



*... wir sehen uns in*

# MYTHODEA

# CONQUEST

Version 5.1

# RULES

[www.Live-Adventure.de](http://www.Live-Adventure.de)

## 1. PREFACE AND INTRODUCTION

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Dear player, welcome to ConQuest.

The rule-set of the ConQuest Event is structured in order to allow many players from different Countries to play together. We knew that we had to avoid to shape this rule-set too complex so that the chance to participate could be given to beginners as well as expert players of all nations.

Probably we missed or forget a few skills, spells or rule-sets somewhere along the process. The idea behind was to find a good balance to make it easy to convert an existing Character and/or create a new one.

This of course leads to the question of how many rules are needed for a LARP anyways. Since this set of rules is supposed to apply to Conquest of Mythodea above all, it is our opinion it should contain an absolutely necessary minimum of abilities and frameworks that are to be followed strictly!

On top of that, the most important rule applies: Play along! If someone interacts with you, react!

It doesn't matter how you react, but stay in character and react to the other player's actions in game. At the same time do not expect a specific reaction to your own actions from your fellow players. Accept other people's actions and continue playing on the base of that.

As long as all participants adhere to this simple course of action, everything you're doing will contribute to an exciting game for everyone.

Enough introduction, enjoy reading and memorizing these rules and most importantly have a lot of fun at ConQuest, we're glad you're here with us!

Your ConQuest Team

## 2. ESSENTIALS

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### 2.1. THE GAMEMASTERS (GM, IN GERMAN: SL)

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To enable a smooth flow of the ConQuest Event and to help you in every possible way, e.g. with Questions about Rules and playing, you can always contact the Team of Gamemasters that are present on the whole Area. A member of the ConQuest Organization is easy to recognize: They wear notable Out-time clothes with a special design, for example a white T-shirt with a ConQuest logo and a badge. This is done for security reasons, and to make it easy to recognize them in any possible (dangerous) situation.

You may also contact them with questions or problems not related to the game itself, e.g travel informations, parking and so on.

Decisions of a GM within the game are obligatory and have to be followed – it is necessary for a game that is played together by so many participants.

In some cases members of the ConQuest Organization participate in the game.

They will of course be dressed up, but are still recognizable by a red passport.

## **2.2 TERMINOLOGY**

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To handle Situations regarding the game for all in an easier way, there is a special terminology that we will use on the ConQuest Event.

**The following calls and signs exist :**

### **Time In (Call):**

Also known as "In Game", or "IT" for short. Usually, when the game has begun, any location in the designated gaming area is "in time". Consequently, every participant is expected to be in character anywhere and at any given point of time during the game. Only exceptions to this rule will be designated "out time" areas (see below)

### **Time Out (Call):**

Everything that is labelled "OT" does not belong to the ongoing game. By decision of the gamemasters and/or CQ-officials or in cases of emergency the game can be put on hold in a chosen area for a certain amount of time (see below "Time Out- Time In"/ "Stopp" / "Time Freeze" ). Also, there are permanent "OT"- zones clearly and visibly marked, such as the paramedics' areas or the NPC camp, for example.

### **Stop (Call):**

In dangerous situations or when somebody is injured (really injured) the game must be stopped immediately. To this effect the call „Stop“ is used, meaning everybody should immediately stop the game. All actions must stop and only the person who has issued the call or a referee can re-start the game. This is a very important safety aspect and one should not use it lightly, only in dangerous situations.

### **Time Freeze (Call):**

Only an official of the ConQuest Organization can use this call. When called it means that the game „freezes“ for a short period of time, meaning that all players should close their eyes and hum. This stops when the call „Time In“ is issued again. At this point the game re-starts as if it had never stopped.

Next to the calls we use different colours with each colour having a specific meaning during the ConQuest event. For example different coloured bands exist, which can be attached to weapons for example.

### **Yellow Card (Sign by GM):**

If someone reacts within a game or fight situation in a too harsh way, the Gamemasters can issue a yellow card on them. This means, that the participant should take some minutes to rethink the whole situation and cool down. As example, yellow cards are issued under following conditions: A player hits too hard, too fast, not in a controlled way or, especially, targets deliberately head, neck or groin. In the end, this is only a game and we are all there to have fun.

### **Red Card (Sign by GM):**

A red card shown to a player means that this participant has to leave the fight immediately, or game situations for a limited amount of time and is out of game until the GM allows him to play again. If a player does not react accordingly to this penalty, he or she can immediately be banned from the Event.

For example, this is issued when a player breaks rules a few or more times, ignores weapon hits in a fight or fights without safety foam weapons.

## **2.3 COLOUR CODES**

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There is a code of different colours worn as sash or band on the body, objects or weapons that have a special meaning on the ConQuest Event.

**Blue:** A Character that is visible wearing a blue band is protected by a magical armour.

**Yellow:** Persons or objects with a yellow scarf or band are invisible, because they are in another plane of existence. They can sometimes influence the game, but cannot be detected by normal means.

**Green:** The object (knife, drink etc) is poisoned.

**Purple:** Someone or something can be seen only in its ghostly form, thus it can not be taken/picked up or carried with.

## **2.4 ABBREVIATIONS**

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Used terms/abbreviations:

**EP:** Experience points, Points that you can earn through participating in games. You can convert them into abilities given by the rule-system. (Game-days/2 = EP)

**Direct:** Hit points that are inflicted on a target with the addition "Direct" are not stopped by armour and have to be deducted directly from your Life points (LP).

**LARP:** Live Action Role Playing

**LP:** Life points (See Chapter 8 "Skills" and 11 "Fight").

**MP:** Magic Points, those are points you gain for every learned magic spell that you have "bought" with your EP. These add to a pool from which you can draw the cost of every cast spell.

**NSC (in english NPC):** Non-player character, these are players that get a specific role from the Organization of the ConQuest Event and have a role as extra (walk-on) for the game.

**Orga:** Short for Organisers, these run the whole event and are the persons in charge. They wear khaki shirts with an Event logo. Please do not contact them with

rule or game questions.

**RP:** Armour Points (RP) which you get for wearing Armour and which protect you from inflicted damage on you, see Chapter 11 "Fight".

**SC (in english PC):** Player Character, these are all the players that participate in the event with their own self-made Characters.

**SL (in english: Gamemasters):** The referees and contact persons of the game – They are there for you to answer any question around the game and the event. They wear a white T-Shirt with an Event Logo and the Letters "SL".

### 3. SAFETY

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**Every Participant of the Event has to avoid dangerous situations for himself and others.**

Safety is the first priority in Live Role-playing. All game actions stand second place to this and in case of real danger the game should be stopped immediately.

**We have following rules that you should follow:**

- Every participant is responsible for his equipment and needs to make sure that it is following the general safety standards. In case you dont, we will hold you accountable for putting other peoples health to jeopardy.
- If any piece of your equipment is no longer safe, you have to make sure that neither you nor others (even by accident) are able to use it. PUT IT AWAY.
- The Gamemasters will do spot tests randomly during the whole event, especially on Check-In, before and during battles, at the entry of camps and else places.
- Having unsafe equipment with you while anywhere on the eventgrounds, this can lead to instant expulsion from the event.
- In case of question, you can always ask any Gamemaster to help or classificate things.
- Every participant has to bring his weapons and armour to a Gamemaster for a general control before the event starts. This will just be a visual check - beginning with 2009, we will no longer hand out check stickers to place on your equipment.
- In case you are using self-build projectiles (Bow/Crossbow/Throwing Things), you have to bring them to the Event HQ to get them checked and marked safe on your character-sheet.

Weapons that fail this check will under no circumstance be allowed in the game. It is mandatory and the Players' own responsibility to have the Organization check his or her weapons. Weapons that got unsafe due to a partial damage during the game can be taken out from the game through the GMs at every time of the Event. Real weapons (even smaller ones, like knives for example) have no use in the game and may not be worn at the body during the event. Therefore, personal items like knives or forks or any cooking utensils must remain in a tent or house and may not be carried around at any time.

**In fighting situations:**

Hits on the head or between the legs are strictly forbidden, like any form of unarmed fighting is. During battle a lot of caution is required, this is a game and real injuries should be avoided at any costs!

**Breaking these Rules leads automatically to a permanent ban from the Event.**

#### 4. THE RULES

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The maxim of this rule system is, to be a mutual basis for every gamer and their play on this event. This basis wants to be understood easily and to be fair in every situation that might occur during the game. Starting from the motto of "You can do what you can act out", this rule-set delivers some balance modifiers through a point system fitting for the dimension of this Event (e.g. for Armour or Spells). Within this rule system, every Character-class or Race is allowed in principle. Atop of that, there is no restriction about what the character could choose from magic, alchemy or other skills as long as it is in the rule-set. This means, that every character, regardless if Warrior, Magician, Priest, Shaman, Ranger or something else, can choose from the complete set of skills, spells and mixtures.

There are no advantages or handicaps for races or classes within the rule system, but every player is free to play out self given downsides and disadvantages of his character. Such an act is not awarded with extra points (EP), but we enjoy watching every player to do so and raise the fun for himself and others to act out within the game.

You can generate a complete new character within this system or convert your old character from other systems.

Within this set of rules all character races and classes will be treated equally. However, there can be severe inhibitions during the game to some characters due to their individual backgrounds. Therefore we strongly advise those players to contact the gamemasters before the game (p.e. for players of Necromancers, Undead, Vampires, Angels, Demons, Gods, etc.) In connection to this issue we would like you to again consider the basic rule of " You can only do in game what you are able to convincingly act out" ahead of time and check your concepts for impossible features.

**This rule system is mandatory for every character! Even a a undead-demonic half-cat angel-medusa starts with 10 EP and can only have the skills, spells and mixtures given in this rule-set!**

## 5. EXPERIENCE POINTS

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- Every Character has 10 experience points (EP) to his or her disposal during Character creation.
- With these it is possible to buy Skills or Magical spells (depending on the personal background of the character).
- For every 2 days this character has played or plays at a LARP event an additional experience point is gained.
- A Character that has already participated at LARP events for a total of 50 days has 35 experience points at his or her disposal. (10 EP for Start plus 25 EP for 50 survived days on an event).
- Points are only counting for every full 2 days played. EPs gained on the ConQuest Event only count after the end of the actual event.

## 6. CHARACTER CREATION

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If you have never created a character before, you should consider first what kind of character you would like to play and are able to play. There is a great range of possible characters you can play and also exotic races, like elves or dwarves. All these possibilities are only limited by the players' imagination.

Because of the existing literature we have a certain image of a typical Fighter, Dwarf, Magic-User, Elf, Priest, Shaman etc. You can however break with these traditional images, as long as you play a credible character.

To this effect make-up, masks, costumes, unusual accessories are used with no limits put upon the imagination and resourcefulness of the player. Never forget: The rule system only controls the abilities of your character, NOT the culture, history or background of it. This is up to yourself to decide.

If you are looking for ideas about costumes or advices for make-up you can visit the forum on the website of [www.live-adventure.de](http://www.live-adventure.de) at any time and contact other players there.

## 7. SKILLS

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In general the following rule applies in Live Role-playing:

**You can do everything in the game that you can do in real life.**

Running fast or invisibility, for example, are never written in any LARP rules, because they belong to one of the many things that are very hard to act out. On this ground every player has a huge responsibility to play his character truthfully and in a credible way. There are only a few skills that represent the knowledge a character has gathered that need to be explained detailed in the rulebook. Some of the skills have to be restricted through a point system for balancing.

In the following list a player can choose skills that fit his Character and that he would like to be able to use during the game. These skills need to be "bought" with experience points.

Theoretically every player can choose all skills and magical spells freely, however we ask everyone to only choose those skills and spells that fit the characters' class and background and deliver a truthful and credible Character!

Next to technically buying the skill with experience points the learning or receiving of every gained skill or spell should be earned in play! Fighters that learn a higher level of Battleskill should spend a large amount of their time training to achieve this goal delivering a realistic gaming experience. Magic-Users on the other hand should not only "buy" a spell from the list but should, for example, spend time in an academy or with a teacher that will train him or her the new spell. It is possible as well that you find another player to train you in the new arts.

The below listed skills and spells represent the full repertoire that are theoretically available to each player.

Under Chapter 10.6 you will find a list of additional NPC spells and mixtures that cannot be used by players but are used within the game nevertheless. This list is just for a better understanding of actions inflicted on the players by NPCs . Upon that, you may meet very special NPCs (like the Avatars) that use nonlisted spells and skills, in such cases, the effects will be explained by a bystanding GM.

**Any Character has at the point of his/her creation 3 Hit Points.**

That means he/she can suffer 3 wounds to his/her body and by this gets unconscious and will „die“ if nobody helps the character. See chapter 12: „The death of a character“

## 7.1 SKILL LIST

Note: In the following list the word "cumulative" is used many times on skills, spells or potions. The term is used with the following meaning: in order to be able to "buy" an higher level of a skill, you need to have the lower level(s) of that the skill, spell or potion.

Example: To get Surgeon a Character has to spend 2 EP to get First Aid, then 4 more EP to get Healings Arts and finally 8 for Surgeon. That means 14 Points total.

Skills cost a certain amount of experience points

Name	German Name	Cost of EP
First Aid	Erste Hilfe	2
Healing arts (cumulative, requires First Aid)	Heilkunde	4
Surgeon (cumulative, requires Healing Arts)	Arztkunde	8
Tales and Legends (can be levelled 2 times)	Geschichten und Legenden	2 (per Level)
Reading & Writing	Lesen und Schreiben	2
Repair Armour, Level 1	Rüstung reparieren, 1	3
Repair Armour, Level 2	Rüstung reparieren, 2	3
Repair Armour, Level 3	Rüstung reparieren, 3	3
Repair shields	Schilde reparieren	3
Produce Projectiles	Geschoss herstellen	3
Open/Build locks (can be raised to any level desired)	Schlösser öffnen/bauen	1 per Level
Find/Remove/Build traps (can be raised to any level desired)	Fallen finden / entschärfen / bauen	1 per Level
Immunity	Immunität	3 times the cost of the effect (e.g. spell, potion) against which the immunity is desired. You only can immunise against certain effects.
Knock unconscious	Niederschlagen	1
Assasinate (requires "Knock unconscious")	Meucheln	20
Extra Life Points (cumulative, the lower level is mandatory for the	Zusätzlicher Lebenspunkt	

next additional life point desired)		
Additional Lifepoint 1	Zusätzlicher Lebenspunkt 1	3
Additional Lifepoint 2	Zusätzlicher Lebenspunkt 2	5
Additional Lifepoint 3	Zusätzlicher Lebenspunkt 3	7
Additional Lifepoint 4	Zusätzlicher Lebenspunkt 4	10
Additional Lifepoint 5	Zusätzlicher Lebenspunkt 5	20
Additional Lifepoint 6	Zusätzlicher Lebenspunkt 6	40
Extra Magic Points	Zusätzliche Magiepunkte	1 per single MP
Thievery (See Chapter 9.1)	Dieben	2
Pickpocketing (cumulative, needs Thievery)	Taschendiebstahl	2
Shoplifting (cumulative, needs Thievery)	Warendiebstahl	2
Burglary (cumulative, needs Thievery, Open/Build Locks, Find/Remove/Build Traps)	Einbruch	2
Friendship of the Element (special, see Chapter 9.2)	Freundschaft der Elemente	10
Magic and Alchemy	Magie und Alchemie	(see a complete List of all spells and mixtures in chapter 10.5 with cost)

### Concerning the acquisition of skills, remember:

It is not enough to only buy skills from the list. The character needs to get these skills in a logical way within the game. The character generation or conversion at the beginning of the game is excluded from this rule. Please be aware that the acquisition of a new skill always requires an amount of time and should be played out in an logic way within the event.

## 7.2 SKILLS DESCRIPTION

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### First Aid (2 EP)

Only stops the bleeding of a character to death. A wound treated by First Aid will not infect (see Chapter 12, „The Death of a Character“), but it is not healed either. If it is not magically healed, treated by a Character with the skill Healing Arts or if the Character who has the wound doesn't have Regeneration, the wound will remain. More to that in Chapter 11 „Fight“.

### Healing Arts (4 EP)

Cumulative, needs First Aid Skill.

With this skill the Character can cure a wound. The wound will heal within in 2 hours. **The treatment of each wound takes 10 minutes**, after which the treated Character can perform normal activity again. If the so treated Character fights within less than 2 hours or carries a very heavy load, the wounds open again.

Bandages, needle and thread, ointments, etc. must be available. When administering potions or salves, one is obliged to ask the person precautionary if he/she suffers possible Outtime allergies.

### Surgeon (8 EP)

Cumulative, needs Healing Arts and First Aid

This skill allows a Character to set broken bones and to re-attach cut-off body parts or treat inner woundings in a correct way. The treatment of such wounds takes an individual amount of time, depending on the form and amount of wounds. Bandages, needle and thread, knives and other necessary tools must be available. When administering potions or salves, one is obliged to ask the person precautionary if he/she suffers possible Outtime allergies.

### Tales and Legends (2 / 4 / 6 EP)

The Character receives additional information from the ConQuest Organization, about the land where the game is held. This information can be in different forms: myths and legends, rumors and tales, but also habits and laws. The amount of invested EPs affects only the Quantity, not the Quality of received informations at the start of the Event (handed out in printed form by the GM on Check In).

### Reading & Writing (2 EP)

A character generally possesses the ability to read and write independent of font and language. What the player is able to understand, the character will be able to understand if the player so chooses.

### Repair Armour, Level 1 (3 EP)

The Character can repair Armour of Level 1 Strength. For every lost (damaged) Armour Point 10 minutes repair time is required. Fitting working tools and materials are necessary.

### Repair Armour, Level 2 (3 EP)

The Character can repair Armour of Level 2 Strength. For every lost (damaged) Armour Point 15 minutes repair time is required. Fitting working tools and materials are necessary.

### Repair Armour, Level 3 (3 EP)

The Character can repair Armour of Level 3 Strength. For every lost (damaged) Armour Point 15 minutes repair time is required. Fitting working tools and materials are necessary.

### Repair Shields (3 EP)

The Character can repair shields of different sizes and styles. **Small shields**, not bigger than 50 by 50 cm, take **about 30 mins repair time**, **all bigger shields an hour**. (See Chapter 11.4, Shields)

### Produce Projectiles (3 EP)

The Character has the skill to make up Arrows, Bolts or Ballista Projectiles or any other ammunition for Guns, Cannons or siege weapons like catapults. To produce one single projectile or piece of ammunition, you need a certain amount of time:

- **Arrow, Bolt, Bullet: 10 Min**

- **Munition for any bigger Siege Weapon: 20 Min**

Adequate tools and materials for producing (like, for Arrows, Cutting Knife, thread, glue and feathers) have to be available and used. Course of Action: Finding the raw materials (please do not clear the woods, it is OK to use old wood from the ground) and then act out "building ammo" for the time needed.

### Open/Build locks (1+ EP)

By acquiring this skill, the Character is able to open and build locks. Locks are represented by a sealed envelope with a stamp of the ConQuest Organization and the word "Schloss" on the outside and the level of the lock inside.

The desired level of a lock is given by the builder of this lock. (Amount of invested EP in your level of the skill is the maximum level of the lock you can build.) **For each level you need 10 Minutes to build as the crafter** – the stronger the lock, the more time you need. **To open a lock, you need 5 Minutes per Level of that lock**. To be successful in this task, your level in that skill has to be either the same or higher than the level of the lock. To build or open an in-game lock, you need materials and tools for your game, like wires, pincers, picklocks or else.

#### Example:

To create a level 8 Lock the builder has to spend 8 EPs and 8x10 (80) minutes. To pick it with dedicated tools will be needed at least 8 EPs and 40 minutes.

### Find/Remove/Build traps (1+ EP)

By acquiring this skill the Character is able to find, remove and build traps. Traps are represented by a sealed envelope with a stamp of the ConQuest Organization

and the word "Falle" on it. To find the trap, the Character should role-play the fact that he is actively searching for a trap and of course has to have the skill itself. To build a trap a Character must have invested at least one EP on this skill. Then he is able to build a trap that can only be found and removed by a Character with at least the same skill level as the creator's. An envelope containing a paper stating the strength of the trap represents this trap. This paper must be signed by the ConQuest Organization and must carry its' stamp to be valid.

The strength or difficulty of the trap is determined by the skill of the Character building it (number of EP = strength or difficulty). **For each EP 10 minutes are required to build the trap**, meaning that more time is needed to build a better and stronger trap. **To defuse a trap 5 minutes are required for each difficulty level.**

The builder of the trap with the consent of the ConQuest Organization can determine the effect of the trap.

Whoever builds a trap must take care that it cannot hurt anyone in reality. It must look like a trap and doesn't have to be really functional. Of course, to build or remove it, the necessary tools are required, like metal wire, pincers, screw drivers, release mechanisms etc.

**Example:**

To create a level 5 Trap the builder has to spend 5 EPs for this skill and 5x10 (50) minutes to build it. To find and disarm it, at least 5 EPs and 25 minutes are required.

**Immunity (Special)**

Spending **three times the EPs Cost** of the effect desired to be immune against, Characters can get an Immunity against the following effects: Berserk, Coma, Sleep, Weakness 1 and 2, Silence, Deafness, Death, Nausea, Forget, Slow 1 & 2, Petrify and Truth. It is not important whether the effect is coming from a potion or a spell. For the Costs, see Chapter 10 – Magic.

**Example:**

Berserk costs 4 EPs, so, to gain the immunity against Berserk, a Character must spend 12 EPs. In this way he/she will be protected from such an effect, no matter if coming from magical or alchemical sources. The Character is also immune if he or she tries to create the effect himself.

<b>Knock unconscious (1 EP)</b>
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To successfully knock the victim unconscious, the attacker may not be noticed by the victim or the attack fails. The attacker therefore needs to be able to move silently. Knocking somebody unconscious is done by simulating a hit with the butt of a weapon on the back of the head and emitting a sound such as "Pompf" that has to be heard from the victim. In no case may the weapon really touch the victim's head.

If someone is knocked unconscious he will remain so for 15 minutes and will have a severe headache when waking up. Because it is just a normal „out cold“, the unconscious character can be woken up at any time by shaking him or by other means. There is no universal protection against being knocked out (like Helms, magic/alchemical Armour), because the one inflicting the knock-out knows more than one way to do this to send his target into unconsciousness.

### **Assassinate (20 EP, requires Skill "Knock unconscious")**

**Every assassination attempt has to be communicated beforehand to a GM and be signed off by them!**

The experience points that are invested in this skill represent a profound knowledge of the anatomy of different races. A Character with this skill is able, independent of the victim's race, to silently and instantly kill another Character. The victim must be completely taken by surprise for this skill to have effect.

The victim is considered murdered when a Character with the assassinate skill slits the throat of the victim cleanly with a dagger (only a dagger may be used and this dagger may not have a hard core).

For security reasons the dagger may not touch the victim's skin, and especially with this skill one must be extremely careful. Through this cut, the attacked person will not lose any Life points, but is unconscious instantly. If the victim does notice the murder attempt, the attack is considered blocked. The victim still receives a wound to the neck however, which must be treated as a heavy wound, although it is not deadly. (See Chapter 11, Fight) If the attacker doesn't have the assassination skill, the above effect still takes place meaning the victim sustains a wound similar to a blocked assassination attempt.

**If a Character is successfully assassinated he or she sustains a wound of such gravity that if it is not treated within the minute the Character dies.**

It is not possible to wear an universal protection against an assassination attempt (Neck Protection, magical or alchemical Armour, or else), because an assassin knows more than one way to fulfil his task. Sleeping or unconscious characters can be assassinated at every time by a person having this skill. An instant death blow can only be inflicted, when the person has absolutely no Life points left.

### **Additional Life points 1-6 (3 / 5 / 7 / 10 / 20 / 40 EP)**

Cumulative, lower levels of this skill have to be taken for the higher ones. Additional Life points represent that this character has a better physical condition and is not that easy to kill - the so-called „Bruce Willis Effect“. With „Additional Lifepoint 1“ a character has one more lifepoint than normally, meaning a total of 4 Life points. Higher levels accordingly. A character, owning such additional Life points, has these Life points the same way as the normal 3 basic Life points. Wounds decrease the amount of Life points, and to get them back, the additional received and survived wounds have to be treated. See Chapter 11 „Fight“ and 12 „The death of a character“.

### **Additional Magic Points (1 EP = 1 MP)**

It is possible to acquire additional Magic Points with this skill. One additional Magic Point (MP) costs one EP. With this skill it is possible to increase the size of a Characters' Magic pool. **One additional Magic Point (MP) costs one EP.** With this skill, it is possible to increase the size of a Characters' Magic pool. This gives e.g. a healer character, who only has the „Magical Healing“ spell, the possibility to boost his Magic pool, so he can cast this spell several times per day instead of being

able to only cast it once.  
(See Chapter 10.1 Magic)

<b>Thievery Skills</b>
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(see Chapter 8.1 Thievery Skills)

<b>Friendship of the Elements</b>
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(see Chapter 8.2 Friendship of the Elements)

## 8. COMPLEX SKILLS

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### 8.1 THIEVERY SKILLS

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Every action described in this chapter is only admissible for in game currency and special plot items (marked bright red). Any other thieving of personal items, even if they belong to the game (such as p.e. weapons or banners) is strictly prohibited and will lead to instant exclusion from the event.

#### Thievery (4 EP)

The character is allowed to loot characters for in game currency which are helpless in game ( acting unconscious, or dead, being held captive etc.) The search has to be acted out (Only in accord with the "victim" ! ) The victim has to be asked for consent to hand over found in game currency and should usually agree.

#### Shoplifting (4 EP)

(cumulative, needs Thievery)

The character is allowed after receiving a mission from the Thieves Guild to steal specially marked objects from the shops of traders within the City Camp. To get a contract from the guild of thieves, the character has to establish in game contact with the guild.

## 8.2 FRIENDSHIP OF THE ELEMENTS

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### Friendship of the Elements (Water, Fire, Earth, Air, Magic)

This special skill can only be obtained during game and has to be checked in at the Artefact-Check-Out Point in the HQ of the Event. These abilities are experience point free, nevertheless, they are marked on your character sheet.

Effects within the game are possible, but not steerable by the Player itself. Gamemasters and NPCs will react on this skill depending on situations during the game as they see fit.

We recommend to inform the Gamemasters of your own camp during Check-In and inform the Rulemasters via email ([artefakte@mythodea.de](mailto:artefakte@mythodea.de)) if you already own this skill.

You can have only one elemental ability at once, but you are allowed to change them if you change the friendship with one element. Every player using this skill have to wear special painted signs of this element on their wrist.

## 9. MAGIC AND ALCHEMY

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In this chapter we want to clear up why we standardized the effects of spells and alchemical Mixtures. Regardless whether the effect comes from Mages, Priests or Elementalists, Potion makers, Alchemists or pharmacists, they all have something in common:

They create different Effects on other beings or themselves. For us it's completely clear that any of these Classes are trying to get an effect in many different ways, and that they can explain it with several Theories.

Nevertheless, the effect stays the same. In order to keep track of the effects, regardless through whom they are created, we unified them.  
(See chapter 10.5, List of all Spells and Mixtures).

This offers some new possibilities to magical and alchemical skilled characters. All the effects have a mandatory way of action, duration and a word of command.  
(see chapter 10.5 List of all the Spells and Mixtures)

**The word of command must be spoken after the preparation of the spell or potion.**

The word of command is always the name of the spell or mixture. A player who is only able to understand the word of command (Not the entire spell or preparation) , e.g in a big battle, can by this be sure to play out the correct effect. This way, we are sure to stop discussions without restraining the characters in their individual gameplay.

Effects with the same name in different values need all the weaker versions to be known before the mightier can be learned. Effects that are created by Magic, can not be neutralized through Alchemy and backwards.

As long as you cling to the frame and mode of action of the Rules for Magic and Alchemy, the way how you act it out is completely of your choice. You can choose the components and way of representing the spell during play freely by yourself.

Still, the corner points have to be fulfilled. Means, the magician has to use after his spell the word of command and at least the minimum count of words for the spell, the alchemist has to obey the brewery times and both of them need to act out the activators of the effect (throwing a component and hit the opponent, drink or get one into contact with the brewed mixery, etc.)

**Below, a clarification of the special durations of the different effects will be given:**

### **Duration lasts until special conditions are met**

This means, that the effect will last until the caster fulfils special conditions. During this time, the caster is not allowed to take part in fighting or to cast other spells.

Example for usual conditions to meet:

1. Spell endures as long the caster holds a special object in his hand and does something special with it.
2. As long as he concentrates and points with a finger on his spell target.

## **One LARP Event**

The effect works for the whole Time-In of one event, no matter how many days the event lasts.

## **Permanent**

The effect lasts forever and has to be neutralized through another spell or effect.

## **9.1 MAGIC**

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When we talk about „Magic“ or „magic abilities“ within the context of a Larp, we want to print out that LARP is just a Game, a made up play and that nobody really believes that such powers exist outside the game in reality.

### **Magic Theory:**

The word magic is only a generic term for all the diversity of arcane powers that a Character potentially has at his disposal during a LARP event. There are, of course, a lot of possible classes other than the typical

Magic-user: Shamans, every kind of Priest, Witches, Druids etc. are for the sake of ease all classified as “Magic-users”. Naturally every Character should have his own personal idea of the working of magic, and even when everybody is using the same spells (see further down), the used Components and formulas may differ, and we also encourage magic-users to do so.

### **A special note for practicing „Magic“ in the fictional country of Mythodea:**

Some Characters receive their power from „higher Beings“ like Gods or Spirits. For example, clerical powers that are used by Priests, Paladins, Templars or others, or demonic magic that is called up by Witches, Evocators or others. All these „higher Beings“ have no direct contact to their mortal person or being as long these dwell within the borders of Mythodea. A priest can feel the presence of his god, but cannot access his power directly. For such players, this means to contact a Gamemaster and ask what happens when they try.

### **Demonstration/Play:**

Technically, every spell stays the same whatever Character casts it, even when differences would make the game richer. A traditional Magic-user, who learned his spells at an academy will use a fan or similar component for the spell “Gust of Wind” whereas a Shaman would use feathers or something similar. The Magic-user has to be a good performer, because he has to convince the other players of the presence of unnatural powers, although they do not exist in reality.

No matter whether he tries to achieve that in a secretive, wise, absent minded, low profile or extravagant way, he always has to have a certain talent and capacity to perform his magical gift convincingly.

### **Spell-magic:**

The most common and used form of casting magic. With this method, the caster combines a component apt to the spell with a fitting spoken phrase (there are no restraints to the individuality of what language to use. Some use german, some latin or greek or even fantasy languages to cast). Thus the caster creates a

connection to a source of magic and is then able to channel the power of this energy. Other theories are accepted too – it is all up to your own fantasy. The Term „Spellmagic“ refers to all spells casted in a „normal way“. The tables (Chapter 10.5 List of all Spells and Mixtures) mark a certain amount of words that have to be spoken as „magic phrase“ for every spell and its level. We do not present any wording, because of all the different magic concepts of our players. You can decide freely your own spell, you only have to stick to the amount of words uttered for a given spell. This means, too, that you ALWAYS have to cry out the command word of that spell (Name of the Spell) after you have finished casting, so that every other player understands you and can correctly react to what you have done.

### **Magic Pool:**

Whenever a Character wants to perform magic, this is not done without mental strain, because the casting of Spellmagic also costs a lot of strength. This strength is technically represented by a so-called Magic pool, from which the Magic-user can draw his strength to cast spells. It represents his magical potential. The Magic pool consists of EP's that have been invested in the Magic pool and that have thereby been converted in Magic Points.

Additionally, one may invest points in the skill Additional Magic Points and those invested EP's are transformed into Magic points. A Character that knows the Magical spells Gust of Wind (2 MP), Magical Armour 1 (2 MP), Magical Armour 2 (4 MP), Magical Missile 1 (1 MP) and additionally has invested 2 EP's in the skill Additional Magic Points has a total Magic pool of 11 Magic Points. This means that he or she can use a total of 13 Magic Points per day to cast spells. How many times he casts a certain spell in his spell book is his own choice. The Magic pool can be regenerated in three different ways:

The first method is to sleep. **4 hours of undisturbed sleep regenerate 40%** of the maximum of his magic pool, **5 hours do 60%** and when sleeping **longer than 6 hours 100%**. The second possibility is to find a master in Alchemy who can create a special potion called Energy Fluid that allows a Magic-user to quickly regain Magic Points.

### **Restrictions:**

To stay true to the classic image of a Magic-user, Priest, Shaman, Druid etc. a magically gifted Character cannot cast spells anymore when wearing metal Armour. This is also true for a chain mail shirt. The same is valid for battle: If a Magic-user doesn't cast any spells but actively grabs a weapon and starts fighting or if he is physically attacked (or wounded) he has interrupted his casting because he breaks his concentration.

Naturally a fleeing Magic-user cannot concentrate enough anymore to cast a Magical spell.

Learning new spells is not a mere "buying" from a list. The Player has to acquire them in a logical way within the game. (Of course there is some exception during the creation.)

As example, new spells could be acquired through a visit at an Academy, through meeting up with a teacher, finding and studying scrolls and other methods. As

stated before, learning a new skill/spell takes an amount of time and should be played out accordingly. All possible Spells and Mixtures can be found in Chapter 10.5. Others than those are not allowed on the ConQuest Event.

## 9.2 ALCHEMY

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Alchemy is the lore of analysing and brewing different kinds of substances, potions or poisons. Also, similar to Magic-users, the role-playing of the preparation is extremely important. Starting with the collection of the specific herbs, and continuing with the preparation itself (light the fire, boil water, crush the herbs, use phials and filters etc.) the preparation ends with the analysis, heating up, distillation, filtering and brewing.

Unlike Magic users, the alchemists have no limit in performing their arts by spending points, but they are limited because of the preparation time required for each potion or salve. The alchemists also have to rest at least 6 hours with undisturbed sleep before being able to have the necessary concentration to perform new tasks the next day.

For example, an alchemist that knows the recipe for „Truth Serum“ would be able to brew it around 48 times a day (20 Minutes per Potion and 6 hours of sleep), as long he or she would do absolutely nothing else than that. You may brew more than one portion at a time (like, in the same cauldron), but then the potion takes more time to brew. As example: 3 Portions at the same time in one process take 1 hour to brew (3x20 mins).

Basically, there are two ways for the potions to affect someone: „Swallow“ and „Contact“. These have differences in preparation times.

**During a battle, contact poisons can be effective only if used with Armour piercing missile weapons.** The use of drinkable Mixtures must go through a previous agreement with the player or GM, in order to avoid problems or dangerous situations (no alcohol for underaged players, allergies etc.).

<p style="text-align: center;"><b>The durability of all created mixtures is limited to the duration of the event.</b></p>
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Learning to brew new mixtures is not a mere “buying” from a list. The Player has to acquire them in a logical way within the game. (Of course there is some exception during the creation.)

For example, new recipes could be acquired through a visit at an Academy, through meeting up with a teacher, finding and studying scrolls and other methods. As stated before, learning a new skill/spell takes an amount of time and should be played out accordingly. All possible Spells and Mixtures can be found in Chapter 10.5. Others than those are not allowed on the ConQuest Event.

### 9.3 RITUALS

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Where the limited effects of Spellmagic, Alchemy or other skills reach their limits, the wide field of conjuring in rituals begins. Whether the Magic-user is trying to conjure a creature from another plane, resurrect a friend that died too early in a battle, curing a group of Characters from the effects of a magical disease, or create very strong magic effects to be able to win an important battle: The possibilities of Ritual Magic are virtually limitless. In general, one can say that Ritual magic is performed when one or more Characters want to do such special tasks that normal „Tools“ cannot realize them.

Since Mythodea is a land ruled by Elements and their Avatars, with special preparation and full effort even nonmagic Characters could do rituals in the name of the Elements. Although such people should keep in mind that they are not trained with the use of magic. Which means, that it is easier for a magician to do such tasks than for a warrior. But if the warrior does the ritual in such a considerate way that it does not exceed his mental abilities, it is possible that he is successful. A basic principle for every Ritual:

If there is a good explanation InTime, the acting and playing comes always first.

#### **Example:**

A group of Orc Warriors that dance three hours around their totem post, play the drums, sing along and scream on top of their lungs could conjure up a powerful effect of the same magnitude than a group of magicians chanting a while in a ritual circle.

Always keep in mind that you have to be careful with rituals – their ending and result is mostly incalculable. It is good to group skilful people under your flag that are able to do such tasks before you try something adventurous like this. A ritual means an even bigger effort of acting than the performance of Spellmagic. Depending on what you want to do and parameters given by the GMs, a ritual could have a duration between minutes and several hours. Thus, you need a good concept, components and ideas how to do it. Anyhow, you have nearly limitless possibilities in what a powerful ritual could conjure up.

But: Since a participant has to concentrate really hard during a ritual and it requires strength and stamina to do such tasks, **this character can only take part in a maximum of 2 rituals per day, and he or she is only able to be the leader of such a ritual once a day.**

### 9.4 ARTEFACTS AND OTHER PERMANENT MAGIC OBJECTS

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To keep the game fair and balanced, no Artefacts may be brought to the ConQuest Event with the one exception of Artefacts that are created or found during the event or where created or found in previous ConQuest Events and have a Check-in Sign from the GMs.

Self created permanent artefacts have to be "bought" after the ritualised creation with additional free experience points of the creator. The amount of experience points needed is given by the Gamemasters. Artefacts have can only be checked in and out during the event in the central artefact check-out in the HQ of the Event.

If weapons or else objects get blessed by an Avatar, then they only get a better

"feeling". Pretty much like a paint-job on a car. Looks good but that's all. This is only effecting and helping Game-play, but has really no additional effect for the weapon or object. If you really want to get more "bang for the buck" on your weapon, this has to be haggled out with the Gamemasters of your camp.

## 9.5 LIST OF ALL SPELLS AND MIXTURES

English Name	German Name	A/M	Cost of EP
Alarm	Alarm	M	2
Neutralize Alchemy	Alchemie neutralisieren	A	2
Barrier	Barriere	A/M	4
Berserker	Berserker	A/M	4
Detect Effect 1	Effekt erkennen 1	A/M	1
Detect Effect 2	Effekt erkennen 2	A/M	2
Shield against Effect	Effektschutz	M	4
Energy Field	Energiefeld	M	3
Energy Fluid 1	Energiefluid 1	A	10
Energy Fluid 2	Energiefluid 2	A	10
Disarm	Entwaffnen	M	1
Fire	Feuer	A/M	1
Heat Object	Gegenstand erhitzen	M	2
Missile 1	Geschoss 1	A/M	1
Missile 2	Geschoss 2	A/M	2
Missile 3	Geschoss 3	A/M	3
Missile 4	Geschoss 4	A/M	4
Missile 5	Geschoss 5	A/M	5
Healing Body	Heilung Körper	A/M	6
Healing Wound	Heilung Wunde	A/M	2
Coma	Koma	A/M	25
Light	Licht	A/M	1
Dispel Magic	Magie aufheben	M	2
Transfer Magic	Magie übertragen	M	2
Defuse secured Magic	Magieentsicherung	M	4
Secure Magic	Magiesicherung	M	4
Magical Search 1	Magische Suche 1	M	2
Magical Search 2	Magische Suche 2	M	4
Regenerate	Nachwachsen	A/M	25

Armour 1	Rüstungseffekt 1	A/M	2
Armour 2	Rüstungseffekt 2	A/M	4
Armour 3	Rüstungseffekt 3	A/M	7
Armour 4	Rüstungseffekt 4	A/M	10
Armour 5	Rüstungseffekt 5	A/M	15
Armour 6	Rüstungseffekt 6	A/M	20
Strengthen Shield	Schildverstärkung	A/M	4
Sleep	Schlaf	A/M	2
Weakness 1	Schwäche 1	A/M	4
Weakness 2	Schwäche 2	A/M	8
Silence	Schweigen	A/M	4
Seal	Siegel	A/M	2
Strength 1	Stärke 1	A/M	4
Strength 2	Stärke 2	A/M	8
Deafness	Taubheit	A/M	3
Speak with Animals	Tiersprache	A/M	2
Death	Tod	A/M	50
Sickness	Übelkeit	A/M	3
Forget	Vergessen	A/M	3
Slow 1	Verlangsamung 1	A/M	3
Slow 2	Verlangsamung 2	A/M	5
Turn to Stone	Versteinern	A/M	6
Truth	Wahrheit	A/M	4
Gust of Wind	Windstoss	M	2

### **Alarm (Alarm)**

EP-cost: 2

Time to brew(drink): -

Time to brew(contact): -

Spell duration: 6 seconds spell duration (4 words min.)

Components: A small piece of thread and a little bell.

Execution: The caster ties the bell and the thread to the object that needs to be protected and speaks the magical words.

Duration: 12 hours or till the Alarm rang once.

Effect: Through this spell, the caster is able to install a magical alarm on an object (door, chest, etc.) If a person touches it (friend or foe), the alarm triggers. He or she must cry a loud alarm cry as long as he/she is touching (e.g. doorknob) or holding (e.g. Chest) the object, and for at least 30 seconds after the object has been released.

### **Neutralize Alchemy (Alchemie neutralisieren)**

EP-cost: 2

Time to brew(drink): Identical with the time to brew of the alchemical effect that is to be neutralized, regardless of its form of use.

Time to brew(contact): Identical with the time to brew of the alchemical effect that is to be neutralized, regardless of its form of use.

Components: -

Execution: Swallow or Contact

Duration: Instantly

Effect: Neutralizes only the effect of the previous mixture. A sleep effect neutralizing potion helps only against a sleep poison and not against any other potion. Effects gained through magic spells cannot be neutralized via this mixture.

### **Barrier (Barriere)**

EP-cost: 4

Time to brew(drink): -

Time to brew(contact): 40 min

Spell duration: 12 seconds spell duration (8 words min.)

Components: Some Flour and a rope

Execution: The caster makes a line by pouring the flour on the ground. An alchemist additionally pours his mixture on the line.

Duration: 12 hours.

Effect: The caster is able to create a barrier that cannot be passed by magical or physical means. The barrier can have either a length of 3 m and a height of 5 m or a length of 5 m and a height of 3 m. The barrier cannot be split up nor bend or changed in another way. The barrier can only be a vertical wall.

### **Berserker (Berserker)**

EP-cost: 4

Time to brew(drink): 20 min

Time to brew(contact): 40 min

Spell duration: 12 seconds spell duration (8 words min.)

Components: -

Execution: Alchemical: drinking or contact.

Magic: casting the spell and touching the person the effect is to be inflicted on.

Duration: 10 Minutes.

Effect: The affected Character gets into a mad rush and fights against any person near him, no matter if friend or foe until the end of the effect or till it is impossible for the character to attack any further (blocked, tied, dead, etc.). He/she gets two extra Life points till the end of the effect.

#### **Detect Effect 1 (Effekt Erkennen) 1**

EP-cost: 1

Time to brew(drink): 0 (special, see below)

Time to brew(contact): 0 (special, see below)

Spell duration: 3 seconds spell duration (2 words min.).

Components: Sand

Execution: The caster concentrates and needs free hands.

Alchemist: Probe the object a little (Zero time needed)

Duration: Instantly

Effect: This helps to examine if an effect is on an object or person.

#### **Detect Effect 2 (Effekt Erkennen) 2**

EP-cost: 2 (cumulative, Spell level 1 has to be learned before)

Time to brew(drink): 0 (special, see below)

Time to brew(contact): 0 (special, see below)

Spell duration: 6 seconds spell duration (4 words min.).

Components: Sand

Execution: The caster needs concentration and free hands.

Alchemist: Probing the object at least five minutes long.

Duration: Instantly

Effect: By this you can detect not only the effect, but gain information about the strength, source and other things to be analysed. The GM decides the amount of information that can be gained.

#### **Shield against Effect (Effektschutz) 4**

EP-cost: 4

Time to brew(drink): -

Time to brew(contact): -

Spell duration: 12 seconds spell duration (8 words min.)

Components: Prism or Mirror

Execution: Caster takes mirror or prism in both hands, holds it before his body and speaks his spell.

Duration: 12 hours or until caster got hit by the first spell invoked onto him.

Effect: This spell shields the caster (or any person which the spell is casted on) with an antimagic field that will negate any given spell that hits this field. There can only be one field at a time on a person, a second one would instantly negate the first one.

#### **Energy Field (Energiefeld)**

EP-cost: 3

Time to brew(drink): -

Time to brew(contact): -

Spell duration: 9 seconds spell duration (6 words min.)

Components: A piece of string of approx. 1 meter, a softball attached to the string.

Execution: The caster binds the string to the softball, speaks the magical words and starts to spin the ball around himself.

Duration: As long as the caster spins the ball around himself and his concentration isn't broken.

Effect: With this magical spell the caster can create an energy field around him or her, which protects him from any physical harm (ranged weapons or melee weapons). If he wants to protect additional persons 3

extra Magic Points have to be spent per person. This is only possible at the initial casting of the spell, not after the field has been created. If the field is active, nobody, friend or foe, can enter it. Objects that are

not within the Energy Field cannot be taken or influenced by its' occupants. Magic can still be cast upon persons within the Energy Field or from within the field on somebody else outside. The caster can protect a maximum of 3 other persons in his or her Energy Field.

### **Energy Fluid (Energiefluid) 1-2**

EP-cost: 10/20 (Cumulative, Level 1 must be learned before Level 2)

Time to brew(drink): 50/100 min

Time to brew(contact): 100/200 min

Spell duration: -

Components: -

Execution: Swallow or Contact of potion

Duration: Instant, but can only be used every 6 hours.

Effect: The Character using it gains immediately 50%-100% (Level 1 or 2) of his/her max. MP. I.e.: his/her Magic pool contains 30 MP, then the character will recover 15 or 30 MP. The user cannot exceed his normal pool level. User can drink only 1 fluid every 6 hours.

### **Disarm (Entwaffnen)**

EP-cost: 1

Time to brew(drink): -

Time to brew(contact): -

Spell duration: 3 seconds spell duration (2 words min.)

Components: A piece of string or drapery

Execution: The caster knots the string or the drapery and speaks his words.

Duration: Instant

Effect: The Character affected by the spell must drop the weapon in his main hand immediately.

### **Fire (Feuer)**

EP-cost: 1

Time to brew(drink): 0 min (special, see below)

Time to brew(contact): 0 min (special, see below)

Spell duration: 3 seconds spell duration (2 words min.)

Components: lighter or matches.

Execution: The magician takes the lighter or matches in his hand and speaks the magical words. The alchemist uses the lighter or match on burnable material in his

hand.

Duration: Till the match has burned or the lighter is switched off.

Effect: A little flame appears in the casters' hand.

### **Heat Object (Gegenstand Erhitzen)**

EP-cost: 2

Time to brew(drink): -

Time to brew(contact): -

Spell duration: 6 seconds spell duration (4 words min.)

Components: A match.

Execution: The caster must light the match, point at the object and speak the magical words.

Duration: Till the match burns down.

Effect: With this magical spell the caster can heat an object. As long as the match burns, this object cannot be held, even with gloves. If casted on a worn Armour this has the effect that the wearer has unbelievable pain and thus goes to the ground (this inflicts NO WOUND on the person hit by this spell). This person can only stop the pain through the heat by taking off the Armour as long as the match burns. After the match extinguished, the object is no longer hot.

### **Missile 1 – 5 (Geschoss 1-5)**

EP-cost: 1/2/3/4/5 (cumulative, Magical Missile 2 requires Magic Missile 1 etc.)

Time to brew(drink): -

Time to brew(contact): (10 x level) min

Spell duration: 3/6/9/12/15 seconds spell duration (2/4/6/8/10 words min.)

Components: a soft ball.

Execution: The caster throws the ball on the target.

Duration: Instant

Effect: If the spell-caster hits the target, it will suffer a number of wounds equal to the spell/brew level. Hits on the head are not valid. The ball can be thrown only once and if not used immediately the effect is gone.

### **Healing Wound (Heilung Wunde)**

EP-cost: 2

Time to brew(drink): 10 min

Time to brew(contact): 20 min

Spell duration: 6 seconds spell duration (4 words min.).

Components: Salve.

Execution: The caster coats the wound with a salve and speaks out the spell.

Alchemist: Wounded Character has to drink the potion or apply the mixture on the wounds.

Duration: Instant

Effect: Thanks to this magical spell the caster can heal a wound a character suffered. Its' effect is immediate, meaning that the wound closes and infections are stopped, but the healing will take 10 minutes to complete. If the Character resumes combat, needs to run or carry a heavy load the wounds opens again. A character can only be healed this way once every 2 hours.

### **Healing Body** (Heilung Körper)

EP-cost: 6 (cumulative, Healing Wound has to be learned before)

Time to brew(drink): 30 min

Time to brew(contact): 60 min

Spell duration: 18 seconds spell duration (12 words min.).

Components: Salve.

Execution: caster coats the wound with a salve and speaks out the spell.

Alchemist: Wounded Character has to drink the potion or apply the mixture on the wounds

Duration: Instant

Effect: Thanks to this magical spell the caster can heal all wounds a character suffered. Its' effect is immediate, meaning that the wounds close and infections are stopped, but the healing will take 30 minutes to complete. If the Character resumes combat, needs to run or carry a heavy load all the wounds open again. A character can only be healed this way once every 6 hours.

### **Coma** (Koma)

EP-cost: 25

Time to brew(drink): 125 min

Time to brew(contact): 250 min

Spell duration: 75 seconds spell duration (50 words min.).

Components: Rice & Blood from a fresh wound (-1 lifepoint) that the spell-caster inflicts on himself. (The wound is only usable for one spell)

Execution: Alchemist: Target character has to drink/ touch the potion.

Magic: pour the rice in the blood and throw the rice on the victim. The rice has to hit the opponent.

Duration: 24 hours or nullified.

Effect: The character hit by this falls into a deep coma, not knowing what happens around him, not seeing or hearing or feeling anything. In this state, the character is vulnerable.

### **Light** (Licht)

EP-cost: 1

Time to brew(drink): 5 min

Time to brew(contact): 10 min

Spell duration: 3 seconds spell duration (2 words min.)

Components: Caster: Flashlight. Alchemist: Snaplight in Bottle

Execution: The caster holds the flashlight in his hand and speaks the magical words. Alchemist puts Snaplight in a bottle.

Duration: Until the lamp is switched off or the user casts another spell.

Effect: The caster creates a magical/chemical light. The flashlight must be pointed towards the ground (No searchlight; not to be pointed in the eyes of an opponent etc).

### **Dispel Magic** (Magie Aufheben)

EP-cost: 2+ x (special, see below)

Time to brew(drink): -

Time to brew(contact): -

Spell duration: 6 seconds spell duration (4 words min.).

Components: Small wooden stick

Execution: The caster touches the object or the person (even himself) with the small wooden stick, utters the words and breaks the stick.

Duration: Instantly

Effect: The spell enables a magician to dispel any other magic that is not secured by the Spell „Secure Magic“. While doing this, the magician spends the required amount of points (casting costs of the spell that has to be broken) from his magic pool. Example: If a magician wants to dispel a magical barrier (4 MP), so he needs to have 6 MP in his pool – 2 MP for the dispel Magic cast and 4 MP for the Barrier Spell. If the user does not have enough points in his pool, he will lose 2 MP for the Spell and there is no effect. Effects gained through Alchemy can NOT be dispelled with this spell.

The magician is even able to dispel magic that is targeted on him before it inflicts the effect. To do this, the caster has to begin his own „Dispel Magic“ maximal 2 seconds after the command word of the opponent that inflicted a spell on him was uttered. Furthermore, Spells or Effects from Chapter 10.6 cannot be dispelled. Same for Missile Spells targeting the caster.

### **Transfer Magic (Magie Übertragen)**

EP-cost: 2 (special, see below)

Time to brew(drink): -

Time to brew(contact): -

Spell duration: 6 seconds spell duration (4 words min.).

Components: writing tools, for example a feather and ink, or a brush and paint

Execution: The caster draws a magical symbol on the palm of his or her hand. He or she then puts his or her hand on the target and speaks the magical words.

Duration: Instant

Effect: With this spell, the magician is able to transfer own MP to another person or into another spell. If the magic is transferred into a person, the target cannot take more MP than his normal Magic Pool is capable of. A spell could be made stronger to make it harder for an opponent to dispel it. Transfer Magic costs 2MP plus the transferred MP.

### **Defuse secured Magic (Magieentsicherung)**

EP-cost: 4

Time to brew(drink): -

Time to brew(contact): -

Spell duration: 12 seconds spell duration (8 words min.).

Components: 1 dagger and a magical flame.

Execution: The caster takes the dagger in his or her hand and cleanses it with the magical flame. Then he speaks the magical words while unglueing the wax with the three hairs from the object (see spell „Secured Magic“).

Duration: Instantly

Effect: With this special spell, the caster is able to take down a spell securation of an object. By this, the caster is then able to maybe dispel the magic in this object.

.

### **Secure Magic** (Magiesicherung)

EP-cost: 4

Time to brew(drink): -

Time to brew(contact): -

Spell duration: 12 seconds spell duration (8 words min.).

Components: Some wax and 3 hairs from the caster.

Execution: The caster sticks the 3 hairs to the object he wants to protect using the wax and speaks the magical words.

Duration: 12 hours

Effect: The spell enables the caster to protect another spell, that has a longer duration, from being dispeled.

### **Magical Search 1 + 2** (Magische Suche)

EP-cost: 2/4 (cumulative, Magical Search 2 requires Magical Search 1)

Time to brew(drink): -

Time to brew(contact): -

Spell duration: 6/12 seconds spell duration (4/8 words min.).

Components: 1 dagger, 1 magical flame, 1 specific object.

Execution: The caster holds the dagger, cleanses it with the magical flame and waves it above the object. Then he or she must lay the dagger on the palm of his/her hand and speak the magical words.

Duration: 10 Minutes.

Effect: Level 1: By this, the magician is able to find a person, if the user owns a personal object from the person that has to be found. The object has to be something that was in close contact with the person (e.g worn jewellery like rings etc.)

Level 2: The magician is able to find an object that has a close connection to the object used by the magician during the spell. (e.g the Pommel of a sword to find the its blade). The GM decides if the object can be found (e.g if special circumstances hinder the detection) and decides the amount of information received through this spell.

### **Regeneration** (Nachwachsen)

EP-cost: 25

Time to brew(drink): 125 min

Time to brew(contact): 250 min

Spell duration: 75 seconds spell duration (50 words min.).

Components: Dagger, magical flame and salve.

Execution: Purify the dagger with the flame and press it on the wounds. Afterwards, coat the wounds with the salve.

Alchemist: Person has to drink potion or it has to be applied on the wounds of the person.

Duration: 24 hours.

Effect: Any cut off or smashed part of the body will be recreated in 24 hours. After this period of time (24 hours) the part will be fully functional again.

### Armour 1 – 6 (Rüstung 1-6)

EP-cost: 2/4/7/10/15/20 (cumulative, lower level has to be learned before the next one)

Time to brew(drink): 10 - 20 – 35 – 50 – 75 – 100 min

Time to brew(contact): 20 – 40 - 70 – 100 – 150 – 200 min

Spell duration: 6/12/21/30/45/60 seconds spell duration (4/8/14/20/30/40 words min.) Components:

A blue ribbon plus

1 = a piece of soft leather

2 = a piece of hard leather.

3 = a piece of metal reinforced leather (studs for example).

4 = a piece of mail Armour.

5 = a piece of scale Armour.

6 = a piece of plate Armour.

Execution: Magic: The caster holds the required piece of Armour in his hand, touches all body parts of the target with it and speaks the magical words. Then the target of the spell has to wear the blue band in a visible way (like a sash).

Alchemy: Swallow Potion or contact (pour the potion over all parts of the body to be protected. Then the target of the potion has to wear the blue band in a visible way (like a sash).

Duration: 12 hours or till used.

Effect: The effect creates an energy field around the target that protects for 1-6 Armour Points depending on the level of the spell. This means protection against 1-6 hits, regardless where, and not 1-6 Armour points per body part.

Armour effects cannot be combined (Armour 1+ Armour 2 will be Armour 2 )

### Strengthen Shield (Schildverstärkung)

EP-cost: 4

Time to brew(drink): -

Time to brew(contact): 40 min

Spell duration: 12 seconds spell duration (8 words min.).

Components: Some Talc Powder or fine sand.

Execution: Magic: The caster pours the powder on the shield and speaks the magical words.

Alchemy: Apply potion on shield.

Duration: 10 minutes.

Effect: The effect protects a shield from destruction (**Exception: NPC Spell „Destroy Shield“**). The rule of 5 hits for a small shield and 10 for a big one until it is destroyed is not valid in this case. Caster or Shield user has to put a visible blue ribbon over the shield as "Out of Game sign" for this effect.

### Sleep (Schlaf)

EP-cost: 2

Time to brew(drink): 10 min

Time to brew(contact): 20 min

Spell duration: 6 seconds spell duration (4 words min.).

Components: Rice.

Execution: Magic: Throw the Rice on the victim (cannot be blocked by a shield);

Rice must hit the target. Alchemy: Swallow or contact with potion.

Duration: 10 minutes.

Effect: The character falls asleep. With cold water etc. he or she can be woken up for a short time, but after that the character falls asleep again. If attacked the effect will be over after the first wound inflicted on the character. This can be a hit by a sword, a knock-out blow or an assassination attempt, but no death blow.

### **Weakness 1-2 (Schwäche 1-2)**

EP-cost: 4/8

Time to brew(drink): 20 / 40 min

Time to brew(contact): 40 / 80 min

Spell duration: 12/24 seconds spell duration (8/16 words min.).

Components: Peas.

Execution: Magic: The caster throws the peas at the victim (they cannot be blocked with a shield).

Alchemy: Swallow or contact with potion.

Duration: 10 minutes.

Effect: The victim loses 50% or 100% (rounded up) of his/her EXTRA Life points. The victim does not lose any of his normal (3) Life points.

### **Silence (Schweigen)**

EP-cost: 4

Time to brew(drink): 20 min

Time to brew(contact): 40 min

Spell duration: 12 seconds spell duration (8 words min.).

Components: A cloth and a feather.

Execution: The caster puts the feather in the cloth, points it to the target and speaks the magical words. Alchemy: Swallow or contact with potion.

Duration: 10 Minutes

Effect: This spell disables the person to speak

### **Seal (Siegel)**

EP-cost: 2

Time to brew(drink): -

Time to brew(contact): 20 min

Spell duration: 6 seconds spell duration (4 words min.).

Components: Wax from a white and a black candle.

Execution: The caster holds both candles in his hands and lets the wax drip on the object, speaking the words.

Alchemy: Pour potion over object.

Duration: 24 hours

Effect: The effect protects Books, scrolls, chests or other things against being opened. The effect does not protect the objects from other damage like being burned etc.

### **Strength 1-2 (Stärke 1-2)**

EP-cost: 4/8 cumulative, Level 1 has to be learned first

Time to brew(drink): 20 / 40 min

Time to brew(contact): 40 / 80 min

Spell duration: 12/24 seconds spell duration (8/16 words min.).

Components: -

Execution: Alchemist: drink or contact. Magic: contact.

Duration: 10 minutes.

Effect: The person gains 50% or 100% (rounded up) of his/her EXTRA Life points.

Wounds that caused a loss of the extra Life points have to be healed extra. The maximum cap of Life points, 10, is the limit.

### **Deafness (Taubheit)**

EP-cost: 3

Time to brew(drink): 15 min

Time to brew(contact): 30 min

Spell duration: 9 seconds spell duration (6 words min.).

Components: Some wax and a piece of cloth

Execution: The caster enrols the wax in the cloth, points it at the target and speaks the magical words. Alchemist: Swallow or contact with potion.

Duration: 10 Minutes

Effect: The caster can inflict deafness on the target for 10 minutes.

### **Speak With Animals (Tiersprache)**

EP-cost: 2

Time to brew(drink): 10 min

Time to brew(contact): 20 min

Spell duration: 6 seconds spell duration (4 words min.).

Components: A snail- or seashell

Execution: Alchemist: Drink or get in contact with the mixture, while being near an animal.

Magic: Near the animal, take the shell to your ear and speak the words.

Duration: 5 Minutes.

Effect: As a result of this spell, the caster is able to speak the language of an animal. The GMs will decide the kind and extent of information that is received. It has to be mentioned, that, of course, a worm will not be happy to be pulled out of the ground and will have very limited information.

### **Death (Tod)**

EP-cost: 50

Time to brew(drink): 250 min

Time to brew(contact): 500 min

Spell duration: 150 seconds spell duration (100 words min.).

Components: 3 Hairs, a personal object and blood of the victim.

Execution: Alchemist: Victim has to swallow or contact the potion.

Magic: Small Ritual with the Components, paint a rune on the hand and contact the victim with it.

Duration: The victim dies after 300 minutes.

Effect: Early symptoms after 5 minutes, become stronger time after time. For example: Nausea, headaches, muscular spasms, weakness, paralysis, breathing difficulties, and after 300 minutes the Character dies.

### **Sickness (Übelkeit)**

EP-cost: 3

Time to brew(drink): 15 min

Time to brew(contact): 30 min

Spell duration: 9 seconds spell duration (6 words min.).

Components: -

Execution: Alchemist: Contact with potion or drinking.

Magic: Contact

Duration: 1 minute.

Effect: The Character has to throw up and suffer the typical pain.

### **Forget (Vergessen)**

EP-cost: 3

Time to brew(drink): 15 min

Time to brew(contact): 30 min

Spell duration: 9 seconds spell duration (6 words min.).

Components: Alcohol.

Execution: The caster sprinkles the alcohol on the earth near the victim and speaks the magical words. Alchemy: Victim has to drink or contact potion.

Duration: Till the effect is dispelled

Effect: The caster can force the target to forget something that has happened recently. A maximum of 1 minute can be deleted from the mind of the target.

### **Slow 1 (Verlangsamung 1)**

EP-cost: 3.

Time to brew(drink): 15 min

Time to brew(contact): 30 min

Spell duration: 9 seconds spell duration (6 words min.).

Components: None

Execution: Alchemist: Swallow or contact with potion, Duration 15 seconds.

Magic: Lay own hand on own mouth, point to target, speak the words.

Duration: Alchemist: 15 seconds, Magic: As long as the magician concentrates and holds his hand on his mouth.

Effect: The caster is able to slow down the speed of speech of the victim. The target can only speak in slowmotion.

### **Slow 2 (Verlangsamung 2)**

EP-cost: 5 (cumulative, Level 1 has to be learned before)

Time to brew(drink): 15 min

Time to brew(contact): 30 min

Spell duration: 15 seconds spell duration (10 words min.).

Components: None

Execution: Alchemist: Swallow or contact with potion, Duration 15 seconds.

Magic: Grab your your other hand's wrist, point to target, speak the words.

Duration: Alchemist: 15 seconds, Magic: As long as magician concentrates and holds his wrist.

Effect: The caster is able to slow down the speed of movement of the victim. The target can only move in slow motion.

### **Turn To Stone (Versteinern)**

EP-cost: 6

Time to brew(drink): 30 min

Time to brew(contact): 60 min

Spell duration: 18 seconds spell duration (12 words min.)

Components: 1 Softball.

Execution: Magic: The caster speaks the magical words and throws the Softball.

Alchemy: Victim swallows or gets in contact with potion.

Duration: 15 Minutes

Effect: The effect petrifies the victim. The target is indestructible while being a stone. No interaction possible. After effect ends, the victim does not know what happened while being petrified.

### **Truth (Wahrheit)**

EP-cost: 4

Time to brew(drink): 20 min

Time to brew(contact): -

Spell duration: 12 seconds spell duration (8 words min.).

Components: little scale and a sword.

Execution: The caster speaks the magical words and takes the sword in his right hand and the scale in his left hand.

Alchemy: Target has to swallow the potion.

Duration: Only one question.

Effect: The effect forces the target to answer one question truthfully. The question must have a specific goal, and no additional questions may be asked. The target must answer the question and must give all information he has concerning the question. It should be possible to answer the question in two sentences.

### **Gust Of Wind (Windstoss)**

EP-cost: 2

Time to brew(drink): -

Time to brew(contact): -

Spell duration: 6 seconds spell duration (4 words min.)

Components: 1 bundle of feathers or a fan.

Execution: The caster takes the bundle of feathers or fan in his hand and fanning with it he speaks the magical words.

Duration: As long as the caster keeps on fanning (maximum 1 Minute).

Effect: The caster creates an elemental Gust of Wind that pushes an object (size and weight of a grown up person) or person back 5 meters for as long as the spell lasts. The spell only works on one opponent, never on more.

Alchemy: Contact target or target swallows potion.

Duration: Until wound is healed or the cured Character makes an intense movement like running or fighting.

Effect: The effect only stops the bleeding of all wounds on the body and cleans them. Wound infections are stopped. The wounds are NOT healed.

## 9.6 ADDITIONAL SPELLS AND MIXTURES FOR NPCS

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The spells and mixtures described in the following chapter can not be learned by players, these are solely for NPCs and are only listed for the description of the effects.

### **An Immunisation against the following effects is impossible!**

It is also possible that players meet special NPCs during the game, like the Avatars, which can conjure up or use effects that are not listed here. In such a case, the effects will be explained by a GM.

#### **Pressure Wave (Druckwelle)**

EP-cost: 6

Time to brew(drink):-

Time to brew(contact): -

Spell duration: 18 seconds spell duration (12 words min.)

Components: Weapon

Execution: The caster hits the ground with his weapon and speaks the magic words.

Duration: Instantly

Effect: If this power is used, everyone, player and NPC, in front of the caster (in a 180° Angle) is hit by a gust of wind.

#### **Fear (Furcht)**

EP-cost: 4

Time to brew(drink):-

Time to brew(contact): -

Spell duration: special, see below

Components: Arrow or special artefact weapon

Execution: A high pitched cry for around 2 seconds duration, the victim must be hit by arrow or weapon.

Duration: 30 Seconds

Effect: The victim flees instantly in fear of the caster. Fighting is not possible for the victim as long as the effect lasts.

#### **Infection (Infizieren)**

EP-cost: 4

Time to brew(drink): 20 Minutes

Time to brew(contact): 40 Minutes

Spell duration: 12 seconds spell duration (8 words min.)

Components: Spray of Water

Execution: The caster sprays a cloud of waterdrops on his victim.

Duration: special, see below

Effect: Depends on the infection, the situation will be explained to the victim by a GM

#### **Mass-Fear (Massen-Furcht)**

EP-cost:16

Time to brew(drink):-

Time to brew(contact): -

Spell duration: special, see below

Components: 4 or more white pieces of cloth.

Execution: A high pitched cry for around 2 seconds duration while waving around dramatically with the white pieces of cloth.

Duration: 30 Seconds

Effect: Every Player in the direct proximity of the caster flees instantly in fear of the caster. Fighting is not possible for the persons hit by the effect.

### **Destroy Shield** (Schildbrecher)

EP-cost:12

Time to brew(drink):-

Time to brew(contact): -

Spell duration: 36 seconds spell duration (24 words min.)

Components: special artefact, hammer weapon

Execution: The caster speaks the words of the spell and has to hit the shield of the opponent. The blow must hit the targeted shield or the spell will not work

Duration: Instantly

Effect: Destroys the shield that got hit by the artefact weapon, even if the shield is protected by a „Strengthen Shield“ effect.

### **Soultravel** (Seelenwanderung)

EP-cost:2

Time to brew(drink):-

Time to brew(contact): -

Spell duration: 6 seconds spell duration (4 words min.).

Components: 1 bone

Execution: Dramatic gestures with the bone and uttering of the words of the spell.

Duration: Instantly

Effect: Raises a fallen undead.

### **Raise the dead** (Tote erheben)

EP-cost:10

Time to brew(drink):-

Time to brew(contact): -

Spell duration: 30 seconds spell duration (20 words min.).

Components: 1 bone and a tuft of hairs.

Execution: gestures with the bone and uttering of the words of the spell.

Duration: Instantly

Effect: The caster is able to raise dead player characters or higher undead NPCs that are under his full control after the spell was cast successfully.

### **Unholy Blessing** (Unheiliger Segen)

EP-cost: 2

Time to brew(drink):10 Minutes

Time to brew(contact): 20 Minutes

Spell duration: -

Components: -

Execution: Swallowing or contact potion

Duration: 60 Minutes

Effect: The character targeted by the unholy blessing is protected for 60 minutes against the first alchemical effect that hits him. This also includes positive effects like Healing etc.

### **Duel (Zweikampf)**

EP-cost:10

Time to brew(drink):-

Time to brew(contact): -

Spell duration: 30 seconds spell duration (20 words min.).

Components: -

Execution: Uttering the words and point at the target

Duration: Instantly, until the death of one of the opponents or until the caster stops the spell.

Effect: The caster is able to force an opponent to a duel that cannot be disturbed by anyone.

## 10. COMBAT

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**During a "Fight" on the ConQuest Event it is only allowed to use Foam Weapons that apply to the actual Standards of Safety and have to be checked ok by the GMs before the Game starts.**

Each player is bound to verify and take care of the safety of his/her weapons in order not to endanger others.

Broken weapons or weapons that fail the weapon check are to be taken out of the game immediately and will be stored by the GMs during the Event.

**Hits on the head or groin are strictly forbidden.**

During combat, the safety and security of all players is most important. Fairness and responsibility for other players that take part in a fight is compulsive for every simulated battle.

Please remember always: It is not allowed to carry real knives or other weapons around with you, this included knives for grilling/eating. You have to leave these objects in or around your tent. Acting against this rule can lead to expellation from the event.

Hits must be role-played correctly, even if one is not wounded heavily or still has enough Armour Points. Please remember: Good roleplay means to give your opponent the feeling that you really have acknowledged a taken hit instead of only decreasing the Armour points in your mind.

Same applies for the usage of a weapon. Even if a foam weapon is not as heavy as a real one, please use them as if they were and play the weight and strain that you "feel" when using it during a battle. The bigger the weapon, the slower you should hit with it. Good Roleplay always comes first.

**Every one handed weapon causes exactly 1 point of damage. Every other heavy weapon that has to be used with two hands (if in doubt, the GM decides) causes 2 points of damage. (Rule does not apply for Quarterstuffs, small warhammers used with 2 hands or longswords that can be used with 1 or 2 hands etc.)**

**Special weapons that have to be thrown at the enemy (Shuriken, Knives, small axes and others) cause 1 damage.**

**Weapons wielded by a player character will never, not even through a ritual, deal more than the damage described under "Weapon Damage".**

If a participant gets hit by a foam weapon, he gets damage which is calculated in a point system. For weapon damage, check above.

Hitpoints will first be deducted from your Armour Points (Leather, Chainmail, Plate, magic or alchemical generated Armour effects) and then, when they are used up, be deducted from your Life points.

Depending on your skills and equipment, the hit will be deducted from either your Armour Points or your Life points. And as said before, even if the damage will be stopped from your Armour, please acknowledge the hit itself and act it out. It is not necessary to fall on the ground, but good role-play also means that everyone around you gets the feeling that you really have registered

this hit.

**Example:**

A player gets hit in a simulated fight by a „normal“ one handed sword.

**Possibility 1: The player wears Armour**

The player cringes for a moment and is then able to go on with the fight because the damage was stopped by his Armour.

**Possibility 2: The player has no Armour**

The player takes the hit, cries out, grabs the wounded body part, bites together his teeth and after a short second, goes on with the fight. The damage is deducted from his Life points. When the character has 0

Life points, he gets unconscious due to the loss of blood and is no longer able to fight.

**If a character is wounded so heavily that he reaches 0 LP, he or she will bleed to death within 15 minutes if no one helps him/ her with the appropriate skills (First Aid, Magic, etc.) or the character does not have the Skill „Regeneration“.**

A wounded, but not yet unconscious character has, in general, severely limited abilities and can hardly take part in a fight, in rituals, casting or else until his wounds are healed completely.

## 10.1 RANGED WEAPONS

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**Special rules apply for ranged weapons, about the damage they inflict to the target and the Armour the target wears. Classification of such weapons will be done on camp ground by the GMs.**

**The maximum allowed tensile force of ranged weapons (like bows) is 25 lbs.**

### **Normal ranged weapons**

Bows and crossbows penetrate any kind of Armour such as hard leather, metal reinforced leather, chain mail, scale mail and plate mail when worn in a single layer and thus cause a direct wound when they hit a

Character. The damage has to be taken directly from the Life points, Armour does not count.

When at least two types of Armour are worn on top of each other and at least one of it is metal, for example hard leather and chain mail, or padding below plate, bows and crossbows cannot pierce through it and cause only 1 point of normal damage that can be deducted from the Armour points.

### **Heavy ranged weapons**

Heavy ranged weapons (e.g a Ballista) always cause one direct hit, no matter what kind of protection the target has. Moreover, they also destroy shields. If a shot from such a weapon is parried with a shield, it will be broken, but not the arm holding it.

Heavy ranged weapons are weapons requiring more than one person to be used and that cannot be easily transported. All weapons which can shoot more than one item (darts, arrows, etc.) per hit are also included.

Such weapons cannot destroy palisades or walls.

## **Siege weapons**

A hit to the torso with a siege weapon causes an instant loss of all Hit Points, no matter which kind of protection he or she is wearing. The Character will fall unconscious and will die for bleeding, if not treated with normal or magical healing skills within one minute. The skill regeneration will not protect from the death due to such a hit. To prevent discussions during the healing process, a GM may be contacted in case of doubt.

If some other part of the body is hit, it will be smashed and cut off. It can only be regenerated through magic or alchemical skills (see Chapter 10.5, Spells and Mixtures, the skill Regeneration will only help against bleeding to death).

If the hit goes to a shield worn by a character, the shield is instantly broken – and the arm holding it is smashed. Such a wound has to be treated by people with healing skills. Surgeon or Body Healing will help, other skills will only stop the bleeding but will not restore it. Regeneration 1 & 2 will heal such a wound in 12, respectively 6 hours. In such cases: If a character is hit by a siege weapon, he instantly falls unconscious and will bleed to death within 15 minutes if not treated accordingly. If the torso was hit, the time till death is 1 minute.

## **Siege weapon definition**

**Siege weapons can only be destroyed, not taken over, because only the owner (or the person responsible for it) is allowed to use it during game.**

Siege weapons are all those „quasi-stationary“ weapons that can only be transported with an immense effort, requiring many people (at least 3) to be moved and armed. The time needed for a second shoot of a siege weapon must be at least 120 seconds. Such a weapon can only shoot a maximum of two objects at the same time.

### **Summing up:**

- Stationary
- Needs 3 or more persons to transport and handle it
- Time to reload minimum 120 seconds
- Fires maximum 2 objects in one shot

**If such a weapon does not fulfill every of the above points, it is not considered a siege weapon but only a big ranged weapon.**

## **Building and using of a Siege Weapon**

In general: Any objects brought by participants to the event will only be checked for safety directly on the event. And we can only give some basic info on the "How to build and use it" facts. This is mainly due to the fogginess of the germans weapon laws and because they are ever so changing, we cannot set a concrete basis for building and using those things.

## **Usage of Siege Weapons**

- Only those persons either being the owner and being responsible for it or persons accompanied and supervised by the owner are allowed to use such objects.
- Such a Siege Weapon is only allowed for use as long as bystanders and other

persons are farther away than 5 m. If (e.g. during a battle) persons come nearer than 5 m, the usage has to be stopped and the weapon has to be made safe and secured (relaxed and unloaded).

- A transport of such weapons is not allowed in an armed modus. Object has to be relaxed and unloaded.
- You should not move such weapons faster than walking speed.

### **General rules for building design**

- The Siege Weapon may not have sharp edges, pointy spikes or else standing out nails, bolts or screws.
- Every part of the Siege Weapon has to be build in a way that it cannot loose or fly away during use.
- Every part of the Siege Weapon has to be build in dimensions that guarantee that nothing will break under load or can be damaged in other ways so that it can put bystanding people in danger - e.g. breaking bows, ripping ropes snapping around and else.
- You are not allowed to use chemicals or other things that may endanger nature (includes Oil or fuels in certain parts of your weapon).

### **Special rules on building design**

- The machine may not have unsecured possibilities for tearing or shearing arms, legs and else body parts. We especially mean Siege Weapons with long throw-arms like a trebuchet. Long levers can build up extreme forces through the leverage effect.
- Moving parts have to be either covered or by height over ground or by a security fencing out of range for people moving near the Siege Weapon.
- There may not be swinging around parts after a shot (like at the trebuchet) in reach of persons. Swinging parts have to be at least 2.5m high over ground and have to be fully covered by foam polstering.
- All rules for shooting weapons apply.
- During use and while Siege Weapon is armed, there have to be ways to secure and lock the weapon (by means of levers, locking bolts or else).
- If the owner or responsible person for this weapon is not near the weapon, it has to be locked down from usage by heavy locks (like a bikelock chain or else means) to prevent usage through other persons.
- Ammunition has to be build in a way that it is safe, not harming anybody that gets hit and especially is easy to collect. No confetti bombs.
- Ammunition for Siege weapons has to be at least a size of 20 cm diameter or if in arrow form at least 85 cm long.

**- If your Siege Weapon fails in one of these rules or is considered "Unsafe" by Gamemasters than you are not allowed to use it during the event.**

### **Security measures:**

Following weapons are not allowed on this event:

- Weapons and Siege Weapons that use Blackpowder to shoot an object
- Weapons and Siege Weapons that shoot an object through a pipe or tube
- Ranged Weapons or Siege Weapons that fire projectiles with a hard core within the foam

In case of doubt, the GM decides directly on the camp ground when checking such a weapon. What damage a Siege Weapon inflicts on a palisade or wall can be found in the extension of this rule-set, „Siege Rules“

The effects to persons are not touched by this extension and are always as written above. Furthermore, the security measures and safety rules apply for siege weapon projectiles in the same way as for any heavy ranged weapon. All projectiles and the weapon itself have to be checked by a GM before use.

### **Possible Armour combinations and wounds received when hit by a ranged weapon:**

<b>Armour</b>	<b>Armour class</b>	<b>Bows/Crossbows</b>	<b>Heavy M.Weapon</b>	<b>Siege Weapon</b>
Hardened Leather	1	Direct Hit / Wound	Direct Hit / Wound	0 HP to Death /Amputation
Chainmail	2	Direct Hit / Wound	Direct Hit / Wound	0 HP to Death /Amputation
Plates	3	Direct Hit / Wound	Direct Hit / Wound	0 HP to Death /Amputation
Magic/Alchemist † 1-6	1-6	Direct Hit / Wound	Direct Hit / Wound	0 HP to Death /Amputation
Combination of at least two Armour classes where one is at least chainmail	-	1 normal Hitpoint to Armour	Direct Hit / Wound	0 HP to Death /Amputation

### **Special ranged weapons just for the ambience**

To this category belong all sorts of ranged weapons that cannot be classified by the categories above (e.g. Bandguns, Pirate Pistols with blank cartridge (and no projectiles), Nerfguns and so on). The emphasis of such weapons is on the ambience and not on the damage they cause. Decorative firearms must not be able to fire projectiles.

**Such weapons can only be used once in a battle, do 0 Damage and only inflict an effect like „Gust of Wind“ on the target, which takes the target back a few steps.**

## **10.2 ARMOUR**

To calculate the total of your Armour Points, you have to check the Armour class, look up the Armour points per partial body zone and add those 7 zones together. Partial values are rounded up.

### **The body is divided in 7 Armour-zones:**

left Arm, right Arm, left Leg, right Leg, Torso front, Torso back, Head

**The entire body may be hit, except of head and groin. Armour only counts on parts**

where it is actually worn.

### Armour classes:

Armour class	Material
0	Any material covering no more than 25% of a body part.
1	Leather, Padded Clothes
2	Hardened Leather, Chainmail, Scalemail
3	Plate Armour

**Anything that cannot be classified into these 4 classes, will be checked on by a Gamemaster directly on the event (e.g. chinese Bamboo armour).**

### Armour points per body zone and Armour class:

Coverage	Class 3	Class 2	Class 1	Class 0
Less than 25%	0	0	0	0
25 – 75%	1.5	1	0.5	0
More than 75%	3	2	1	0

The Armour only counts for those parts it actually protects. Thus, when you get hit on a body part that is not covered by Armour, the damage goes directly to your LP and cannot be deducted from your Armour points.

To make it easier for everyone, all hits to a protected zone are deducted from your total Armour points, no matter how often one specific zone is hit while others are not hit at all.

As example: 6 hits to your right leg will be deducted from your total Armour points, even if your torso or other parts protected by Armour were not hit yet.

Armour and shields that got hit during a battle have taken the damage and have to be repaired. This is only possible with the according skill. When a Character is wearing more than one type of Armour on body part (eg plates on chain mail) the Armour that covers a larger part will be counted in its normal Armour class, but the Armour that covers a smaller part of the body part is considered as on class-level lower.

### Example:

The right arm is completely covered with chainmail (over 75%, Armour class 2), a shoulder plate is worn on top of it which covers the arm from shoulder to elbow (25%-75%, Armour class 3).

Chainmail over 75% = 2 Armour points (RP) + Plate Armour class 3 will be reduced to class 2 = 1 RP.

This means that you get a total of 3 RP for this zone.

**If two different kinds of Armour are worn together in layers, and cover the same parts of the body zone, the lower Armour class counts one class less.**

If a Character is wearing an Armour on a body part, that is made from several types of Armour, the class will be the one of the type covering the greater percentage of the body part. The Armour value on the rest of the

part, the one with the material covering the minor percentage, will be counted as one material's class lower.

**Example:**

The right arm is completely covered with chainmail (over 75%), a plate arm is worn on top of it (over 75%).

Plate over 75% = 3 RP

Chainmail over 75%, but one Armour class lower because it is worn below the plate = 1 RP

Overall: 4 RP together for this body zone (maximum possible amount for a body zone)

**Max Armour Points per body part: 4**

**Max Armour Points collectable: 28**

All Armour points above 28 (including magic or alchemical Armours) do not count. Each zone can be protected from max. two different Armour classes. Magical or alchemical Armours are not counted to the Armour point limit for the specific body part, thus it is possible to have a zone with 4 + 6 Armour points (coming from the max. magical Armour). Magic or alchemical counts for the entire body and is deducted first – after such an Armour reaches 0 RP, the body parts that are not covered by normal Armour are unprotected again.

**Example:**

Plate on Torso + magic Armour 2

Torso front = 3 RP

+ Torso back = 3 RP

+ 2 RP on the zones that get hit  
meaning a total RP of 8 RP

After two hits (no matter where) the magic Armour is destroyed and the spare Armour points caused by normal Armour count only where the Armour is actually worn, uncovered parts are not protected anymore. The normal Armour guarantees only 6 RP on the Torso (front and back)

**For every body zone, only two Armour classes may be taken in account. The protection against Armour piercing weapons like bow, crossbow and others does only count if at least 50% of the body part that got hit by such a projectile is covered with two layers of Armour, whereas one of them has to be a metal Armour (e.g chainmail over padded clothing or plate over leather and other combinations).**

Keep in mind: Every body part where Armour is worn, even if it is too less to be taken in account, is protected by the total Armour points and whenever a hit is inflicted on such a part, the damage is deducted from the total Armour points of all Armour worn on the entire body.

### 10.3 THE ARMOUR SYSTEM IN COMBAT

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The max. total value of points a character may have is 38!

Max Life points = 10

Max Armour Points = 28

1. Within a battle situation, after damage was taken, the Armour points are reduced to 0 first (see Chapter 11.2 Armour). Armour points are received through wearing real Armour (Chainmail, Plate, Leather) and/or alchemical or magic Armour. alchemical or magic Armour will be reduced first, then the real Armour. The maximum of reachable Armour points is 28.

2. If all Armour points are reduced to 0, meaning that it was destroyed during a battle or there was never one, every hit is directly reducing the Life points. The maximum reachable limit for Life points is 10 (through skills, potions, extra Life points, magic). Direct damage (e.g. from Armour piercing weapons) is directly deducted from the Life points.

### 10.4 SHIELDS

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**The shields can only be broken by weapons which, can be used and are actually used with two hands. When in doubt, ask a GM.**

- Small to medium shields (approx. 50 x 50cm) can resist 5 hits of a two handed weapon before they are broken. After 5 hits, they become useless and offer no more protection and need to be repaired.

- All shields above this size resist 10 hits of a two handed weapon.

- Shields that are covered with special alchemical or magic protection are indestructible. (See chapter 10.5 „List of spells and mixtures“). These shield have to be marked with a blue ribbon over it.

- Shields can too, be repaired before their total destruction, to regain the full amount of possible hits till destruction.

**A note to keep in mind while moving around with shields:**

While you can act freely with a small buckler, you can do only short sprints but no longer runs with a bigger shield. When holding real big shields like a tower shield, you cannot even run for a short time, a user should only go around in walking speed. The classification of a shield can be done by every user himself, we appeal to your taste of good play and fairness. And if in doubt, ask a GM.

**A note for blocking spells with a shield**

Magical or alchemical effects cannot be blocked with a shield because they are considered as influencing your mind or the nature around you. One exception of this is "Missile 1-5". These can be blocked. Starting with Missile 2-5, the shield is taking the damage the same way as a two handed weapon would inflict. Damage points will be rounded.

### 11. SIEGE AND BUILDING PALISADES

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For every build of palisades you have to name the Event Organisers one or more persons responsible for this construction before the event itself. Those persons have to make sure that the construction is completely deconstructed after the event. Those persons have to deposit their ID-Cards as pawn and can get them back when the palisade is completely build down.

If build in a special modular way, those parts can be placed in storage and be reused on the next upcoming event if desired so. For being able to be placed in stock, those modules have to be stapled in the way described.

Parapet walks may only be constructed in a height of 80 cm over ground (this is enforced by german laws for personal security).

A siege wall that is constructed over a camps escape/rescue way have to be build in such a way that you can take them down and haul them away immediately and opens a gap that is minimum 4 m broad. This segment of the palisade has to be reachable from the in- and outside of the camp in emergency cases.

The whole wall has to be constructed in a way that you can put it down in small segments during a battle to simulate destroyed wall-parts.

The way you build it is considered by us in our decision of how many damage it can take during a battle through siege weapons and rams. The maximum time of stability you can reach for one segment is 30 minutes - depending on the way you build it up.

## **11.1 STORAGE**

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For palisade modules (wall parts, including tower casings) that we shall store for you, following building/design rules apply:

- Dimensions: 1.20 x 2.40 m max.
- Stability: You have to be able to walk on without breaking it.
- Security: No nails/screws standing out
- No overlaying parts standing out. Has to be a rectangle.
- Must be transportable by two persons without breaking when it gets lifted.
- Every supporting structure parts have to be build in a way that you can deconstruct them without effort and breaking the modules.

Palisade parts that you DONT plan to be stored can build in every way you desire AS LONG YOU DONT ENDNGER players using it. Those parts have to be deconstructed completely at the end of the event and EVERY nail or screw has to be removed from the wood. You then have to place those wooden parts in an area that are marked for it. Too, for these parts someone must sign responsible for it.

## **11.2 MAGIC PALISADE WALLS**

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Magic palisades are taken as equivalent to wooden constructions according to the rules of this event. Their "stability" is depending on the effort that you put in points like design, building it up, ritualising it.

We take the building and construction time of wooden palisade walls in comparison for that.

- Magic walls are like wooden siege walls not movable (INGAME)
- You can't pass through any holes
- Magic walls are not inflammable and can't be burned down. Instead, Anti-Magic Rituals apply for destruction.
- Siege Weapon Ammunition, Arrows, Spears and other thrown objects don't pass

through - but heavy objects fired from Siege Weapons inflict structural damage the same way like on wooden walls.

- Magical walls are like wooden walls attackable through battering rams or else and even normal weapons can attack them. Ramming actions are acted out in secure distance to the textile bands displaying the line of the wall.

### **Construction rules of a magic palisade wall**

- A segment of a magic palisade wall is build by two Obelisks or Pylons which are standing in a distance of

4-5 metres and anchored to the ground to secure them against falling over.

- Every Obelisk or Pylon covers a base of 40x40 cm or greater, has at least 3 side surfaces and is at least

2 m tall.

- Those objects have to be painted with waterproof paint, even better in more than one colour and covered by a design. Every one of those have to be lighted at night with at least 2 Snap-lights or better lights.

- Between each of those objects you have to span two 15-20cm broad textile stripes in a good light colour (white or light blue), one in about knee-high, the second in head-high.

- The textile bands have to be covered at night with either phosphorescent runes or with snap-lights in a distance of 1-1.5 metres each.

- If there are more then 2 segments in a row, you have to take the same colour for the textile stripes.

Important information about the way how to play with magical walls

A magical wall does not begin right at the textile bands but is instead sensible in a secure distance. By this, you can act out the unpiercable resistance when you come near to such palisades. Else there would be that superfluous danger to rip down those textile bands by coming too near to it. So just play with it in a little distance.

### **11.3 UNDER SIEGE**

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How is a siege to a camp played out?

To remove security risks like Fights between the Tents and Camp fires, every camp gets an area that it has to secure. This area is placed ideally to one side of the camp (most often at the front side). Within this area the camp participants are not allowed to build up tents or place else objects. This battle zone has to be completely free of anything.

This part of the camp is deemed as main entrance of the camp and is the substitute for the whole camp and can be secured by you through walls, a gate and else means. The boundary is without connection to the tents of the camp. The measurements of this area will be set by the Gamemasters and depends on the amount of players in this camp. A camp with 500+ players has to defend a bigger area than a camp with only 100 players.

## Siege and Conquest of a camp

When an enemy attempts to attack the camp, his army has to bring conquest to the battle zone of this camp.

A camp is deemed to be conquered when the aggressor was successful in getting the palisade down and has at least won over 75% of the battle zone area (This is decided by the Battle Coordinators - not the camp Gamemasters during the fight). With this, a 20 minutes countdown starts. If the aggressor has won for longer than this 20 minutes over at least 75% of the battle zone, the camp defenders have to leave the camp.

In case the aggressors have won over the camp or is trying to hold the battle zone for even longer time, every attempt to regain control over the own camp has to be tried from outside. A conquered camp loses all banners of power (maximum 5) and all people living in this camp will lose 1 Lifepoint for the next day. This effect is non-cumulative, meaning if a camp is losing a fight for more than 1 time a day it stays with the loss of just 1 Lifepoint.

Simulating burning Tar, heated oil and else

We ask you to just forget this idea. The simulation of such anti-siege measurements may be logical, but the Outtime Effects of this simulation often creates more trouble than it is worth.

Fights between the tents and generally within the camp outside the battle zone are forbidden. You are not allowed to attack from inside the camp tent area. No spells, no bolts, no arrows or else.

## 12. THE DEATH OF A CHARACTER

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**Characters can die in five different ways:**

1. He or she bleeds to death when his Life points are reduced to 0 and the character is not treated within the next 15 minutes or doesn't have the skill regeneration.
2. He or she gets assassinated in a regular and correct way and doesn't receive the necessary help within the next one minute (see the assassinate skill). Regeneration doesn't help in this case.
3. An unconscious Character dies when he receives a "death blow". For this to happen another Character must hit him/her 5 more times and has to announce, clearly and audibly, the word „Todesstoß“ (Death blow).
4. Some specific and very powerful poisons cause death, in case they are not resisted or neutralized.
5. Through infection caused by untreated wounds (e.g. Not treated with the skill First Aid or other healing skills).

**Wound infection (Gangrene):**

Infection of a wound with bacteria. Leads to a strong redness of the skin, dermal vesicles and high fever.

**Wound infections come with every and any wound that is not treated after 1 hour. From then on, the character loses one point of life every 2 hours.**

A wound is classified as „Not treated“ if nobody has tried to heal or cure it with at

least one of the following skills or mixtures: First Aid, Healing Arts, Surgeon, Heal Wound, Heal Body.

If a wound infection occurs, it has to be treated with either the skill Surgeon or Heal Body before the wound itself can be healed.

**A dead character cannot be played anymore. A revival is impossible. The player will be allowed to create a new character to continue participating in the game.**

### 13. RESUME

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Life points, without extra skills (minimum after the creation of the Character): 3

Max Life points, combination of all possible sources (skills, potions, etc.): 10

Max. Armour Points, combination of all possible sources: 28

Max. hit points: 38

Damage with a one handed weapon: 1

Damage with a two handed weapon (depends on GM's decision if Weapon is classified as a two handed weapon): 2

Max. damage during a melee (e.g. two handed weapon or a one handed weapon with a special skill like „Friendship with Element Fire): 2

Max. Damage with missile weapons: Direct hit

Max. damage through magical/alchemical mixtures: 5

Hit by a siege weapon: immediate loss of all lifepoints

**Attention: Thievery is not allowed on the ConQuest Event!**

**Exception:** Thievery of special Plot-objects or Game coins of the ConQuest Event, under supervision of a GM. Every other case will be considered as stealing and will lead to prosecution. See Chapter 8.1.

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