwise.

### **Taking Prisoners**

To restrain someone in-game, you must have the Tie Bonds skill. You must roleplay binding their wrists or ankles for 10 seconds and then hand them a representation of the restraint. Never use real shackles or tie someone up with rope. Game restraints should always allow immediate release.

### **Critical Safety Calls**

For a safe and enjoyable experience at Myth, it's essential to understand and use these critical safety calls correctly:

**Game Stop:** Shout “Game Stop!” and stand still. Others should echo Game Stop and kneel. This halts gameplay for serious emergencies (injuries, lost glasses, medical issues). Only the production staff or first responder can end a Game Stop for medical emergencies.

**Caution:** Use “Caution!” to warn of immediate risks, like “Caution! Watch the rocks behind you.” It's like a temporary pause between you and the notified person to prevent injury.

**Clarify:** If something is unclear, say “Clarify,” as in “Clarify. I couldn't understand you through your mask.” It's for understanding game mechanics or communication, not for identifying NPCs or players, or objects.

Additionally, if a skill requires a certain creature type, such as “Undead,” You may state “Clarify: Undead?” Cast then will say yes or no and the game continues.

The integrity and safety of the game depend on these calls being used appropriately and not to gain an advantage.



## Spellcasting

In Myth, magic is a vital element, with spellcasting being the art of harnessing the energy that flows through all things. In a fantasy setting, casting spells involves precise incantations and gestures to create magical effects. Luckily, these things are much more straightforward in our game.

**Reciting the Incantation:** To cast a spell, recite the incantation clearly and loudly enough for your target to hear and understand. Speak at an average pace. The incantation describes what you want the person to do if the packet you throw hits them.

**Interrupted Spells:** While casting a spell, the magic is lost if you take damage or are affected by anything that would prevent you from ultimately casting your spell, unless otherwise stated.

**Throwing Spell Packets:** After completing the incantation, firmly and accurately throw the spell packet at your target. The goal is for you to use enough force that they know you hit them with the packet, not hurt them with it for real.

**Canceling Spells:** You may cancel any duration-based spell you've cast before it ends by stating, "I dispel my [spell name] spell."

**Non-Spellcasters:** If you are not a spellcaster, you should still familiarize yourself with spell incantations to make reacting to the spell description easier when struck. You may use "Clarify" if unsure about the spell's effect or incantation.

**Legal Spell Targets:** A spell that is delivered via packet, affects you if it hits any part of your body or anything you're holding, carrying, or wearing. The exception to this is your head, throat, or groin areas. Yes, hands count as legal targets with spells. Spells delivered via weapon are not blocked by shields and other weapons.

## Making Spell Packets

You can get information about spell packet construction in our Facebook group files section or ask someone to share it with you on our Discord channel.

## Character Death

In the world of Hyraeth, being a hero is a journey filled with danger and mystery. Should your character fall, they will find themselves in Dedrot's Realm, where they must navigate the uncertainties of the afterlife by playing a game of chance called Dedrot's Gamble. This is no mere game of dice, but your chance to return to the world of the living.

### **Arriving at Dedrot's Realm**

**Ring the Bell:** Announce your arrival at Dedrot's Realm by ringing the doorbell and await entry.

**Once Inside:** Proceed to the Barrister's bench to determine your fate.

**New Players:** Inform the Barrister if this is your first event, as new characters cannot die permanently.

**Special Conditions:** Inform the Barrister if you're under the effects of Lesser Blessing, Blessing, Curse of Misfortune, Final Judgment, or Final Death.

### **How to Play Dedrot's Gamble**

In the mystical expanse of Dedrot's Realm, where the veil between worlds is as thin as a whisper, lies the ancient ritual known as Dedrot's Gamble. This hallowed rite, a dance with destiny itself, beckons the fallen heroes to test their fate in the shadowy courts of the afterlife.

As you stand at the precipice of eternity, two six-sided dice forged in the mystical fires of the afterlife await your trembling hands. These are not

mere tools of chance, but sacred relics that hold the power to seal your fate.

**Roll Two Six-Sided Dice:** This begins determining your fate.

**Handling ‘Ones’:** If you roll a ‘one,’ set it aside, count the other die, and re-roll the ‘one’ with an additional new die.

**Re-rolling ‘Ones’:** Keep re-rolling any ‘one’ with an additional die, adding non-one numbers to your initial total.

**Determining Fate:** Sum all non-one die. A total of 18 or more means permanent death unless a Good Fortune or Graven Miracle card alters your final rolls.

### **Example Rolls:**

**Example 1:** Roll of 6 and 5 (Total: 11) - Survival.

**Example 2:** Roll of 1 and 6, re-roll leads to 6 and 5 (Total: 17) - Survival.

**Example 3:** Roll of 1 and 5 (count only the 5), re-rolling the 1 with a new die yields a 6 and 1 (count only 6), re-roll 1 with a new die again leads to 5 and 5 (Total: 21) - Permanent death unless altered by a Graven Miracle card.

**Example 4:** The player rolls two 1s. For each ‘one,’ they re-roll with a new die, yielding rolls of 6, 4, 5, and 6. The total is 21. To avoid permanent death, the player uses a Good Fortune Card and re-rolls one six, getting a 2. This Good Fortune re-roll changes the total to 17, allowing the character to survive.

### **Special Conditions:**

**Lesser Blessing:** Remove two from your total die roll after you finish rolling dice.

**Blessing:** You may reroll one die of your choosing during Dedrot’s Gamble. The Blessing is only used if you reroll a die.

**Good Fortune Card:** Re-roll a single non-one die to avoid potentially reaching 18. You must have the card with you to use it.

**Graven Miracle Card:** Escape permanent death even if the total exceeds 18. It is pivotal in averting the finality of a character’s demise.

**Remembering Your Death:** You will always remember the circumstances leading up to your death.

**Saved by the Bell:** If your character perishes just before the game ends on a Friday or Saturday, you must visit Dedrot’s Realm when game play resumes in the morning. If your character dies on Sunday, and the bell rings while you are in line for Dedrot’s Realm, your character avoids death.

### **General Gameplay Information**

While combat makes up a large part of game play, there are still elements you need to know to make play run smoothly.

### **Interacting With Objects**

In Myth, colored stickers show the rules for handling in-game items, each color representing different guidelines:

**Blue-Stickered Items:** These items come with a note providing additional information. Always search for this note to understand the item’s significance.

**Yellow-Stickered Items:** Take items with Yellow Stickers to the Barkeep. These items may have additional effects. They may also play significant roles in the game’s storyline or mechanics.

**Pink-Stickered Items:** Take these items directly to the Barkeep in the tavern and let them know you have it.

**Red-Stickered Items:** You cannot move red-stickered items that do not have a number written on the sticker.

**Green-Stickered Items:** We attach green-stickers to items that only their owner can pick up or move them.

**Heavy Items:** Items marked with yellow or red stickers that display a number show the number of people required to move them. You may move yellow stickered items anywhere within the game, while red stickered items should remain near where you found them.

**X Sticker Rule:** If an item has a sticker with an 'X' on it, the item is disabled for the rest of the day. You cannot use its main functionality unless you repair the item at the Place of Power.

## **Locks & Lock-picking**

Throughout your adventures in Myth, you may come across chests or doors secured with locks. Here are the key points to remember about lock-picking:

**Sleight of Hand skill required:** To attempt picking a lock, you must possess the correct skill.

**Using Lock-picks:** Standard lock-picking involves a paperclip fashioned into a makeshift lock-pick. You may only use actual lock picks if they are a tool created in game.

**Red Stickered Locks:** Locks marked with a red sticker are off-limits for lock-picking attempts. We consider these locks too secure for story reasons.

**Breaking Locks:** You can not forcibly break or remove locks.

**Combination Locks:** Some locks in the game may use combinations. Anyone may attempt to open a combination lock even without the Sleight of Hand skill.

## Forgery

Characters cannot forge coins, materials, or other in-game items for purposes outside the game's context. However, forging non-magical in-game documents is permissible for all players.

## Resting

Rest is essential for adventurers to rejuvenate after a day filled with exploration, combat, and treasure hunting. Here's how resting works in Myth:

**Short Rest:** Anytime you wish you may begin a 15-minute uninterrupted rest at a suitable location such as the tavern, cabins, encampments, places of power, or fire pits around the campground. A Short Rest is necessary to reset any skills that recover on a Short Rest. Short Rest does not recover Hit Points or Armor Points. During this period, engage only in light activities like eating, drinking, reading, conversing, playing a board game, or self-administering first aid. Nearby combat within melee reach disrupts your Short Rest.

**Long Rest:** As the day's adventures wind down, players retreat to their guild halls, homes, or camps for a Long Rest, marking the end of the game day. During game off, a player may choose to benefit from a Long Rest. A Long Rest rest actively restores both Short Rest and Long Rest Skills at the beginning of the next in-game day.

## Traps

Traps in Myth come in various forms, each with its unique effect:

**Acid Traps:** Cause "damage 2" to anyone hit by the liquid. Shields can block the acid, but splatter still causes damage.

**Buzzer Traps:** Trigger the Weakness effect for as long as the buzzer sound is audible.

**Mechanical Traps:** Represent traps like scything blades or falling rocks, dealing "Damage 2" upon contact.

**Snake in a Can:** If you activate or are struck by a spring-loaded snake in a can, it has the "Poison" effect.

**Snap Traps:** Require reading an attached note to discover the trap's effect.

**Squeaky Toy:** Activating a squeaky toy has the "Paralyze" effect.

**Popper Traps:** Caltrop-like traps that cause a "Maim" effect on the triggered foot.

**Wire Traps:** Wire Traps activate when bells ring or wires break. If you trigger one, read the attached note right away to learn its specific effect.

## Curses

Curses weave a complex web, challenging even the mightiest heroes with their enduring effects. These enchantments, often the result of dark magic or unfortunate encounters, cling to their victims, altering their realities in strange and perilous ways. Unlike ordinary afflictions, curses remain until dispelled by the focused power of a "Remove Curse" spell. These are some of the more notable curses you may encounter in the realm:

**Curse of the Beast's Tongue:** You can only speak in guttural animal tones but can still read and write.

**Curse of the Blurred Allegiance:** Your vision isn't what it used to be and during a battle, you may accidentally attack allies that are in front of you. For their sake, you don't get turned the wrong way.

**Curse of the Dread Pirate:** You can only wield a weapon in your offhand.

**Curse of the Eldritch Blood:** You must always have a bright light source in the darkness, or you'll be audibly fearful of the night until you do.

**Curse of the Iron Bond:** A ball and chain are permanently attached to you. When the ball is on the ground, you cannot move your feet. You must pick the ball up with both hands to move.

**Curse of the Iron Grasp:** You cannot put a specific item down, which could impede your ability to fight or cast spells.

**Curse of Restless Whispers:** You frequently hear whispering coming from who knows where and gain no benefit from short or long rests.

**Curse of the Stone Heart:** You cannot cast healing on anyone other than yourself.

**Curse of the Tethered Soul:** Your spirit is bound to an item, and you must never be further than a certain distance from that item.

**Curse of Lethargy:** You are under the effect of the Slow Keyword

**Curse of Misfortune:** Any time you go to Dedrot's realm, you must notify the Barrister you are under the effect of Misfortune. This curse will force you to re-roll a good die on your first roll.

**Curse of Reverse Healing:** Any healing spell cast on you does damage instead. You can still heal with potions or by resting.

**Curse of Silence:** Break out that notepad. The cursed cannot speak or cast spells.

**Curse of Unending Thirst:** You gain no benefit from drinking potions.

**Curse of the Warrior:** You can't turn away from a fight and will enter combat at the drop of a hat. If you hear a fight is going on somewhere nearby, you won't be able to resist that chance you could join the fray.

**Curse of Vulnerability:** When you get hit by a weapon or spell, you take twice the damage.

Each curse is an element that enriches the challenges of your journey. It offers a unique

opportunity to display resilience and resourcefulness until you remove the curse.

## **Cabin Life at Myth**

During Myth Adventure Weekends, we embrace the rustic charm of camp cabins. These cabins are not just for sleeping; they are part of the game's fabric. Here's how to make the most of your cabin stay:

**Respect Your Space:** Treat your cabin and its furnishings carefully, considering your fellow players' comfort and experience.

**Transform Your Cabin:** Your cabin doubles as an in-game area. Please bring it to life with thematic props and decorations. Create an alchemist's den, a secret mage's guild, or any immersive setup that enhances the game for everyone. It will make your event more immersive and fun.

**Leave No Trace:** Our collective goal is to leave the cabins in better condition than when we arrived, respecting the camp facilities and the Myth community.

## **Camping Amidst Nature**

For those preferring the tranquility of the forest, setting up an encampment offers a unique experience.

**Immersive Campsites:** Make your campsite a part of the game world. Use period-appropriate tents and gear to enhance the immersive experience.

**Keep Modern Items Hidden:** Maintain the game's atmosphere by keeping anachronistic items out of sight.

## **Campfire Guidelines**

Campfires are a central part of the camping experience, but safety is paramount:

**Pre-Approval:** Get approval from the Production staff for any campfire, including its location and designated fire watch.

**Fire Pit:** Consider a portable fire pit or propane stove you can pack up after the game ends, leaving no trace.

**Fire Watch Duties:** The fire watch is responsible for fire safety, ensuring it's extinguished when not in use and keeping a bucket of water handy.

**Combat Awareness:** Keep combat away from the fire to prevent accidents. The Fire Watch should never be involved in combat. If combat is to occur, the Fire Watch should put their hand on their head and state "Fire Watch" and they must prioritize fire safety.

## **Personal Space**

**Out-of-Game Under the Bunk:** The area under your bunk bed is a designated out-of-game zone for storing personal items.

**Marked Foot Locker:** Attach a red sticker to an actual lock to show that you do not want this lock to be picked. Ask us for a red sticker if you don't have one.

**Sleeping Out-of-Game:** If you need to rest, use a glow stick above your bed to show you're out of the game. Respect this signal and avoid involving out-of-game players with in-game activities.

## **Property and Theft Guidelines**

**Stealable Items:** You may actively steal in-game items such as coins, gems, and anything marked with a yellow sticker. If a Yellow Stickered item is stolen, you must return the card to the Barkeep. If you steal a Yellow Stickered Item, speak with the Barkeep and they will notify you when the card is returned for you to pick up. If you take someone's personal property, you must immediately turn it into the Barkeep.

**Decor and Props:** Always respect the decorations in cabins and campsites. Only take items explicitly marked for in-game theft.

**Securing Belongings:** For your out-of-game valuables, securely lock them in a foot locker labeled 'Out of Game' or store them in your car's trunk. Doing this helps prevent any confusion between in-game and personal items.

**Responsible Theft:** Remember to respect others' property when taking part in in-game theft, especially in cabins. Avoid excessively rummaging through or disordering their belongings in your search for stealable items. Remember, it's a game, and mutual respect is vital.

## **A Reminder of Personal Responsibility**

We cherish the deep sense of community at Myth, but it's crucial to remember the importance of safeguarding your belongings. While we strive to create a trusting environment, we encourage you to take all the precautions to protect your valuables. Myth is not responsible for any lost or stolen items.

## **Game Over and Event Breakdown**

Checkout time is from 8:30 am to 10:30 am on Sunday. This is your opportunity to complete any final game-related activities, such as identifying items or performing experiments. Please be prompt, as there are no late checkouts.

## **Myth Adventure Weekend Closure**

Our adventure weekends typically conclude at noon on Sundays. We follow this with a brief closing meeting to recap the event, give accolades, and share exciting updates about future happenings.

## **Event Breakdown: Embracing Our Community Theatre Roots**

At Myth, we view our adventures as community theatre, where every participant plays a crucial role on and off the stage. Just as actors in a community

theater help with setup and stay behind to clean and organize after a performance, we encourage our members to help break down. Participation fosters a sense of ownership and community while directly contributing to our events' overall quality and success. Here's how you can be a vital part of this process:

**Sign-Up:** Approach the breakdown coordinator to volunteer. Let us know where you can contribute the most.

**Complete Your Assignment:** Once you finish, check back for more. If you need to leave early, please inform the breakdown coordinator.

**XP Recognition:** To acknowledge your contribution, sign out with the coordinator. Signing out is like taking a bow at the end of a performance, ensuring you receive the XP applause for your efforts. We will automatically assign you the one-hour minimum if you don't sign out.

**Encore Performance Double XP:** For those who stay from start to finish of the breakdown process, we offer a standing ovation as double XP. Thanks for being there for the team.

Your involvement in event breakdown is essential. It's not just about cleaning up; it's about caring for our shared space and ensuring we set the stage for future adventures. This collective effort enhances the site for the next event and strengthens our bonds as a community. We extend our heartfelt gratitude to everyone who stays behind to help turn the page to our next chapter.

### **Cabin Cleaning Responsibilities**

As we wrap up our adventure weekend, we each have a role in ensuring we leave our shared spaces better than we found them. Treating our cabins with care reflects our respect for the community and our commitment to leaving a positive footprint. Here's how you can contribute to this essential aspect of our gathering:

**Sweeping:** A clean floor sets the stage for the next adventure. Sweep away the remnants of our shared tales, leaving a tidy canvas for future stories.

**Restoration:** Return bunks and mattresses to their original locations.

**Trash Collection:** Gather and properly dispose of all trash in the dumpster.

To make things easier, please come prepared with your cleaning kit - a broom, dustpan, and trash bags. Before you depart, ask the breakdown coordinator to perform a last check on your cabin. If we need to step in to clean up, it will, unfortunately, result in the loss of XP for all cabin members. Let's work together to ensure that each cabin is a testament to our community's care and respect for the camp we love.

## Setting Expectations

Myth is committed to creating an environment that nurtures safety, positivity, and a sense of belonging. Our goal is to foster a community where friendship and play thrive, supported by activities like barbecues, training days, and other communal events that strengthen camaraderie among our members.

Thoroughly reading, understanding, and adhering to Myth's Code of Conduct are essential for every participant. This document outlines the game's expectations and guidelines for all involved. Compliance with these rules is crucial; failure to do so may lead to course corrections, ensuring the well-being and enjoyment of all members.

We recognize and celebrate the diversity of our community, with members coming from varied cultural backgrounds and life experiences. This diversity enriches our game but also brings unique expectations. Therefore, we aim to establish clear guidelines to ensure a harmonious and inclusive experience.

### **Rule #1 - Participation as a Privilege:**

Engagement in Myth is a privilege, not an inherent right. We reserve the right to remove or ban individuals from our events whenever necessary. While we always aim to exercise sound judgment and fairness, we will not hesitate to take action against those who violate our rules or disrupt the community's harmony. Our priority is maintaining a safe and welcoming space for all who respect and contribute positively to our community.

### **Community Values and Guidelines for Myth**

The core of Myth lies in its dynamic community, built on a foundation of friendship, collaboration, and immersive gameplay. These guidelines are the cornerstone of our rulebook, as creating an enjoyable, safe, and inclusive environment is our top priority.

## **Membership and Code of Conduct**

Upon joining Myth, you become important to a diverse and enriching community. Following our DRAGoN Code of Conduct isn't just encouraged — we expect it from our members. Failure to adhere to these guidelines may cause penalties ranging from temporary suspensions to permanent bans. Let's make Myth rule with respect, unity, laughter, and excitement for all.

### **DRAGoN Code of Conduct**

This code serves as the moral compass for everyone involved in Myth, whether players, cast, or staff. It ensures that everyone has a positive gaming experience. DRAGoN stands for:

**Duty:** Follow all real-world legal requirements.

**Respect:** Always get explicit consent for actions that typically require permission and treat everyone respectfully.

**Awareness:** Prioritize safety—avoid activities that could lead to harm.

**Good Sportsmanship:** Maintain an immersive environment by staying in character, avoiding out-of-character disruptions, and using the game mechanics in good faith.

**Non-Harassment:** Foster a respectful and harassment-free atmosphere; report any incidents of harassment immediately.

### **Additional Guidelines**

**Photography:** We ask you to refrain from taking photos with your phone during events to help us maintain the in-game atmosphere as much as possible.

**Language:** Use respectful language and avoid inappropriate comments and swearing.

### **Recommended Behavior**

**Kindness:** Show courtesy, respect, and empathy.



**In-Character Focus:** Limit out-of-character discussions to non-playtime or away from others to avoid detracting from their experience.

**Inclusivity:** Welcome everyone, especially new players and anyone who may feel left out.

### **Young Player Guidelines**

Members must be at least 16 years old, and those between 16 and 17 will require parental permission to take part. We will verify the young adventurer's age and confirm approval and emergency contacts with parents via phone if the parent is not

present. You cannot participate as a minor without a signed and approved parental consent form.

### **Online Etiquette**

Online interactions should reflect the values of respect and inclusivity we appreciate and expect in our adventure weekends. While we strongly discourage harassment and disruptive negativity, we welcome constructive feedback about the Myth community or game. If you have concerns, we encourage you to voice them respectfully. We will not tolerate cyberbullying or invasion of privacy.

### **Reporting, Appeals, and Feedback**

For incidents of misconduct, appeals against unfair accusations, or feedback, get in touch with us at [support@mythlarp.com](mailto:support@mythlarp.com). Provide as much detail as possible for the most effective resolution.

### **Be Excellent to Each Other**

Our community thrives on positivity. Be kind and avoid unnecessary conflicts. Refrain from modern-day vulgarity during in-game disputes. If you witness harassment, inform the staff; if it involves a staff member, report it to a higher authority within the organization.

### **Designated Smoking Areas**

You may only smoke in designated areas. If unsure where those areas are, ask the staff, and always dispose of cigarette butts responsibly.

### **Disguise**

You must maintain the physical appearance of your character as defined by your skills. Avoid altering it with items like wigs or temporary elf ears unless your skills explicitly allow such changes.

### **First Aid**

We advise players and cast members to bring a basic first-aid kit, including band-aids, sunblock, and insect repellent. The Myth first-aid kit is for serious medical emergencies.

### **Forging Game Items**

Myth strictly prohibits the creation or use of counterfeit in-game items, including coins, potions, and Relics. If in doubt, consult the game staff rather than risk course correction.

### **Fostering Inclusivity and Friendship**

Myth is about collaborative storytelling. Involve others in your narratives to forge and strengthen friendships, ensuring no one feels like an outsider. Actively welcome new players, offering guidance and involving them in activities. This inclusion helps new members feel integrated and enriches everyone's experience.

### **Illegal Drugs & Alcohol**

Myth events strictly forbid the use or possession of non-medicinal drugs (legal or otherwise) and alcohol, even if you leave the site during game weekend

### **Lost and Found**

Turn in any found out-of-game items to Game Operations. We will dispose of any unclaimed items

left after events, so please ensure you collect all your belongings.

## **Metagaming**

Metagaming involves using knowledge gained outside of the game within the game, and it's essential to know when it's not permissible. Here are specific instances when you should not use such knowledge:

**New Character:** When playing a new character, you must not use any insights or information gained from your previous role. Treat each character's knowledge as separate and distinct.

**Unconscious or Dead:** In situations where your character is roleplaying being unconscious or dead, remember that out-of-game, you're still present and may overhear or see things. Any information gained in this state is strictly out-of-game; you must not use or repeat it in-game.

**Sleeping Safely:** If you are sleeping out-of-game, indicated by a glow stick above your bed, use nothing learned once you resume play.

**Cast and Staff:** If you are part of the cast or staff, keeping the information you've learned in these roles confidential is crucial. Please do not share this information with players, nor use it in any other role you play in the game.

## **Player Versus Player (PVP)**

Competition is a natural part of games, including Myth. Remember to treat your in-game rivals with out-of-game respect when vying for limited resources. We don't tolerate real-world vendettas or actions against other members. Check-in with your in-game adversaries out-of-game to maintain a respectful environment. Better yet, be sure they're ok with PvP before you start. We're all friends here and should treat each other as such.

## **Stay in Character**

Maximize your in-game experience by staying in character. This immersive approach enhances the experience for everyone.

## **Course Corrections at Myth**

At Myth, we're committed to fostering a community based on respect, understanding, and personal growth. When issues arise, our approach is centered on empathy and constructive resolution. Here's our process:

**Verbal Warning:** A verbal reminder about game rules and policies is the first step for minor infractions. These warnings are recorded in your character profile. Accumulating several in a short period could lead to more serious consequences. We view these moments as opportunities for reflection and improvement.

**Written Warning:** For more serious or persistent issues, a written warning is issued. This formal notice encourages a deeper understanding of the impact of one's actions on the community and the need for positive behavioral change.

**Suspension:** In cases of significant infractions, a suspension from Myth events and activities may be necessary. The length of the suspension varies based on the infraction's severity. This period is an opportunity for introspection and commitment to better conduct.

**Ban:** For the most serious offenses, a permanent ban may be considered. This drastic measure is taken only after thorough deliberation, focusing on the community's safety and integrity. It's a last resort, and we hope it's rarely needed.

## **Managing Conflicts:**

**Community Advisor Involvement:** For each case, Myth's management team collaborates closely with our Community Advisor, ensuring

all perspectives are heard and understood. This collaboration is crucial for fair and unbiased resolution.

**Direct Approach:** If you're comfortable, try resolving the issue privately and respectfully with the individual. A calm, empathetic conversation often resolves misunderstandings.

**Report to Staff:** If a direct approach isn't possible or effective, report the behavior to the Game Manager at events or via email at [support@mythlarp.com](mailto:support@mythlarp.com). We handle all reports confidentially and seriously.

We believe in giving individuals a chance to redeem themselves. Banning is a last resort, and we prefer to work towards rectifying behaviors and misunderstandings. Remember, participation in Myth is a privilege, and maintaining a safe, inclusive environment is our top priority.

### **If You See Negative Behavior:**

**Approach with Empathy:** If you witness concerning behavior, consider addressing it directly in a non-confrontational manner, if you feel safe to do so.

**Seek Assistance:** If direct intervention isn't an option or if the situation doesn't improve, contact the Game Manager or email us. We take every report seriously and strive for prompt, fair resolution.

Our goal is always to uphold the spirit of Myth, ensuring a safe and enjoyable experience for all members of our community.

### **Where Do We Go From Here?**

Congratulations on completing your journey through the rulebook of Myth! You're now equipped with the knowledge and understanding required to create a character and dive into the exciting world of Hyraeth. But, this is just the beginning of a much larger adventure.

Your next step is to become part of our vibrant community. Join our official Facebook Page by searching for "Myth LARP" on Facebook. This page is your go-to source for the latest events, announcements, and discussions. It's a great place to meet fellow players, ask questions, and share your experiences.

Additionally, we highly encourage you to become a member of our Facebook "Mythgnomers" Group. You can find this group on Facebook by searching for "Mythgnomers." This community is an invaluable resource for tips, advice, and in-depth discussions about the game. It's a perfect spot to connect with other enthusiasts, learn from their experiences, and get inspired.

For real-time interaction and engagement with the Myth community, join our Discord channel. The link to our Discord can be found on our website's contact page at [www.mythlarp.com](http://www.mythlarp.com). Our Discord channel is an excellent platform for quick queries, live discussions, and building connections with the broader Myth family.

Remember, your journey in Myth is yours to craft. Whether it's honing your character, engaging in epic battles, or exploring intriguing storylines, every experience is a step towards creating lasting memories. Your adventure in the realm of Myth awaits, and we can't wait to see the legend you'll become.

Welcome to Myth! Your story begins here, and we are thrilled to have you with us. Let the adventure begin!

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