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Twin Mask

TWIN MASK

Rulebook version 7.01

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CHAPTER 1: THE BASICS & CHARACTER CREATION

“Some heroes fell asleep—they must have, to ignore the troubles that became our world. The details are lost to all but the gods—if they exist. Through whatever means, the world that was, is not; and what is, is but new compared to the infinite cycles of time before hand.”

—EXCERPT FROM *The World of Ruin* BY LOREMASTER CEJEL NENULIO

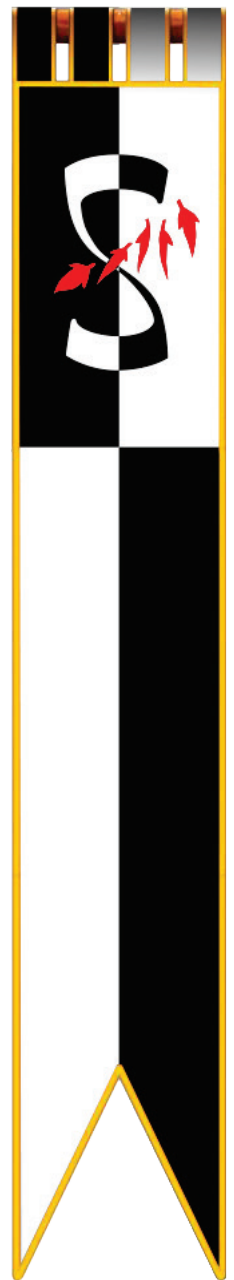
INTRODUCTION

Welcome to Twin Mask—a world of deceit, war, corruption, and (perhaps) hope. In this ruined world, you will face demons both on the field of battle and within your very being. You will be pushed to emotional extremes and placed in situations that will make you question all that you know.

You lived, and you died, in the world of Adalrune. Your character had a life, and at some point, it ended. But something calls to you across time and the afterlife. A magic reaches out to pull you back to the world of the living once more. You will walk, breathe, and live again, whole and vital... but to what purpose, you must decide for yourself.

In the last age of the world, humankind has thrived, but magical creatures have been hunted to near extinction out of zealotry and fear. Even magic has slowly withered away, such that it is now just a shadow of the grand art it once was. While magic is not completely lost to the world, only a few have the knowledge or aptitude to wield it. Some might even use the darker schools of the craft, huddled in shadowy corners, whispering forbidden secrets. Yet the strongest of all spells have been lost to the ages and await discovery once more.

Twin Mask is a medium-combat LARP with a strong emphasis on immersion and story. For those unfamiliar with LARP, the hobby can best be explained as a combination of improvisational theater and sport. No one will tell you what to do, and therefore the game is very much what you make of it. For actors, this is an excellent opportunity to practice odd character quirks, method acting, and anything else you may have studied in classes. For sports enthusiasts, LARPing is great exercise. For costume designers and makeup artists, this is an opportunity to put all your design skills to use. For the rest of us, it's a place to make new friends and become immersed in an environment of raw creativity.



BASIC EXPLANATION

In Twin Mask, you will play a character that has **returned from the dead**, perhaps *years* after their previous life, to find themselves in a strange new part of the world. This means that it is totally fine for you, as a player, to be a bit disoriented: that's just good role-playing!

You will spend a **weekend**—camping out from Friday evening until the sun rises on Sunday—immersed in a fantasy city and the surrounding areas, role-playing your own personal character while your fellow LARPer's play their own parts all around you. You may end up in rivalries or relationships with those “player characters” (PCs), but many **antagonists** will also threaten the entire group, and you will necessarily band together for your mutual good. The game can be very intense, with some darker themes, exhausting combat, and long-running plotlines that people care about deeply.

Most people carry **weapons** like swords and spears, which are made of foam that is soft enough for safety... but still hard enough that you will definitely feel any hits you take. Characters generally have 5 health points, and all weapons deal 1 point of damage... unless you have skills or magical effects that modify those numbers. You will be expected to keep some **numbers in your head**: you will mentally track your health, mana, and your remaining allotments of various skills on an “honor system.” You can also wear actual metal (or leather) **armor**, as long as your character takes the appropriate skills, which will greatly increase your resilience to damage.

On the subject of **costuming**: Twin Mask maintains fairly high standards for people's outfits, since we often have some photographers on site, looking to capture the best moments of the game. We care more about accessibility, though, than about appearances. As long as you make a good-faith attempt to cover the basics and look vaguely fantasy-medieval, you can start with very unremarkable clothing and gear, then add to it as your character grows.

Similarly, although you should read this rulebook before coming to game, we are interested in helping you learn and remember the rules as you play. When you come to your first game, we will take you aside—along with anyone else starting at the same time—and explain the most **basic rules**, and you can even borrow a sword! Obviously, we want lots of interesting people to come out and play, so, once you have played a few games yourself, you can even get a significant in-game bonus for bringing your friends to their first game.

If you are intimidated by this rulebook, you could jump straight to chapter 7, where you will find **pre-built example characters** that can give you a quick sample of the kinds of roles you could play. By looking up the specifics of those characters' skills in chapter 3, you can dip your toe into the game's central engine of character creation. From there, you have a lot of options. You can look at other interesting-sounding skills in chapter 3, check out the magics or chapter 4, look at the beginning of chapter 2 for a sense of what the world of Adetrune is like, or look through chapters 5 and 6 to learn more of the basics of gameplay.

You can totally **change your character** after your first game, once you have a chance to figure out the kind of in-game activities you enjoy, so you don't need to worry about getting everything perfect!

You can always stop the action and ask, “**clarify?**” when you don’t understand the mechanics of something during the game. People will be happy to explain.

In fact, one of the fundamental rules of the game is that anyone, if they need to, can raise a loose fist directly above their head to signal that they are temporarily “**out of character**” (OOC). You shouldn’t ever do this just to escape situations that are awkward or threatening for your character... but if you ever feel personally or medically threatened, you can always pull yourself out of the action. (Similarly, anyone wearing an official white headband is signaling that they are OOC, and you should ignore them as though they were “just the wind.”)

As you attend more events, your character will grow and improve. Every Twin Mask game will get your character 3 “**Character Points**” (CP) that you can use to buy new skills. Also, you can earn “Incentive Points” (IP) by contributing to the game, beyond simply attending: for instance, you can help set up or clean up, you can donate props and costumes to the game, or you can take on various other helpful duties during game events. And, once you have some IP, you can convert it into CP (at a maximum rate of 3 per game, plus up to 20 extra over the lifetime of your character). Twin Mask is a Role-Playing Game, after all, and it can be very satisfying when your character finally unlocks a whole new tier of magical spells, a particularly effective combination of skills, or masters the Lore of a new subject. Some people have been playing the same characters for years and years, and they have gotten very strong... but they are also very interested in helping new players find their place in the game! They know that every additional member of our community makes the game better for all of us.

The bottom line, really, is that you **shouldn’t be intimidated** by Twin Mask, even if you have never tried a LARP before. You might be shy, worried about “looking like an idiot” or not being able to keep up. You might be more comfortable with single-player games, or small groups, or online gaming with a protective veil of anonymity... but, you know what? That’s what almost all of us are like, too. Trying a game like Twin Mask can feel like a leap into the dark, but let us assure you: this game is probably full of *your kind of people*. All of us, at one point, were similarly uncertain about trying Twin Mask, and we all made the leap. We have landed very happily, and many of us have made lifelong friends through this wonderful hobby. You can, too!

THE STEPS OF CHARACTER CREATION

“Rule 11: The difference between success and failure is planning.”

— Kitar Flynn Vulphrim, *A Guide to Adventuring*

In order to make a character for Twin Mask, you will work through the following steps. Step 3 can be difficult, since there are so many skills to read through... so, as a shortcut for that step, you can alternatively jump straight to [chapter 7](#). There, you can choose one of 11 basic character skill layouts as a “base” from which to explore. You will still need to go through the other steps, of course, but none of them are overwhelming in the way that step 3 can be. For help, we highly recommend connecting to our New Player Team by using our [Player Resources](#) options and/or emailing Characters@TwinMask.com.

Step 1: Choose a **Bloodline**

In addition to humans and Effendal, supernatural traits may have entered your character’s lineage long ago, only to surface unexpectedly. Choose one of the following bloodlines:

- **Human:** the most numerous of all the bloodlines, humans rule the vast majority of the known world.
- **Effendal:** rudely called “elves” by some humans, they are a people dedicated to the preservation of balance while they themselves stand on the verge of extinction.
- **Celestial-Blooded:** known for uplifting those around them, their appearance is the physical manifestation of a virtue.
- **Demon-Blooded:** menacing in appearance and universally feared, the children of the demonic thrive in the worst kind of environments.
- **Dragon-Blooded:** descended from ancient and powerful creatures, the children of dragons are known for their stubborn pride, unyielding strength, and boundless determination.
- **Fae-Blooded:** often reflecting the physical aspects of nature, the children of the Fae are known for their wild hearts and mischievous spirits.
- **Newborn Dream:** stories made manifest and figments of myth and legend, dream creatures have left the imaginations of mortals to find themselves in the mundane world.

Note: All of these races are available, but the world is dominated by superstitious humans. In many places, non-human bloodlines are feared, persecuted, and hunted. Some cultures have specific restrictions regarding which bloodlines are permitted within their borders. Additionally, non-Human and non-Effendal will get fewer Character Points to spend at character creation.

Step 2: Choose a **Culture**

There are many lands of origin, each with its own cultural biases toward other nations; in fact, most cultures have societal restrictions based on one’s bloodline. The available cultures for new players are: [Castle Thorn](#), [the Celestine Empire](#), [Cestral](#), [Cole](#), [Dace](#), [the Kingdom of Hastings](#), [the Nadine Empire](#), [the Vein](#), [the Drir](#), [the Ko’aat](#), [Myre](#), [the Saek](#), [the Trahazi](#), [the Vicaul](#), [Bastion](#), [the Breach](#), [Redemption](#), [the Citadel](#), [the Endurant Tribes](#), and [Paradox](#) (which contains

both [Dawn](#) and [Dusk](#)). As part of this step, you will generally also choose a [Religion](#). *Note: characters of the “Newborn Dream” bloodline do not have a culture, as they emerge into existence upon entering the game.*

Step 3: Choose your Skills

Skills are the mechanics that govern what your character can actually *do*, and they can only be purchased with Character Points (CP). Starting characters **begin the game with 20 Character Points (CP)** as well as any additional CP that are provided by their chosen bloodline. (This means a starting total of 40 CP for Humans and Effendal.) Bloodlines other than those of Humans and Effendal do not provide additional Character Points, but they do provide access to otherwise-restricted, powerful skills. New characters get a “grace period” of 3 games, during which they may change and rearrange their skills freely... but after your third game, your existing skills are locked down, and learning any new skill requires 30 minutes of in-game [training](#). For help with choosing your skills, you can consult [chapter 7](#) and/or contact our New Player Team.

Step 4: Get Some Equipment

For your first game, a basic and generic sword or dagger can be loaned to you, based on the proficiencies that you have chosen during character creation. If you wish to bring your own props to your first event, be aware that they will have to pass a safety inspection; if they do not pass, you may have to fall back on generic equipment—or do without—rather than using your own props, no matter how awesome they look. *(To get advice on what kinds of props are likely to pass or fail, make contact with your fellow players and Staff through our various [Player Resources](#), such as our Facebook page.)*

Step 5: Design a Character Backstory

Now that you have a concept and the skills associated with it, it’s time to write your history. This is where contacting the New Player Team (through our [Player Resources](#) options like Facebook, or by emailing Characters@TwinMask.com) can be particularly valuable: they will help you develop something that will truly fit Adelfrune. Think about where your character learned the variety of skills and talents that they have. What is their motivation, personality, and, finally—what killed them? All character histories must end with that character’s death. See the next section for more information on this step. *Note: characters of the “Newborn Dream” bloodline require a paragraph of “fantasy character concept” rather than a backstory, since they emerge into existence upon entering the game.*

Step 6: Review & Submit

Look over what you’ve chosen. If your character is a magic-user, review the spells they will be able to cast by looking at the “Core Spells” in [chapter 4](#). Though you will have the option to rebuild your character entirely in between your first three events, it’s always nice to be able to keep your character concept fairly stable from the beginning. Once you are happy with your design, go to TwinMask.com and hit the “Submit a New Character” button.

CHARACTER HISTORY

Your character's past, whatever life they once had, is lost. They might have died as much as 100 years ago, or they might have died just a month ago. For some, this break with the past is a blessing, and for others it is a curse: all the people that they once knew—both friends and enemies—could be dead, or perhaps those people are still alive but still believe that your character is dead. Your character did, in fact, die—but your character's spirit will not be denied, for some unfinished task remains to them. Whether it be for penance, revenge, or an as-yet-unknown duty to be fulfilled, your character has been afforded a second chance.

Your character can come from almost any background or culture, but they must have been alive in the modern era, no more than 100 years ago. They could be a hero, a scholar, a rogue, or even just a scullery maid with big dreams. Regardless of your character's past, they are now "**Returned**"—and they will be thrown together with others of very differing assumptions about the world, with the task of working out their differences in order to not only survive but also make one last mark on Adelfrune.

Your character's backstory **must end in that character's death**. However, you do not necessarily have to work out all the details ahead of time. When the game begins and your character is returned to life, they will be in a weakened state and their memories will be cloudy. This provides some opportunities for you, the player. First, your character's shaky memory gives you a chance to interact with the world of Twin Mask a bit before "nailing down" how you want your character to fit into that world. If you thought you wanted to be a knight, told people after Returning that you were a knight, but then discovered that such a role was less fun than you wanted it to be... you can blame all that talk of knighthood on a faulty memory. In fact, many first-time players take the CLOUDED MEMORY background flaw to emphasize this uncertainty and give themselves more leeway. (And, fortunately, new characters have a "grace period" of three games in which to change their mechanical details, too.) Second, your character's weakened state means that you don't have to immediately live up to their masterful expertise or grand past. Your character may have been an accomplished duelist or arch-mage, but they will be starting as a beginning character nevertheless, without the ability to do very much that would earn them any levels of fame. As your character becomes more powerful through play, you can conceptualize their improvement as "remembering their former powers."

You must write your character's backstory within your first 3 games. When you have a backstory that adheres to the rules below, you can submit it by following the links at TwinMask.com:

- **Your Death:** To repeat: your backstory *must end with your character's death*. Your character is dead at the beginning of their first game... and you will find out, in game, what happens next.
- **Date range:** Your character must have died within the last 100 years of the game's history.
- **Length:** Please keep backstories brief enough that they can be read and understood quickly and easily. Bullet points are more helpful than long prose.

- **Characters:** Your backstory cannot contain any existing, named NPCs. You can simply use generic descriptions (“She met a Fae in the woods”) or make up a character (“He was killed by a knight of Castle Thorn named Sir Ambrose”). If your character has backstory ties to another *Player* Character, you must have the consent of that player.
- **Royalty and Knights:** A character backstory cannot directly involve royalty or any royal NPCs (including whatever counts as royalty in your culture, such as the Colish Great Game or Celestine Handmaidens). You cannot have been a knight in your backstory.
- **Magic:** A backstory cannot involve any magic that isn’t in the rulebook or your culture’s “lore packet.” This includes spells, magical creatures, magical items, etc. Your character *could* have encountered a Fae or a Demon (where appropriate) but not a unicorn or a flying carpet, etc. They could have studied [Alchemy](#), but not created a potion of invisibility.
- **Age:** If you are an adult, you may not make a character who is below the age of consent.
- **Bloodlines:** You cannot play a character whose bloodline is listed as “**Restricted**” in their culture (see the [Cultures](#) section of chapter 2). If your bloodline is listed as “**Uncommon / Rare**” in your culture, and you want to take the “Nobility” Background, your backstory **MUST EXPLAIN** how you became a noble (e.g., how you were born into nobility, or what you did to earn the trust and faith of your military or religious organization).
- Characters cannot be any combination of Celestial-blooded and Demon-blooded. Those bloodlines don’t mix.
- **Themes:** Slavery has not existed in the last 100 years of Adelfrune’s history and is not viable as a theme in backstories.
- If you eventually play more than one character (known as an “alt”), your characters cannot be connected to one another in any way, nor communicate with one another, even in backstories.

Characters of the bloodline “Newborn Dream” should write a paragraph of “character concept” instead of a backstory, since they emerge into the world newly created.

CHAPTER 2: WORLD INFORMATION

“If you’re traveling in Adelkune, you need a good map. But Adelkune is a big place, and even the best cartographer hasn’t been everywhere in the world themselves. There are blank spaces everywhere. Whether you take to the road or the seas, keep your eyes open and be ready for anything.”

— Captain Marcello Ariadne, Merchant of Dace



Map of the World of Adelkune, care of “Nicky’s Nautical Necessities” of Cole

The world of Adelkune is made up of the nations of **The Expanse** to the east and **The Island of Tear** to the west. Tear, named for its unique shape, is separated from the rest of the world by a sea known as **The Torrent**. This vast ocean was impassable for centuries, covered in impenetrable banks of fog known as **The Mists**, leaving Tear unreachable. The Mists only faded in the last few decades, and Tear is still considered by most on the Expanse to be something of a frontier.

It is still foolish to venture too far out to sea, as the Mists surround the rest of the world, and can come and go in other places with the weather. Wandering into the Mists often means that you never return, and even those who *do* return from the Mists often return touched by madness,

spouting wild tales of monstrous beasts and land where there is only sea. A mysterious and magical force where even time can move differently, the Mists briefly returned in the last several years to cover the entirety of the world... and while only a few months passed for most, the entire northwest region around the City of Myre experienced 200 years of its own history.

Tear's central hub of connection with the mainland of the Expanse is **Port Frey (1)**, a bustling city that thrives by ministering to people passing through, whether they are merchants or armies. *(It is currently the primary location where the game of Twin Mask takes place.)*

CULTURES OF ADELRUNE

The Breach (2): Far to the south, the continent known as "The Breach" is home to brutal fortress cities separated by uninhabitable wasteland and ruled by powerful, merciless demons.

Castle Thorn (3): A lone castle overlooking the demon lands of The Breach, it is the only stopgap holding back the demonic forces that would rule this world.

The Celestine Empire (4): Once a Nadine outpost, the Celestine Empire has since become a shining beacon on the world stage, thanks to their line of powerful Queens, their royal handmaidens, and the legendary Rose Knights.

Cestral (5): A quiet island of lush farmland, idyllic forests, and quiet fishing villages, Cestral's people have tried to keep out of the wars and cataclysms beyond their shores.

Cole (6): A city of sailors and scallywags, the Colish value luck and freedom above all.

Dace (7): The wealthiest of all nations, this small island rules trade through business acumen and sea power, spending it on opulent parties and the spread of the arts.

The Dragon Archipelago (8): A cluster of islands where dragons and their offspring wage endless battle against one another for supremacy. **(Details on these lands COMING SOON!)**

The Drir (9): Descended from the practitioners of the dark magics who fled the Purges, the Drir have mingled with the tribes in the swampy islands to the west to form new societies around their powerful (and dangerous) magic.

The Kingdom of Hastings (11): once part of the largest Empire in Adelrune, The Kingdom of Hastings has only recently escaped the control of the Amalgamation Empire and its fanatical Church of Chorus. Before then, its massive forest was home to brigands and refugees attempting to escape its zealous knights and priests.

The Ko'aat (12): Bands of nomadic horse lords who ride the eastern expanse, the Ko'aat attack with unparalleled speed and without mercy.

Myre (13): A city ruled by seven Mad Kings and the mages who serve them, Myre encourages all forms of research and study, no matter how dangerous or dark the magic, nor how cruel the experimentation.

The Nadine Empire (14): A ruthless nation of unsurpassed strength, the Nadine are known for their black clothing, peerless soldiers, and devotion to their Eternal Empress known as "The Shrike."

Redemption (15): The lone “free city” in the Breach, Redemption is frequently seized by the demon armies but inevitably retaken by its inhabitants. These free people are of every bloodline, including demons who have chosen a kinder path.

The Saek (2, on The Breach): Those who inhabit the uninhabitable, the Saek are a mysterious people who move quietly through the wastes of the Breach in their caravans. They leave the continent only to send their assassins against those who would subjugate the freedom of others.

The Trahazi (anywhere east of the Torrent): The Trahazi people have formed an extensive network of nomadic caravans and families that roam the Expanse.

The Vein (16): A rugged peninsula to the north of the Amalgamation, the Vein has produced a proud, strong, and stubbornly straightforward people.

The Vicaul (10, on Eur): The Vicaul survive on the frozen island of Eur far to the North, either through farming and fishing... or by sacking shore settlements across the Eastern waters on their supernaturally fast raiding ships.

UNMAPPED CULTURES (HIDDEN LOCATIONS OR OFF-WORLD REALMS)

Bastion (secret location): The home of Celestials and their descendants, the people of Bastion watch over the rest of the world from their hidden city founded on the ideals of virtue and light.

The Citadel (somewhere on Tear): When the Effendal Houses and their Tribes were all but annihilated in The Purges, two surviving Houses fled west to the Island of Tear, and founded The Citadel—

House Delfestrae: One of the surviving Effendal Houses, the Delfestrae and their Tribes are known for their cunning and mastery of magic, even its darkest schools.

House Kaelin: One of the surviving Effendal Houses, the Kaelin and their Tribes are known for their great warriors and tacticians, as well as their stalwart honesty and forthright actions.

The Endurant Tribes (scattered in various locations on Tear): The few surviving Effendal Tribes whose Houses have been lost in the Purges or other wars against humankind.

Paradox: Another world, hidden in the Fae lands of the Twixt and Twain, the realm known as Paradox is harshly divided by the Fae of Dawn and Dusk—

Paradox: Dawn: A land of playful joy where the Fae of Dawn bring their descendants (and anyone who happens to wander in) to keep them safe. No one can die in Dawn, unless they get lost and wander back out into the cruel, mundane world.

Paradox: Dusk: A land of harsh, punishing curses, where the Fae of Dusk bring their descendants (and anyone they think needs a lesson) to teach them manners, wits, and oathkeeping. No one can die in Dusk, no matter how much they want to, unless they escape back into the sane, mortal world.

BLOODLINES



AVAILABLE BLOODLINES:

HUMAN	EFFENDAL
CELESTIAL-BLOODED	Demon-Blooded
DRAGON-BLOODED	Fae-Blooded
Neuborn Dream	

Today, humans are the dominant species across the land of Adelfrune. During the previous age, a human Empire known as “The Amalgamation” waged a war known as The Purges, hunting down and destroying creatures of magic (and their mortal offspring) throughout the known world, as well as pressuring other nations into doing the same. They were mostly successful in this mission, and as a result, humanity has thrived, but non-human bloodlines have become a rarity in most nations. But this is a new age, and many beings who once hid are stepping out from the shadows.

The Bloodlines available for your character are determined by that character’s culture. **Common or Welcome** bloodlines from a culture can be chosen with no explanation in that character’s backstory. Bloodlines listed as **Rare or Unwelcome** require explanation in a character’s backstory, particularly if that character has the NOBILITY background feature. Bloodlines listed as **Restricted** in a culture are not available for normal characters of that culture.

Humans age at a normal rate and live an average lifespan (unless they die a particularly dramatic death), while non-humans live approximately twice as long. Effendal grow up, on average, at half the speed of humans, while the other bloodlines can fall anywhere in between the two.

For “flavor,” backstory, and costuming purposes, it is possible to choose a combination of two different Bloodlines—for instance, a human with some Effendal blood, or a Fae-Blooded Effendal, or a Demon-Blooded person with a touch of Dragon blood, or even a Newborn Dream that resembles a Dragon. For *rules* purposes, though, such characters must choose a **single “dominant” Bloodline** to determine their game-mechanics profile. (That is, their CP bonus and access to bloodline-specific skills.) Your costume should mostly reflect your character’s dominant bloodline. Note, however, that characters cannot be any combination of Celestial- and Demon-Blooded: those bloodlines do not mix.

HUMAN

By far the most common race on Adetrune, humans are willing and eager to fill every possible niche; they will adapt to any circumstance that allows for the possibility of growth. This adaptability is, at least partially, the result of the fact that they have much shorter lifespans than people of other races—humans have limited time in which to accomplish their goals, so they are more willing to do whatever it takes to move forward. This same impulse, however, often leads humans to be shorter-sighted than people of other races. Humans often make mistakes or fall into unhealthy patterns that others would be likely to avoid. Additionally, humans have a complicated relationship with individuality: although humans may be incredibly different from one another, with motivations and methods that run the full gamut of possibility, they can also be very tribal in their approach to social connections, with a willingness to abandon individual responsibility if they are part of a large group.

As such, two of the only things that can bind together the efforts of many humans, and direct those efforts toward long-term goals, are nations and religions. Adetrune currently holds numerous distinct human nations, each with a different system of government, leadership, and social norms. The complex internal differences of these nations have produced a fascinating system of politics, nobility, and cosmopolitan travel. Each of these political bodies, however, also sees the continuation of its own way of life as a goal of paramount importance, which has always led to an enormous amount of conflict among human cultures. And when the principles of a religion are used to bind together multiple nations, as with the Amalgamation, an enormous amount of blood has been shed.

Because humans have a history of clashing with outsiders, it is rare to find anyone of a non-human bloodline on the Expanse (the major, central continent of Adetrune). Humans have established unquestioned dominance over the vast majority of the world.

In terms of game mechanics, humans have no specific costuming requirements. They gain access to the following *exclusive skills*: PURSUIT OF KNOWLEDGE, FORCE OF WILL, UNBURDENED, GOOD ENOUGH, and PILLAR OF THE COMMUNITY. Additionally, Human characters gain *20 bonus Character Points* to spend on whatever skills they want.

EFFENDAL

Born of magic, the Effendal are an ancient people, the eldest of whom remember seasons long past and friends long buried. Arguably the worst victims of the Purges (the Amalgamation Empire's war against all non-humans), the Effendal were almost wiped out in the last age. No prisoners survived very long under the religious zealots of the fanatical Church of Chorus.

Hunted nearly to extinction by nations of humans led by The Inquisition, the surviving Effendal strive to preserve their culture through the remaining Houses and Tribes. They remain mistrustful of humans, for humans taught the Effendal what it meant to tell a lie.

Originally, there were ten Houses of Effendal, each looking after three Tribes. Following The Purges, two Houses remained: **House Kaelin** and **House Delfestrae**, who survived along with their Tribes on the far western island known as Tear, separated from the human lands by impenetrable, supernatural mists. They survived in a stronghold known as **The Citadel**, a fortress hidden away somewhere in the wilds of Tear.

Three other Tribes survived as well, though their Houses did not. Known as **the Endurant Tribes**, the Radolond, Rakuten, and Svivore live in their own lands on Tear away from the Citadel, but function as unwavering allies to the other surviving Effendal. In recent years, other Effendal were discovered to have survived the Purges, most notably those who hid in the Churchwood Forest of **the Kingdom of Hastings**, and The Ire'nil, who lived in the heart of the demon lands in a city called **Redemption**.



Sometimes called “elves” by their persecutors, the Effendal take the word as a bitter insult, a term used to describe captive Effendal who were treated as fools and jesters before their deaths in the Purges. While human societies barely remember the term’s origin (if they even remember the word “Effendal”), the Effendal only see it as a term of vile derision, and its use is likely to cause bloodshed.

Effendal society is built on a system of four Callings. Every Effendal child, upon reaching adulthood, undergoes a test called the Flight of the Sparrow to determine their place within society as a Leader, a Warrior, a Gatherer, or a Scholar. Each Tribe is known for a specific Calling they tend to specialize in, with the Houses specializing in Leaders. Still, there are members of each Calling in every Tribe and House (*note: creating a character of the Leader Calling requires taking the Nobility background*).

Insular in culture and often isolated from the rest of the world, many Effendal are wary of strangers and hostile to humans. Effendal also have extremely heightened senses, which can make them seem “over-sensitive” by human standards (and lead to very interesting role-playing).

Effendal characters are likely to come from The Citadel as a member of House Delfestrae or House Kaelan, or from one of the Tribes who live outside of the Citadel, or as one of the Endurant Tribes who also live on Tear, or from Redemption as a part of House Ire'nil.

In terms of game mechanics, Effendal characters must wear elongated, prosthetic ears (of any length). They gain access to the following exclusive skills: EFFENDAL SENSES, EFFENDAL AGILITY, PATIENCE, and WEAPON MASTER, and SCION OF THE LAND. Additionally, Effendal characters gain 20 bonus Character Points to spend on whatever skills they want.

CELESTIAL-BLOODED

The eventual products of a historical love between a Celestial and a person of another race, members of this hybrid bloodline have always been very rare, but in this dark time of the world they are more scarce than ever. The recent “War of Radiance” against the greater demon Bel’e’athru took an enormous toll on the number of Celestials and celestial-blooded in Adelrune, for they were among the bravest fighters in that struggle. A person with celestial blood is often seen as a beacon of hope and light, and many common people will view such a person as essentially a messenger from the heavens themselves. Of course, this view is not necessarily true:

celestial-blooded are individuals and can have varying motivations in life. They do tend to have good intentions, and to work toward the greater good, but they often take different routes toward that goal.

One reason for celestial-blooded people’s general dedication to “goodness” is that their Celestial ancestors once actively drew power from positive emotions like love, hope, loyalty, curiosity, respect, awe, and so on. Each full Celestial has one such emotion that they draw on more than any others. People with celestial blood do not have a “guiding virtue” in this way, but they may feel particularly drawn to one principle, even if only because they were told so many stories about it as they grew up.

Celestial-blooded people may thus choose to exemplify a positive emotion—which may easily put them into conflict with Demons and those with demonic blood, who tend to pursue opposing goals. This conflict begins at the philosophical level but frequently turns violent—such as, for instance, in the recent battles against the forces of Bel’e’athru.

Celestial characters are likely to come from [Bastion](#) or a culture like it (also, Castle Thorn and the Celestine Empire are more likely to produce such individuals).

In terms of game mechanics, celestial-blooded characters have no strict costuming requirements, but they are strongly encouraged to wear special contact lenses, glowing armor, wings, or some other marker of their divine heritage. They gain access to the following [exclusive skills](#): RALLYING CRY, HEALING TOUCH, RESURRECTION, RISE TOWARD THE LIGHT, and SUPERNATURAL STRENGTH.



Demon-Blooded

At some point, a Demon mated with a mortal, and a Demonic blood entered a family's bloodline. Demon-blooded people take the dark impulses of their demonic ancestors and join them with the distinctly different perspective of their parents. Demon-blooded people are therefore truly unique, with an outlook on life that is tinted with darkness but not necessarily dedicated to it. Unfortunately for them, they often grow up being feared and hunted by the humans around them, so they often feel justified in unleashing their own worst impulses on those who have, in their view, wronged them.

Most demon-blooded have had to fight hard to survive, developing the strength, cunning, and speed needed to thrive even when others opposed them. In the Breach, where demons rule as kings over fortress cities, demon-blooded people are quite common, but people of this hybrid bloodline are extremely unusual in all other cultures.

Just like full Celestials, full Demons draw extra energy from people's emotions—but they can only draw strength from negative feelings. Hate, despair, rage, laziness, fear, lust, boredom, cruelty, and so on: these are the emotions that fuel them. And while their mortal descendants do not draw energy this way, demon-blooded sometimes still choose to focus on one, perhaps because of their family's history. This fact can put many of them into direct conflict, philosophical or military (or both), with any celestial-blooded people around them.

Demon-blooded characters are likely to come from [The Breach](#) (also, the Ko'at and the Drir are more likely to produce such individuals).

In terms of game mechanics, demon-blooded characters have no strict costuming requirements, but they are strongly encouraged to wear special contact lenses, prosthetic fangs, horns, claws, or some other marker of their demonic heritage. They gain access to the following [exclusive skills](#): DRAINING TOUCH, ABHORRENT SIGN, CAPTIVATING GAZE, SINK INTO DARKNESS, and SUPERNATURAL STRENGTH.



DRAGON-BLOODED



The descendants of long-ago couplings between mortals and arguably the most powerful of all magical beings, dragon-blooded are particularly rare. Until *very* recently, most dragons slumbered in an ages-long sleep and were generally believed to be extinct, so no new draconic bloodlines were being created among mortals. With partially scaled skin, along with horns and teeth that are strongly reminiscent of their draconic parents, dragon-blooded people tend to inspire a sense of wonder and (often) fear in those around them.

Dragons have always had a strong pull on people's imaginations, since they used to be the rulers and guardians of all Adlrunne in the days before recorded history. They were beings of immense power, capable of dominating all of the other powerful entities of that time. Legends of dragons tend to inspire terror and awe... and in the last few years there have been credible sightings of reawakened dragons appearing in various places across Adlrunne. Dragon-blooded people often inherit a sense of regal

guardianship from their ancestors, such that they feel compelled to rule over and protect the common people of the world, much as a monarch would shield their subjects (or a dragon would organize the gold coins in their hoard).

Dragons are divided by lineage into six colors—**black, blue, gold, green, red, and white**—and dragon-blooded people generally have a clear color scheme that links them to one of those six ancestors.

In very recent history, most of the dragon-blooded across the world were magically called into the Mists, gathered as soldiers by embattled full dragons of every color, and enlisted to wage war against one another. Those that heard the call, answered it, and remained in the Mists lived out their lives there. Only a few months passed outside, but the lands enveloped by the Mists experienced a full Age (200 years), during which those dragon-blooded people founded the nations of the Dragon Archipelago. Most Dragon-blooded in Adlrunne now harken from those islands, though historically they have also been relatively likely to thrive in [the Breach](#) as well.

In terms of game mechanics, dragon-blooded characters must use makeup to draw scale patterns on their skin, and they are strongly encouraged to wear special contact lenses or to use prosthetic fangs, horns, or claws as markers of their draconic heritage. They gain access to the following [exclusive skills](#): NATURAL ARMOR, IRON STOMACH, DRACONIC ROAR, BONES OF THE EARTH, and SUPERNATURAL STRENGTH.

Fae-Blooded

The mortal descendants of the mysterious beings known as the Fae, Fae-blooded have inherited a strange place in the world. Born with obviously inhuman traits, they appear to be some aspect of nature given human form, whether that aspect be animal, plant, or even a natural phenomenon like a waterfall or winter storm.

The Fae themselves, enigmatic and capricious, generally keep to the wilds of the world, hidden far away from cities or mortal paths and roads. They have been known to inflict terrible magic curses against any unlucky enough to stumble upon them and break their (sometimes baffling) rules, oaths, or etiquette, but they can sometimes also offer aid in the form of perplexing bargains or contracts. Legends say that they can be categorized into the childlike Fae of Dawn and the cruel Fae of Dusk, but even if such a divide exists, no Fae should be treated lightly.

Their descendants, often also viewed with suspicion or awe, tend to keep out of human cities too, frequently driven away from civilization at a young age to find a new home in the wilds nearby. Otherwise, these Fae-blooded might draw the distrust of their superstitious human neighbors, or worse, the attention of the remaining Inquisitors from the old Amalgamation Empire, who still seek to destroy non-human bloodlines. However, it is said that some fae-blooded can hide their bizarre forms using the glamour of their magical ancestry, and thus they might even live alongside mortals for a time. (That is, until their own children are born with golden eyes, leaf-covered skin, or a shimmering tail).

While not as utterly driven by their oaths and contracts as the full Fae are, Fae-blooded often find themselves compelled to keep their word. (*Thus, they are a great fit for the Oathbound background flaw.*) Unlike the other mortals whose very souls compel them to adhere to their promises, though, the children of the Fae usually only keep to the *letter* of their word, not necessarily the spirit. If a fae-blooded promises you that there are no wolves on the road ahead, beware of tigers.

Fae-blooded characters often come from [Paradox Dawn](#) or [Paradox Dusk](#), but they can be from many other places as well. (*Note that no one can die in either land of Paradox, and since all backstories must end in a character's death, characters from those cultures must have left somehow and found themselves back in the mortal world.*)

In terms of game mechanics, Fae-blooded characters have no strict costuming requirements, but they are strongly encouraged to wear leaves, horns, makeup, teeth, or a tail that make their Fae heritage obvious, ideally through a mixture of “magical” and “nature-related” themes. They gain access to the following [exclusive skills](#): SLIPPERY, MAGIC-RESISTANT, CHARMED MISSTEP, GLAMOUR, and DOMINATING GESTURE.



Newborn Dream

Thoughts made manifest and figments of imagination, a rare few dream creatures have left the sleeping minds of mortals to find themselves in the mundane world. They arrive brand-new, without a past, birthed into Adelfrune as fully formed physical beings. They have no history and no true memories. But unlike most newborn mortals, they spring into existence fully able to communicate and move like adults... because those that dreamed them imagined they could.

Characters from stories never told, the Newborn Dreams that have recently begun to find themselves in Adelfrune are the archetypes of myth and legend. They come from the collective imagination, particularly those elements centered around tales of great heroes and epic deeds. They often take the forms of those heroes, though other archetypes from those stories might also appear. A Dream creature of this sort might be a strange, helpful beast or a wise mentor or a plucky sidekick. A roguish villain might also come into the waking world, subconsciously driven to be defeated (as per their purpose in a story).

Each dream is unique, born when atmospheric thoughts and emotions from the strange realm known as The Dreaming pool together and touch the real world. Although no Newborn Dream can trace exactly what passive thoughts or memories created them, they might be drawn from people's memories of a land like Cestral or Myre, with clothing and appearance to match. They do not have their own memory of those places, though, nor any understanding of them.

Dream Magic was lost until recently, and so these creatures are a new phenomenon. That magic, however, was rumored in ancient history to be able to change reality itself, alter a person's very core, or break the minds of mages who attempt to understand it. As such, Newborn Dreams may very likely be feared and persecuted if discovered by mortals unfamiliar with such beings.

In terms of game mechanics and character creation, Newborn Dreams have significant differences from other bloodlines. They have no history, for they are born when they enter the game space of Twin Mask. Thus, Newborn Dreams:

- **Should only write a paragraph of "character concept" rather than a backstory.**
- **Cannot have a culture or NATIVE LORE (select "Newborn Dream" as your culture).**
- **Are required to take the TETHERED background flaw. Thus, they are not "Returned," and they do not play any games with death when they die. They have exactly three deaths before they are destroyed permanently.** *(Since "Returned" is often used as shorthand for "player character" in the game's rules, references to "Returned" still apply to Newborn Dreams except where noted, despite their metaphysical differences.)*
- **Cannot take any Background Features or Flaws except for PROPHEMIC DREAMER, MAGICAL APTITUDE, FRAIL, and ILLITERATE.** *(And they would not gain any benefits whatsoever from taking FRAIL or ILLITERATE, since TETHERED gives 10 CP.)*

Newborn Dreams have very few costuming requirements: they could look like anything someone in the world of Adelfrune could dream of in a heroic story. Derived from Adelfrune, they must remain in-genre and not reference out-of-game or anachronistic themes; you could not, for instance, have a Newborn Dream come in with an electronic device or reading a book by a real-world author, nor should the stories they come from be real-world myths and legends. You could come in as a wizardly mentor figure, but not "Merlin."

They gain access to the following exclusive skills: GRASP OF THE WAKING, METHOD IN MADNESS, DRAWN TO THE MUSE, INFINITE POSSIBILITY, and SLUMBER SIGHT.

CULTURES



“Embrace other cultures, even if they are weird. You never know what you might learn! But avoid their weird food: that stuff is gross, especially if it has eyeballs. Don’t eat that.”

— Kitar Flynn Vulphrim, *A Guide to Adventuring*

The cultures of Adetrune can generally be divided into two groups: **the Civilized Nations**, who accept an accord called the “Rules of Society,” and the **Wild Nations**, who do not. Civilized nations include the empires and most of the city states that dot the Expanse, while the “Wild Nations” vary from the nomadic Trahazi families, to the Ko’aat bands that ride the eastern plains, to the angelic city of Bastion, to the highly advanced but unrestrained mages of Myre.

The Rules of Society divide a nation’s populace into three major tiers (peasantry, nobility, and royalty), who are recognized by wearing a certain number of “pins of status.” These are precious-metal decorations affixed to clothing above one’s left breast, and certain walks of life are afforded specific numbers of “pins”: a peasant has 0–2 pins, nobles wear 3–4, and royalty wear 5–7. Impersonating people above your station is illegal; attacking or otherwise threatening those of higher standing can be a very serious crime indeed. And since the Rules of Society are recognized in the land where the game takes place, characters who don’t adhere to these rules can find themselves in hot water with the authorities.

That being said, Adetrune is a big place with many distinct cultures and civilizations, many of which do not accept the Rules of Society at all. Some Wild Nations, like the Ko’aat, might intentionally eschew the Rules of Society on principle, while others, like Paradox, might be Fae Otherworlds that don’t care about international relations. Nonetheless, even these cultures have their own hierarchies and chains of leadership, even if they aren’t determined by pins.

AVAILABLE CULTURES

The location, and a brief description, of each culture can be found at the start of Chapter 2.

— CIVILIZED NATIONS —

CASTLE THORN
The Celestine Empire
cestral
COLE
Dace
The Kingdom of Hastings
The Nadine Empire
The Vein

— WILD NATIONS —

The Drir
THE KO’AAT
MYRE
The Saek
The Trahazi
THE VICAUL

— OTHER LANDS —

BASTION
THE BREACH
REDEMPTION

THE CITADEL & ENDURANT TRIBES
PARADOX — Dawn
PARADOX — Dusk

CASTLE THORN

— *NEVER YIELD* —

Built on the sea cliffs that separate the Expanse from the demon-controlled lands of the Breach, Castle Thorn is a single, enormous fortress that stands tall in its dedication to fight against more demon-kind than any other nation. Known for their stalwart courage and stubborn nature, the people of Castle Thorn take it as a matter of pride to never flee nor yield to their enemies.

Castle Thorn is surrounded by a vast wasteland, the result of fires used to clear away huge swaths of forest and field, thereby leaving no place for crops to grow—or demons to hide. As such, despite its formidable warriors, tacticians, and thick fortifications, Castle Thorn is forced to rely on its allies for supplies such as food and armaments because of how barren the nearby lands have become. These supplies are given not out of some abstract goodness in neighboring nations' hearts but rather because Castle Thorn provides a much-needed function with clear and important benefits.

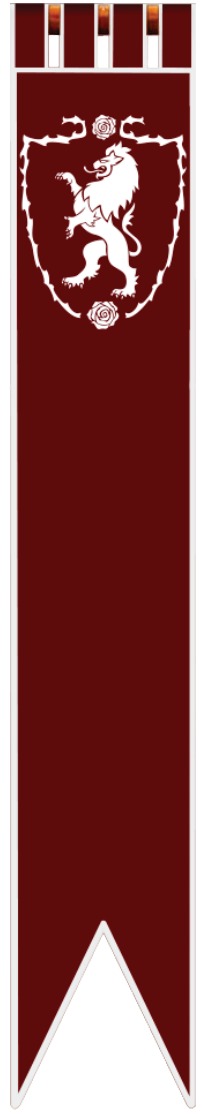
Though Castle Thorn has a King and a ruling class, its nobility functions very differently than the noble classes of other societies. Noble titles are gained through merit based on sound strategy and valor upon the battlefield. While the children of nobles must still prove themselves, they are groomed for leadership at a young age and are provided with the best instructors throughout their lives. The King of “The Thorned Castle” (as this fortress is sometimes known) is often called “Lord General” instead of “King.” This is done out of great respect because, unlike in other nations, Castle Thorn’s King is more than a politician: he is a warrior and a true military commander.

Castle Thorn rarely engages in international politics. Because of its overall neutrality, it is often used by other nations as a location to discuss peace accords. Over the years, the soldiers in Castle Thorn have had to endure many hardships. Loss and violence are things that happen regularly here, and it is only due to the stubborn pride of these people that they remain.

The “Thorned Soldiers” generally prefer heavy suits of armor, though Demon Hunters will often wear lighter armor in order to enhance mobility and to function better in the heat of the Breach. Demon Hunters and small squads of elite soldiers will periodically travel to the Breach itself to gather intelligence or to assassinate a particular demon.

The Army of Castle Thorn consists of 5 Divisions:

- **1st Division:** The most elite soldiers the army has to offer. They will frequently perform specialized and highly dangerous missions, often in the Breach itself.
- **2nd Division:** This is a roving division whose purpose is to seek out and engage threats outside of the castle walls. They are a fierce and responsive strike force.



- **3rd Division:** This division is primarily made up of spellcasters and specialists. Their purpose is to maintain the protective glyphs on the castle walls and also research new methods of destroying their demonic enemies. It is also fairly common for 3rd-division spellcasters to directly support other divisions, based on the specific operation being undertaken.
- **4th Division:** The Auxiliary Force. This division is used primarily to ensure that supplies are not intercepted *en route* to other soldiers. They also patrol the countryside, looking for anything that is out of the ordinary. In times of battle they are deployed as needed to outmaneuver enemy formations.
- **5th Division:** The Garrison Force. Their purpose is to protect the walls and keep the peace. The 5th division is also tasked with operating the city's many ballistae, scorpions, catapults, and other siege weapons, which control the strait between Castle Thorn and the Breach.

POLITICAL OVERVIEW: CASTLE THORN	
<i>Civilized Nation.</i> Government Type: Feudal Stratocracy.	
Allies: The Celestine Empire, Cole, and the Saek	Enemies: The Drir, the Nadine Empire, and the Breach
Common or Welcome Bloodlines: Human, Celestial-Blooded	
Rare or Unwelcome Bloodlines: Effendal, Fae-Blooded, Dragon-Blooded	
Restricted Bloodlines: Demon-Blooded	
National Religion: None	

EXAMPLE CHARACTER NAMES: CASTLE THORN
<p>The example names below are from existing characters. They are listed as examples for flavor and inspiration, though these exact names should not be used for new characters.</p> <p>The Major Noble Houses may be used but they require the NOBILITY background.</p>
<p>GIVEN NAMES: Balthassar, Bronwen, Gaius, Gerfried, Joan, Kaelan, Karla, Malcom, Maris, Serada, Thaiden, Victor</p> <p>SURNAMES: Artelius, Atrais, Belmont, Estelmer, Jackowitz, Kasparin, Nova, Reinhardt, Steiner, Tovos, Trenchen, Wallace</p>
<p>THE MAJOR NOBLE HOUSES OF CASTLE THORN: Tigaris, Bendriven, Velyrone, Penik</p>

The Celestine Empire

— *LIGHT AND LAW* —

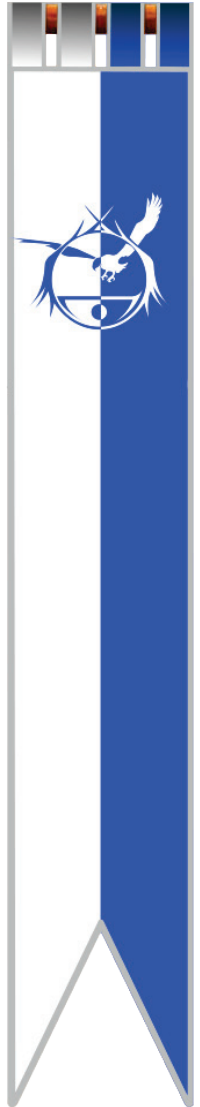
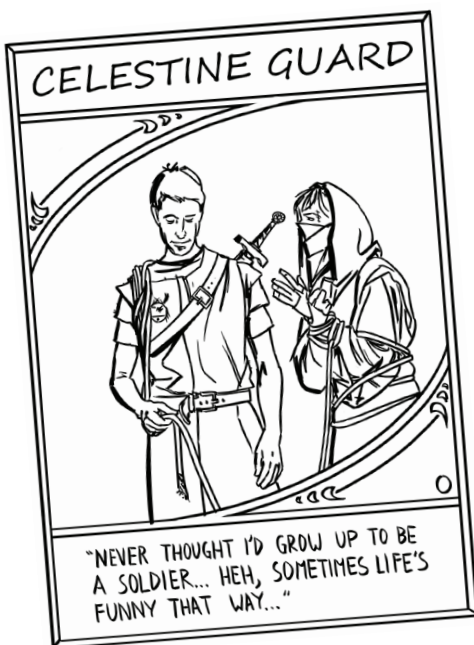
In the Celestine Empire, philosophy, the arts, and all forms of beauty are revered. Great marble statues of renowned people—mostly soldiers, great thinkers, or people of cultural note—cover the cities, shrines, and the Celestine Arenas, where combat skill is tested and honed. Many a Celestine child grows up hearing tales of the famous heroes of the Celestine Empire: The Rose Knights. With their large and flamboyant feathered hats, thin swords, and famed bravado, they are dispatched within the Celestine Empire to maintain borders and to serve the common folk in any way they can. The Rose Knights are the most-beloved figures among the people of the Celestine Empire, and tales of their adventures, honorable nature, and mastery of the rapier continually inspire hope in the hearts of the downtrodden all throughout Adelerune.

The Celestine Empire sees itself as “the mirrored reflection of the heavens in the world.” It bases much of its culture, fashion, religion, and morality upon this belief. Celestines are a people who pull strength from their faith but are not blinded by it—or at least not to the point that they fail to see the importance of military strength and sound battle tactics. They do not force their religion on others, and though they may look down on other faiths, they do not persecute or condemn those who adhere to other religions.

Controlling the most fertile soil anywhere within the Expanse, the Celestine Empire uses its strong agricultural base to expand and extend trade with many nations, resulting in a network of strong alliances with Castle Thorn and Cole (and other city states, historically). As such, its already formidable military can be backed by the armies of these nations, should they choose to call in old favors and sworn oaths.

The Celestine Empire is ruled by a Queen, who is revered as a divine prophet. Her title is “Queen” rather than “Empress” partially to avoid any connection with the Empress of the Nadine Empire, the Shrike (who is universally viewed as one of the most wicked people alive), and partially to emphasize that the Celestine Empire has little desire to expand through conquest.

Though the Celestine Queen enjoys the genuine adoration of her people, that adoration also comes with restrictions and costs. One such restriction is that she must never marry. Originally implemented to prevent the jealousy of rival nations, this practice has become more than a tactic for political survival. The Queen’s royal handmaidens also forsake the embrace of lovers, for they act as both her seconds-in-command and immediate heirs.



Per custom, when the Queen has lived 36 years, she is veiled in lace and, with but the smallest number of servants, sails into the Mists, never to be seen or heard from again. After this ritual (or after an untimely death), faith and diligence yield a reward for the highest ranking of the queen's maidens, who ascends to become Queen herself. Until then, the Handmaidens serve as capable military leaders and ambassadors in the meantime, gaining experience in leadership. In this way, rule is not inherited through bloodlines, but rather through merit and devotion.

The Celestine ruling class paints this image of beauty and rightfulness, but it should be noted that the kingdom is made up of people from all walks of life. There are merchants, beggars, and even bandits in the Celestine Empire. There is also, of course, an extremely large population of farmers and simple, good-natured country folk.

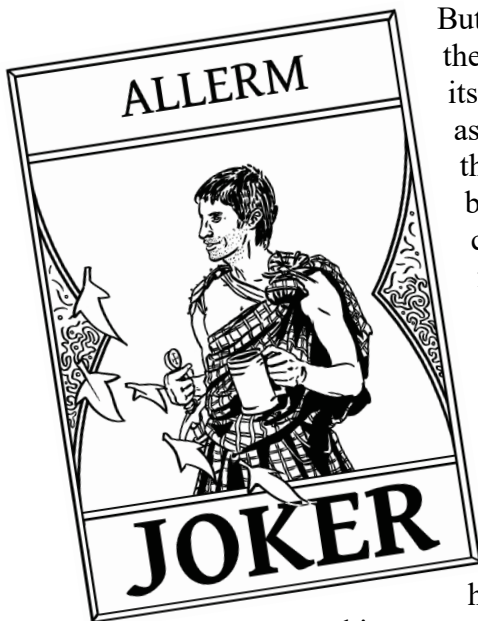
POLITICAL OVERVIEW: THE CELESTINE EMPIRE	
<i>Civilized Nation.</i> Government Type: Feudal, Theocratic, Meritocratic Matriarchy.	
Allies: Cole and Castle Thorn	Enemies: The Nadine Empire, the Drir, and the Breach
Common or Welcome Bloodlines: Human, Celestial-Blooded	
Rare or Unwelcome Bloodlines: None	
Restricted Bloodlines: Demon-Blooded	
National Religion: The Celestine Faith	

EXAMPLE CHARACTER NAMES: THE CELESTINE EMPIRE
The example names below are from existing characters. They are listed as examples for flavor and inspiration, though these exact names should not be used for new characters. The Major Noble Houses may be used but require the NOBILITY background.
GIVEN NAMES: Aceline, Castete, Esdeline, Henri, Jeanette, Mathieu, Omiria, Kormacc, Theodore, Therasia, Ticondrius, Veronique
SURNAMES: Donnadieu, DuBois, Draconis, Foxglove, Malutas, Mauplumé, Papier, Rue, Sheppard, Solavaire
THE MAJOR NOBLE HOUSES OF THE CELESTINE EMPIRE: Bell, Calis, Ceien, Dunnelon, Valance

Cestral

— *WOVEN FROM THE WIND AND WATER* —

At the farthest eastern point of the Expanse sits Cestral, an island nation often forgotten by the empires that vie for power across Adalrune and the great wars that have ravaged the Expanse. Cestral is content to stay in its own corner of the world, an island nation of rolling hills, grasslands, and forests. The Cestral peacefully tend to their lands, both cultivated and wild, and fish in the clear waters surrounding them. While folks of other nations may brag about their personal wealth, power, standing, or martial prowess, a Cestral is more likely to show off their favorite teakettle, which has been in their family for three generations and brews the best tea in the village, thank you very much.



But while the people of Cestral, as a whole, would rather focus their efforts on picnics than battles, the island has, sadly, seen its fair share of violence. The city itself was originally founded as a Nadine Imperial outpost, and the people of Cestral won their independence through guerilla warfare. Vicaul raids have been frequent throughout the island's history, and the coastline is marked with stone towers that act as sanctuary for fleeing townsfolk. Recent years have been the cruelest, with the entire nation briefly falling to the armies of demons during the War of Radiance.

Technically a City-State, the nation of Cestral is ruled from one large city in the center of the island, a few hours horse-ride from any of the numerous fishing villages and hamlets surrounding it. There, the Royal House of Cestral presides over court and maintains the nation's "military": light cavalry and horseback archers who can be dispatched at a moment's notice when enemy ships are sighted. Also in the central city is Alexander, a university where the greatest scholars across Adalrune go to learn and share their knowledge, and where nobles and leaders from every nation are sent for education.

Beyond the city, fields and farmlands are tended by the peasantry, while the forests are maintained by the Druids of the Old Ways. In both cases, the Cestrals have formed a unique bond with the animals of their island, and they are hailed as the finest animal trainers the world over. Even the fisherfolk are said to be able to "sing the fish" into their nets, and every horizon is monitored by the sharp eyes of falcons, hawks, and of course, kestrels.

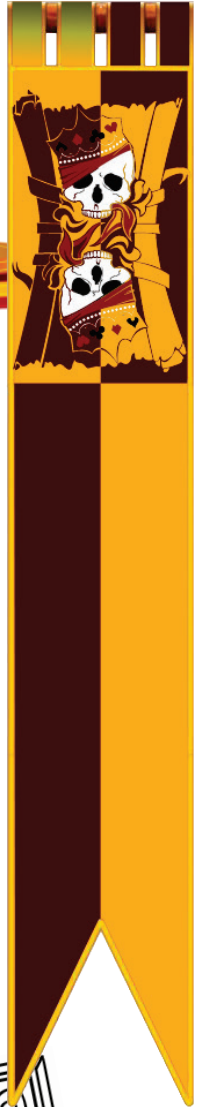


POLITICAL OVERVIEW: CESTRAL	
Civilized Nation. Government Type: Feudal Tanist Monarchy.	
Allies: None	Enemies: The Nadine Empire, the Vicaul, Dace, and the Breach
Common or Welcome Bloodlines: Human	
Rare or Unwelcome Bloodlines: Effendal, Dragon-Blooded, Fae-Blooded, Celestial-Blooded	
Restricted Bloodlines: Demon-Blooded	
National Religion: None officially, though the Old Ways is the predominant faith	

EXAMPLE CHARACTER NAMES: CESTRAL
<p>The example names below are from existing characters. They are listed as examples for flavor and inspiration, though these exact names should not be used for new characters.</p> <p>The Major Noble Houses may be used but require the NOBILITY background.</p>
<p>GIVEN NAMES: Agnes, Brendan, Cahan, Duncan, Euphemia, Finnian, Granuelle, Kieran, Reina, Yona</p> <p>SURNAMES: Aelwen, Connors, Coren, Farcee, Sealgair, Stewart, Taggart</p>
<p>THE NINE GREAT HOUSES OF CESTRAL: Abrill, Dainbrooke, Eleonor, Gaheris, Laggar, Redmare, Moordrake, Tairgrid, Willowwine</p>

COLE

— *LIFE IS FOR THE BOLD* —



Cole, “The Gambler’s Paradise,” is a port city-state along the western coast of the Expanse, home to rogues of all sorts, from pirates and smugglers to cutpurses and con-artists. While there are honest Colish folk to be found, even the most upstanding citizens of Cole tend to know where an interested party might find illicit spirits, or what alleyways to avoid at night.

The Colish follow an odd code of honor, and revere two concepts above all: luck and freedom. Even the ruling class is determined by a game of both skill and chance. The King of Cole is determined by “The Great Game,” played between the four houses: the Houses of Spades, Hearts, Diamonds, and Clubs.

While the Colish are notorious for their nautical expertise (and pirates), the city is a thriving hub on the mainland of the Expanse and is therefore home to a wide variety of folk, with robust local markets, two guard forts, and even tanneries and farms further inland.

The word ‘chaos’ perfectly describes life in Cole. Every day presents new challenges: friends turn into enemies, and enemies turn into friends. With a single roll of the dice a poor man could gain a fortune, only to lose it the next day. Fortunately, the people of Cole are risk-takers and never let a defeat stop them from pursuing their goals. This aspect of their culture is so intrinsic that they often have trouble interacting with other cultures that are accustomed to a more regimented way of life.

Cole’s navy is fairly large, but so is the scope of piracy in the surrounding waters, and so it is the latter, not the former, that keeps Colish waters safe. Some of the most deadly and feared pirates in the known world were born in Cole. Since these pirates often make their careers by raiding the merchant ships of other nations, the waters of Cole are considered extremely hazardous to sail through, and so Cole is often left to its own devices.

But the learned also know Cole for its humble origins. Cole was founded by dreamers who were trying to make a better life for themselves, their crews, and their families, away from the stifling oppression of early governments



around the world. They believed that some things are worth fighting and dying for, and they could happily accept high stakes and chance. It is because of these founding virtues that some view Cole as the only place where one can truly be free.

POLITICAL OVERVIEW: COLE	
Civilized Nation. Government Type: A Capitalistic Monarchy that changes hands, every decade, between four ruling houses in a process called “The Great Game.”	
Allies: The Celestine Empire and Castle Thorn	Enemies: The Nadine Empire, the Drir, Dace, and the Breach
Common or Welcome Bloodlines: Human	
Rare or Unwelcome Bloodlines: All Non-Human Bloodlines	
Restricted Bloodlines: None	
National Religion: None, though the Celestine Faith is common, and “Luck” is often seen as a divine force.	

EXAMPLE CHARACTER NAMES: COLE
<p>The example names below are from existing characters. They are listed as examples for flavor and inspiration, though these exact names should not be used for new characters.</p> <p>The Major Noble Houses may be used, but require the NOBILITY background. Note that you cannot have interacted with royalty, past or present, in your backstory; if a Noble House was the royal family during your era, you can only have interacted with non-cardholding members of that family.</p>
<p>GIVEN NAMES: Ahmara, Anton, Caliban, Delfina, Durwin, Elias, Imogen, Miranda, Polvo, Roselyn, Simon, Tomas, Valeria</p> <p>SURNAMES: Blackmoor, Conejo, Cortez, de Castaneda, Delfino, Ortiz, Rackham, Sadero, Salandra, Silver, Vask, Wolf</p>
<p>THE FOUR MAJOR NOBLE HOUSES OF COLE: Cole (the House of Hearts), Dario (the House of Diamonds), Paine (the House of Clubs), Slate (the House of Spades)</p>

Dace

— *TRAGEDY MAKES ONE GREAT* —

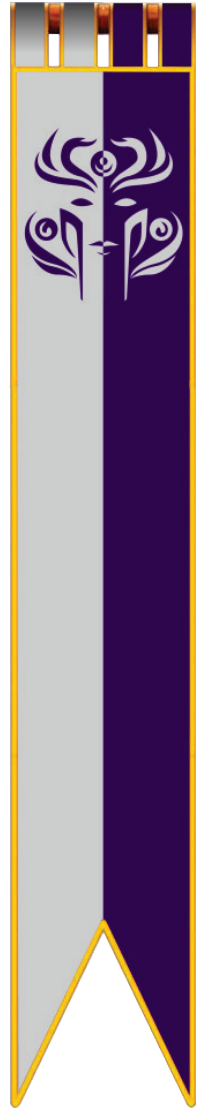
Arguably the most powerful of the city-states, the island nation of Dace boasts the largest mercantile force in the world, and it has trade agreements with just about every nation, even including several of the demon cities of the Breach. For all its world-spanning trade, though, the island itself is closed off to outsiders, with all major commerce done at foreign ports. The city-state only allows non-citizens to visit under pre-arranged permit, and its agents will often monitor such visitors very closely.

Commanding vast fortunes, Dace spends its wealth on the arts. Holding to the ideal of “beauty above all,” Dacians pursue the arts in a mad, cultural passion to create splendor where they can, from statuary fountains to stunning theatrical productions. Opera, fashion, silversmithing, and oil-painting are just the beginning of the large breadth of Dacian artistry. And while obviously not every Dacian is a rich noble, even the poorest Dacian grows up surrounded by beauty and art. The lowest beggar or cutpurse could recognize a line from one of Dace’s classic plays, or sing along with a few operatic ballads (hindered only by their personal vocal range). And anyone in the Ivory Plaza could tell you the sculptor of each fountain, what story it depicts, and give you a decent guess at the year it was made.

Dace is sometimes called “The Island of Masks,” as ornate face masks are always in fashion there. These can range from colorful patterns and animal masks to outlandish caricatures. Royals, nobles, and peasants alike wear masks of leather or papier-mâché, though the upper social echelons will often have their masks crafted of precious metals and gems for grander social events. A common superstition claims that sins committed while wearing a mask are washed away with its removal.

As a hub of world trade, Dace has dealings with nations across Adetrune, and thus their people have a better understanding of global cultures than anyone else. Dacian merchants have a working knowledge of local customs everywhere from Cestral to Tear. Wealthy Dacians own opulent property in most civilized nations across Adetrune (as both luxury homes to stay in when traveling and to hold caches of treasures, should the worst befall their home in Dace). Even the poorest in Dace still live better than most of the world.

As mentioned, though: the city itself does not permit outsiders entry, except on very rare occasions. One partial workaround for such an embargo consists of the Fairwind Festival, held every spring. During that time, “floating neighborhoods” formed of gorgeous luxury ships occupy Dace’s outlying waters, and they are often willing to welcome visitors who can demonstrate a good reason or inherent fitness for being recognized.



POLITICAL OVERVIEW: DACE	
Civilized Nation. Government Type: Crowned Monarchy, Plutocracy.	
Allies: Dace trades with all nations on the map	Enemies: None, officially (though maintaining a strong rivalry with Cole)
Common or Welcome Bloodlines: Human	
Rare or Unwelcome Bloodlines: All Non-Human Bloodlines	
Restricted Bloodlines: None	
National Religion: The Celestine Faith	

EXAMPLE CHARACTER NAMES: DACE
<p>The example names below are from existing characters. They are listed as examples for flavor and inspiration, though these exact names should not be used for new characters. The Major Noble Houses may be used but require the NOBILITY background.</p>
<p>GIVEN NAMES: Adriana, Bassanio, Carnum, Katerina, Marcello, Nathalia, Nereo, Rosalina, Rupidrandali, Sirocco, Sophia, Tessa SURNAMEs: Eluriel, Gonzagalino, Haeso, de Luca, Paradosi, Statera, Traversa</p>
<p>THE MAJOR NOBLE HOUSES OF DACE: Ariadne, Calae, Montaigne, Paloma, Vallaro</p>

The Kingdom of Hastings

— **OUR PEOPLE, OUR FATE, OUR RULE** —

Until quite recently, The Kingdom of Hastings was a part of the Amalgamation Empire. Unless your character died in few months immediately preceding this Rulebook's release (at the end of 2023), they would likely consider themselves to be from The Amalgamation.

The Amalgamation Empire has, historically, committed terrible acts of cruelty on a massive scale. Thus, a loyal Amalgamation character is likely to face antagonism from characters who suffered in those conflicts, as well as from those characters' allies. While we encourage checking in with other players, and we have a culture of "character vs. character" conflict (rather than "player vs. player"), please be advised that antagonistic role-play is likely if you choose to play an Amalgamation loyalist.

For hundreds of years, The Kingdom of Hastings ruled the southwestern region of The Amalgamation, an Empire made up of several other kingdoms united under a powerful theocracy. Once the largest Empire in the world, the Amalgamation was the dominant force of the last Age, and Hastings marched under its banner. The armies of the Amalgamation Empire led the ruthless Purges to eliminate everything and everyone that did not fit within their church's ideal world. They conquered much of the Expanse and all but eradicated any Effendal who did not flee to the safety of Tear.

While the Empire consisted of four kingdoms, their true ruler was the Church of Chorus, a fanatical religious organization committed to the ideals of their god, Chorus: humanity above all, with no Effendal or other bloodlines permitted to live. In Amalgamation society, no one was above the church, though it was the place of royalty and their nobles to rule the lands and run the nation. The Kings of the Amalgamation were ordained by the Church, and while there were frequent disputes between the Church and the state, for the most part they moved as one unified entity against their enemies.

In recent years, however, the Kingdom of Hastings rebelled against the empire and its Church. Some who claim the gift of prophecy said that the god Chorus himself had been destroyed, and the leadership of Hastings felt that their long connection to the rest of the Amalgamation had deteriorated. The current Princess of Hastings has, through hard-fought war, successfully declared herself an independent ruler... with the help of some unlikely allies from an unexpected place.

The Churchwood is a massive, dense forest that stretches across much of the land in the Kingdom of Hastings. This oak labyrinth has been the home of numerous outlaws and refugees, and for as long as anyone can remember, the "Churchwood Brotherhood" has been the dominant force there, working as bandits to rob as they wish and then fleeing to the safety of the trees. Unbeknownst to almost everyone outside the Churchwood, that banditry had long been aided by

Effendal survivors—the small groups of that long-lived people who had managed to hide themselves in the Churchwood since the Purges. In the last several years, the help of these guerilla forces, both human and Effendal, has been crucial in allowing Hastings to gain independence as an autonomous kingdom, while the rest of the Amalgamation empire collapsed around them. Now the Churchwood bandits have come out of hiding... and with them have come many non-humans, including those Effendal survivors who had remained in hiding for so long.

These, however, are only recent developments. For most of the last 100 years (*i.e.*, when your character would likely have lived and died), Hastings has been part of one of the most dominant forces in the world, and the revelation of any non-humans' existence within its borders would have been a death sentence. During the past century, the unfortunate commoners of Hastings found themselves caught between dissenting nobles, fanatical priests, failing grandeur, and a swarm of enemy nations. These citizens, by and large, were victimized their entire lives. They held few privileges, were heavily taxed to pay for ceaseless wars, and knew little of the world or its peoples outside their farms and hamlets.

POLITICAL OVERVIEW: THE KINGDOM OF HASTINGS	
<p>Civilized Nation... although any Effendal nobles would still not wear pins of status. Government Type: One of four monarchies historically overseen by a religious leader. In the last several years, they have split into an autonomous kingdom.</p>	
<p>Allies: The Vein</p>	<p>Enemies: The Drir, the Ko'aat, the Vicaul, and the Nadine Empire. As part of the Amalgamation, Hastings also antagonized the Trahazi and all non-human nations.</p>
<p>Common or Welcome Bloodlines: Human</p>	
<p>Rare or Unwelcome Bloodlines: All Non-Human Bloodlines</p>	
<p>Restricted Bloodlines: None</p>	
<p>National Religion: None, as of the fall of the Amalgamation. (Historically, the Church of Chorus ruled that Empire as a theocracy.)</p>	

EXAMPLE CHARACTER NAMES: THE KINGDOM OF HASTINGS
<p>The example names below are from existing characters whose heritage comes from Hastings and/or this part of the Amalgamation. They are listed as examples for flavor and inspiration, though these exact names should not be used for new characters.</p> <p>The Major Noble Houses may be used but require the NOBILITY background.</p>
<p>GIVEN NAMES: Agathe, Alaric, Eloise, Genevieve, Gregor, Halfrid, Hylda, Katherina, Leon, Markell, Roland, Telemir</p> <p>SURNAMES: Adelman, Calarco, Degner, Hess, Meinhardt, Renault, Schildhauer, Tassis</p>
<p>THE MAJOR NOBLE HOUSES OF THE KINGDOM OF HASTINGS: Hospitalus, Trevinian, Lelaroy, Regalian</p>

The Nadine Empire

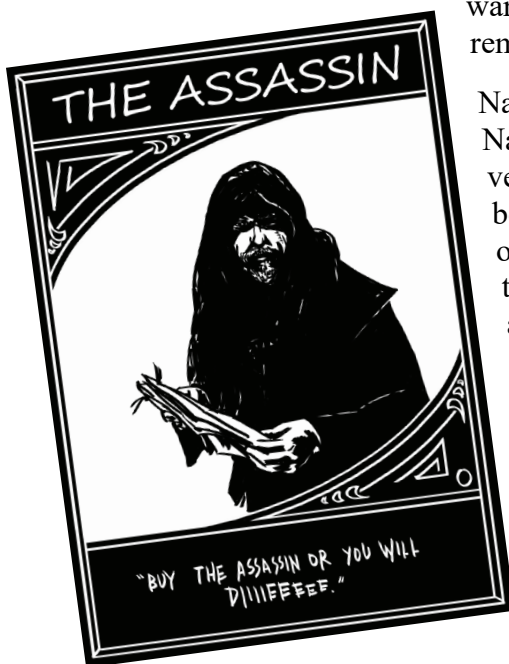
— THE WORLD IMPALED ON A THORN —

For much of the world's history, the Nadine Empire has been in a state of total war with other cultures, with their armies committing atrocities and destroying nations. Thus, a loyal Nadine character is more likely to face antagonism from characters who suffered in those conflicts, while a Nadine who isn't loyal will likely face antagonism from those who are. Please be advised that antagonistic role-play is more likely if you choose to play a member of this culture.

Though small in comparison to the former Amalgamation or the Celestine Empire, the Nadine Empire is a major player on the world stage because of its ruthless approach to politics and conquest. It is made up of several conquered city-states, all united under an Empress.

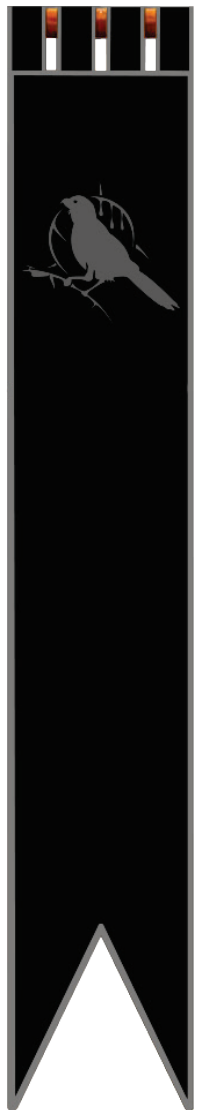
Empress Nadine, 'The Shrike,' is said to be immortal and un-killable. She rules with cruelty and an iron fist, and it is said that she has never known defeat—simply setbacks. Her cruelty is apparent in even her appellation: a 'Shrike' is a bird that impales its prey upon thorns. Her soldiers are said to have no souls, to feel no pain, and to fight endlessly—for, even if they are slain, the Imperial Necromancers will bring them back to their undying feet. Of all nations, the soldiers of the Nadine Empire are the most widely feared.

Within the Empire, every soldier is raised to become a perfect fighter. All children, no matter their gender, are trained in combat. Those that show particular promise are taken from their families and given to one of the 9 Legions. The Legion becomes their new family, with their fellow soldiers becoming their brothers and sisters, such that they soon forget the mothers who birthed them. The children who are not chosen for warfare, and thus not given to the legion, are allowed to remain with their families and are apprenticed into a trade.



Nadine Imperial soldiers are the finest soldiers in the world. The Nadine army's typical footman is as skilled as a knight or elite veteran of any other army, and one Imperial Soldier is expected to be victorious so long as he is not outnumbered by five or more to one. This prowess is not the result of skill alone, nor is discipline the only factor. The Imperial Army, being smaller than its peers, is able to outfit its soldiers with some of the finest weapons and armor available. These soldiers also utilize their fearsome reputation to full effect: very rarely will an army stand against them, without at least a portion fleeing before the first arrow is loosed.

Imperial soldiers are also led by excellent tacticians who are unconstrained by morality and will gladly use poisons, disease,



blackmail, dark magic, and any other tool at their disposal to turn the tide of battle in their favor. They recognize the value of their trained soldiers, too, such that their forces are often accompanied by wagons of corpses, which their necromancers will animate and send as the first waves of an assault, to weaken an enemy before sending in living warriors. These corpses can also spread disease and help break the fragile morale of the inevitably terrified enemy.



Life within the Empire is hard. Morality is viewed as a weakness to be exploited, and people who are not soldiers are second-class citizens. It is not uncommon to see dead bodies lying in the street: whether due to murder or suicide, the death rate is very high in the Shrike's lands, and citizens are not expected to live to old age (nor, for that matter, does Nadine culture give any respect to the elderly). Soldiers who disobey an order, fail a commanding officer, or otherwise bring opprobrium on themselves are cast out of the military and often killed, tortured to death, or sent to the arenas to become gladiators. Indeed, most nations across the Expanse compete against one another in gladiatorial matches. It is a way for a nation to show strength and boast of its skill at arms without actually

going to war. In the Nadine Empire, it is for this purely practical reason that a disgraced soldier can be allowed to live at all. Other types of criminals may also find themselves in the arenas, but few can stand against even a disgraced Imperial Legionnaire. The Nadine Empire is indifferent when it comes to religion or race. For the leaders of this nation, nothing matters but how useful it is and how it can be exploited.

POLITICAL OVERVIEW: THE NADINE EMPIRE	
<i>Civilized Nation.</i> Government Type: Feudal Tyrannical Autocracy.	
Allies: None	Enemies: All Other Nations
Common or Welcome Bloodlines: Human	
Rare or Unwelcome Bloodlines: All Non-Human Bloodlines	
Restricted Bloodlines: None	
National Religion: The Blood Cauldron (a system that worships the Shrike as a goddess)	

EXAMPLE CHARACTER NAMES: THE NADINE EMPIRE
Some of these names draw inspiration from the (out-of-game) ancient Roman Imperial Legions, but many others are totally original. Many of these examples are drawn from existing Nadine player characters.
GIVEN NAMES: Alodi, Amphialus, Asrae, Celisse, Darinus, Meliandroth, Merrinar, Sephiira, Septimus, Talessa, Thossos, Vostro
SURNAMES: Abendroth, Blackwell, Cassius, Corvidaen, Diel, Durren, Invictus, Jarin, Nahame, Uhsolin, Umbrosus, Vorscha
THE MAJOR NOBLE HOUSES OF THE NADINE EMPIRE: Invictus, Decimus, Terminatus, Angistine

The Vein

— *HEWN FROM STONE* —

Until quite recently, the Kingdom of Vein-Vercrux was a part of the Amalgamation Empire. Unless your character died in the year immediately preceding this Rulebook's release (at the end of 2023), they would likely consider themselves to be from The Amalgamation. As of December 12AR (2022), with the dissolution of the Amalgamation, this nation had been renamed from the Kingdom of Vercrux to the Kingdom of the Vein.

The Amalgamation Empire has, historically, committed terrible acts of cruelty on a massive scale. Thus, a loyal Amalgamation character is likely to face antagonism from characters who suffered in those conflicts, as well as from those characters' allies. While we encourage checking in with other players, and we have a culture of "character vs. character" conflict (rather than "player vs. player"), please be advised that antagonistic role-play is likely if you choose to play an Amalgamation loyalist.

In the far north of the Eastern Expanse sits the Kingdom of the Vein—home to a people of exceptional stature who are also called the Vein. Named for the Old Ways god of strategy, Veyn, the earliest settlers of this land followed the course of snowmelt and water into the mountains, and they discovered how it eroded the stones and carved caves and valleys. From this insight, the Vein were the first to develop mining, and they set themselves apart in the ancient world by their skill with stone and ores. Devoted to their faith and their mundane craft, they grew deeply suspicious of magic, and they held strong beliefs that harm would come to the mines and their people if they were unfaithful to the Old Ways gods. The honor of a Vein is the most sacred piece of their identity; among these people, an oath sworn by any citizen, whether knight, politician, craftsman, or lay person, is considered to be truthful and reliable. Located deep in a formidable mountain range, the Kingdom of the Vein was relatively isolated for centuries, its people only attending an annual fall trade festival with their long-time allies, the Vicaul and the Ko'aat.

On the Kingdom of the Vein's western border, the Kingdom of Vercrux ruled the northern region of the Amalgamation for hundreds of years. Once the largest Empire in the world—and the dominant force of the last Age—the Amalgamation was composed of multiple kingdoms united under a powerful theocracy. The armies of the Amalgamation Empire led the ruthless Purges to eliminate everything and everyone that did not fit within their church's ideal world, and they all but eradicated the Effendal who did not flee to the safety of Tear. Marred, however, by both internal conflict among its kingdoms and external war with its neighbors on all sides, the Amalgamation struggled against itself even at the height of its power.

Half a century ago, however, the border skirmishes and conflicts between the Kingdom of the Vein and the Kingdom of Vercrux came to



a head with the **War of Giants**. For ten years the war raged on, with the Vercrux army bolstered by the use of magic and numerous other Amalgamation armies. Vercrux forces were able to subject the Vein capital, Veistung, to a siege, but against the strength of the Vein’s exceptional fortification technology and armors resistant to magic—and the Vein’s Ko’aat allies running supply lines through the treacherous mountains—it became clear that the War of Giants would remain a stalemate for as long as both sides stubbornly refused to yield. In the end, the conflict was resolved in an honor duel, won by Vein Ludgar. Demoralized by their loss, the Vercrux sought peace by promising their Crown Prince to wed the daughter of Vein Ludgar, bringing the nations together in marriage and forging the Kingdom of Vein-Vercrux.

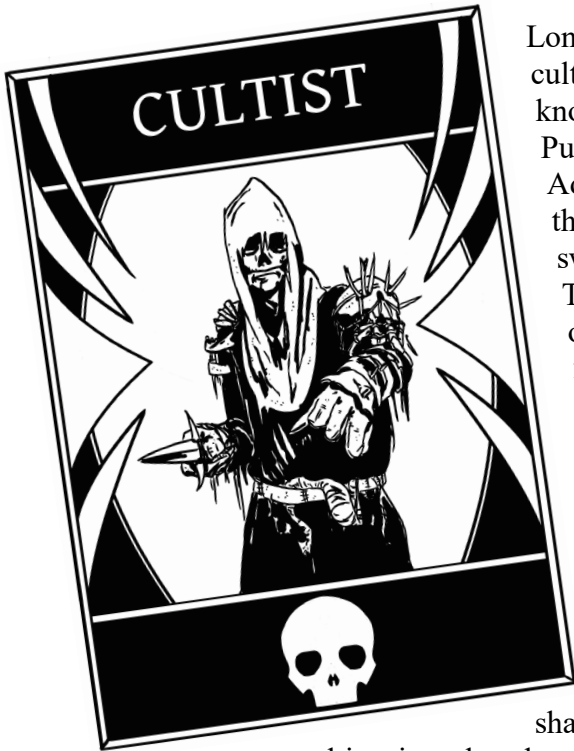
For the last forty years, the two differing peoples—one Wild Nation and one Civilized Nation—have come together with surprising effectiveness, melding into a whole that brings out the strengths of both. Together they are a steadfast people, strong and proud. Devout and strong-willed Vein had become some of the most stubbornly tenacious Inquisitors under the Church of Chorus until its collapse at the end of the Age of Chorus. The use of magic has now begun to find a place among the Vein, some of whom now view it as a useful tool, though Dark Magics are still illegal and distrusted. Strong trade alliances throughout the Amalgamation and with the extended Smiths’ Guild have driven high demand for Vein ores and crafting skills. However, the combination of these two peoples has driven a wedge between the Vein and their traditional Vicaul and Ko’aat allies. Although those cultures stop short of calling the Vein Betrayers of the Old Ways, there is still increasing friction between old ways of life and new ones.

POLITICAL OVERVIEW: THE VEIN	
Civilized Nation. Government Type: Feudal Monarchy.	
Allies: The Kingdom of Hastings	Enemies: The Nadine Empire, and (recently) the Vicaul
Common or Welcome Bloodlines: Human	
Rare or Unwelcome Bloodlines: All Non-Human Bloodlines (they were hidden and persecuted until the War of Giants, and are still distrusted as outsiders)	
Restricted Bloodlines: None	
National Religion: None officially, though the Old Ways is dominant.	

EXAMPLE CHARACTER NAMES: THE VEIN
The example names below are from existing characters whose heritage comes from the Kingdom of the Vein and/or Kingdom of Vercrux. They are listed as examples for flavor and inspiration, though these exact names should not be used for new characters. The Major Noble Houses may be used but require the NOBILITY background.
GIVEN NAMES: Gregor, Lizette, Ard, Nicolette, Baldrik, Abelard, Rolf, Albrecht, Estelle SURNAMES: Adler, Boer, Ferran, Proudson, Underheim, Vos
THE MAJOR NOBLE HOUSES OF THE KINGDOM OF HASTINGS: Flavius, Calarco (formerly of Voi)

The Drir

— *TEARS FEED THE SOUL* —



Long ago, the Expanse’s necromancers, summoners, blood mages, cultists, and demon-worshippers were hunted to the fringes of the known world in what would later come to be known as “The Purges.” Although most of them were wiped from the face of Adelfrune, some were able to flee for their lives by abandoning their lands. Those who survived took refuge among a myriad of swampy island chains off the western coast of the Expanse. There, they fortified themselves and began to mingle with the original, tribal inhabitants of the islands. They formed large family units, which then banded together into three powerful societies. Ages passed, and sailors learned to give what had become the Drir Isles an extremely wide berth: animated corpses roamed the sea floor, with instructions to drag any intruders down into the murky depths.

The “Dark Magics” have defined and shaped all aspects of Drir culture. The secrets of Drir rituals and spells are closely guarded and are typically passed down only to members of the family. Though the three societies of the Drir share a common history, they have grown apart over time,

resulting in cultural norms and behaviors that are, at times, radically different from one another. When the Drir war against each other, they are said to engage in the most brutal and dark acts, to fuel their primordial spellcraft. Despite this, it would be a mistake to believe that the Drir are only warring tribes of cannibals: most Drir readily recognize the value and sanctity of life, knowing all too well its eventual end. As such, Drir festivals are anything but dreary. They typically involve music featuring heavy drums and chanting, fire dancers, and the construction of giant effigies made of discarded bones.

Each island is home to a different family, and, for the most part, each family is part of one of the three major societies: the Mortichyte, the Peleset, or the vicious Amimaerun. The lords of each society generally replace their previous surnames with the name of their society, but determining the line of succession varies between the three. The groups that make up the Peleset typically elect a leader from among their eldest members, while the families that make up the Mortichyte usually let their leaders choose successors themselves. The families that make up the Amimaerun tend to have a quick turnover from one leader to the next, as succession is determined by a melee between the challengers for leadership, occurring whenever new challengers arise.

The swamps of the Drir Isles function as a crypt for countless drowned sailors and travelers; in times of great peril, the Drir can raise those bodies into a protective barrier of undead, driving

away any threats from the outside world. As the Drir Isles have little in the way of food or resources, most cultures tend to ignore and avoid them whenever possible.

POLITICAL OVERVIEW: THE DRIR	
<p>Wild Nation. Government Type: Varies by individual society—</p> <p>Mortichyte: Appointed-Succession Chiefdom Peleset: Elective Chiefdom Amimaerun: Kraterocratic Chiefdom</p>	
<p>Allies: None</p>	<p>Enemies: Any neighbors, or those unlucky enough to sail too close. The three societies also often war with one another.</p>
<p>Common or Welcome Bloodlines: Human, Demon-Blooded</p>	
<p>Rare or Unwelcome Bloodlines: Effendal, Fae-Blooded, Dragon-Blooded</p>	
<p>Restricted Bloodlines: Celestial-Blooded</p>	
<p>Dominant Religion: None, though many Drir worship the elemental forces represented by the volcano at the center of the Drir Isles</p>	

EXAMPLE CHARACTER NAMES: THE DRIR
<p>The example names below are from existing characters. They are listed as examples for flavor and inspiration, though these exact names should not be used for new characters.</p>
<p>GIVEN NAMES: Cerisa, Dradar, Dro-Rassa, Ereshka, Feng, Garraiu, Ko'drav, Kreliniv, Niff, Render, Varsatha, Za'assi</p> <p>SURNAMES: Alveya, Do'vah, Kar'Thos, Krovenar, Laran'kath, Turukamn, U'zara</p>

THE KO'AAT

— WITH FIRE AND FURY —



Traveling the Expanse in familial groups called “bands” of tens to hundreds of mounts and riders, the Ko’aat are a nomadic group of explorers, storytellers, and raiders. They are most known for their horsemanship, as Ko’aat are rumored to have been the first to tame and ride horses and other mounts. Even modern day Ko’aat are widely respected riders, for their ritualists hold the secrets to a powerful pactbond between mount and rider. The details of such a pactbond are jealously guarded secrets among the Ko’aat, however, as are the methods through which they tame the more exotic mounts of their region, such as wooly elephants and rhinos.

While commonly perceived as a monoculture of demon worshippers, Ko’aat have some of the most varied religious practices within their bands, including an altered version of the Old Ways. Those who practice this altered Old Ways religion boast that they are led by a “Chosen” few religious leaders handpicked by the Old Ways gods themselves. Other Ko’aat reject

religion outright, with some even going so far as to destroy religious iconography whenever they can. The religious and cultural practices of each Ko’aat are determined by the traditions of the band they travel in, with most bands acting as the primary familial and social group. At least once yearly, though, the bands gather together for trade, socializing, and ritual practices in a great traveling Horde or in their lands’ single stationary city.

Ko’aat bands, though guided by one individual leader, notably tend to also maintain a council of older and respected warriors and scholars. They advise the leader, and they are encouraged both to make their opinions known and to question the leader whenever needed. When two or more bands meet, their leaders gather to discuss collective decisions in a way that puts democratic weight on the opinions of the leader representing more Ko’aat. Disputes between bands are handled by the formidable warriors known only as Arbiters. They fulfill roles somewhat similar to those of knights, and they are often the only individuals many Ko’aat will defer to. That being said, disputes between the Ko’aat seem to be relatively rare, as no Ko’aat will ever side with an outsider against another Ko’aat. After all, for much of their history the Ko’aat have been actively at war with both the kingdoms of the now-dissolved Amalgamation and the ancestors of the Trahazi people. Tensions with those groups persist even to this day.

Their allies are the Vicaul, whom the Ko’aat are begrudgingly willing to accept as a legitimate culture. In addition to trading with the Vicaul, the Ko’aat will also sometimes exchange

necessary goods with their neighbors: the nomadic Trahazi caravans. This trade mostly consists of basic resources and trinkets, as both sides are unwilling to trade valuables with a likely future enemy, and indeed the Ko’aat generally consider the Trahazi to be their foes. The Ko’aat used to also trade with the Vein, but that culture’s more recent blend with Vercrux has largely put a stop to such connections.

Many Ko’aat share stories of a dragon who flew alongside their ancestral people, and perhaps for that reason dragonblooded are numerous and welcomed in Ko’aat bands—with the exception of *green* dragonblooded, who cannot be found among the Ko’aat.

POLITICAL OVERVIEW: THE KO’AAT	
Wild Nation. Government Type: Numerous nomadic bands with various organization styles.	
Allies: The Vicaul	Enemies: The Nadine, the Trahazi, the Vein, and the Kingdom of Hastings
Common or Welcome Bloodlines: Human, Demon-Blooded, (Non-Green) Dragon-Blooded	
Rare or Unwelcome Bloodlines: Effendal, Fae-Blooded	
Restricted Bloodlines: Celestial-Blooded, (Green) Dragon-Blooded	
Dominant Religion: Many bands worship the Old Ways, while others worship a demon-influenced variant of that same faith.	

EXAMPLE CHARACTER NAMES: THE KO’AAT
These names often draw inspiration from the (out-of-game) Mongolian historical culture. Several of these examples are drawn from existing Coatl player characters.
<p>GIVEN NAMES: Arban, Batuhan, Chimeg, Chulu’un, Gansukh, Khan, Nérüst, Odval, Oktaiyul, Qara, Saranak, Timur</p> <p>SURNAMES: Asudai, Barkhan, Boshugtu, Dzungar, Gundegmaa, Kalmyk, Sartaq [Surnames are actually rare among the Coatl]</p>

MYRE

— ONLY THE MAD WOULD BE SEEN AS RATIONAL —

The entire modern history of Myre took place during a strange “Age of Myre,” a pocket of time that occurred when the Mists covered all the world of Adelrune. While only a few months went by for everyone else, the northwestern corner of the Expanse experienced 200 years of upheaval and development. The Mists recently dissipated, revealing this new city-state and its history to the world. Since player characters in Twin Mask must have died in the last 100 years, all Myre character backstories must have taken place while the nation was hidden in the Mists—thus, it would be basically impossible to have such backstories involve any contact with any other lands. This precludes taking most “dual NATIVE LORE” background features. Speak to the Twin Mask New Player Team for any necessary clarifications.

Additionally, the Kingdom of Myre takes pride in its lack of morality and unflinching willingness to commit unambiguously evil acts. While all cultures have nuance and none are monolithic, the city-state roots out and destroys any who would hinder the atrocities they commit in the name of “learning,” and it has already made bitter enemies of several other cultures present in the world. As such, a character from Myre is more likely to face antagonism from other player characters. Be advised that antagonistic role-play is more likely if you choose to play a member of this culture.



Long ago, an imperial outpost of the Nadine Empire rebelled, founding its own nation: the “Kingdom of Myre.” It briefly thrived, only to be destroyed in a brutal retaliation by Nadine forces a few decades later. As the black-armored Nadine Legions marched into the city, the young son of the King of Myre—no more than a boy—made a pact with the Fae: one day Myre would be restored, and all that was lost would be returned.

Many years later, the Fae honored their pact, and Myre suddenly rose again from its own rubble, destroying the city-state of Ad Decimum that had been built upon its ruins during the intervening centuries. This devastating reemergence occurred when the world was covered in the Mists, and so time treated Myre strangely: though only a few months passed outside, a 200-year age of history occurred in the Northwest of Adelrune, wrapped in a dark foggy haze. Known as “the Age of Myre,” those two centuries saw the young, Fae-bargaining boy take up the title of “The Smiling Prince” and lead the city with the aid of “The Seven Mad Kings,” powerful spellcasters and researchers who lead the city’s mages in uninhibited magical experimentation. To quote a famous stitcher of Myre: “Madness is simply knowing the truths that others are too stupid to conceive, too cowardly to face, or too beholden to their simplistic moralities to explore.”

Unlike the magically adept of most other nations, the mages of Myre don’t limit themselves to the basic schools of magic: instead, they combine all manner of magical resources to create unequalled arcane effects. For instance, the Guild of Elements utilizes everything from Sorcery, Warding, magical Alchemy, and the binding of full elemental Demons to create its effects, be they industrial forges, dazzling lightshows, or deadly weapons. All magic is practiced and

encouraged, no matter how dangerous, except one: Necromancy. This is not due to any fear or squeamishness, but rather because Necromancy is a Nadine magic, and therefore inherently inferior. Similarly, the people of Myre tend to dress in a wide variety of non-black colors as a reaction against the “boring,” all-black fashion of the Nadine Empire.

The city itself has seven districts, each overseen by a different King:

The Industrial District: Ruled by the Ashen King and the Guild of Elements, this district powers the needs of the city (and the experiments of its mages).

The Merchant District: Here, the Eroded King and the Lithomancers’ Guild carve magnificent statues out of the rubble of ancient towers. These enormous carved figures are then animated, and can be seen handling all manner of public-works projects across the city, from construction to defense to the torture of convicted criminals through slow crushing.

The Arts District: In this district one can find paints and artworks, crafted by the Warped King and his Artists’ Guild, which seem to bend reality and seemingly come to life. People young and old go there to delight in the power of imagination and the subjugation of reality by thought.

The Fabric District: Home to the Stitcher’s Guild, here living limbs and bodies are constantly attached and re-attached into new, horrific forms. The Twin-Stitched King’s greatest accomplishment is the three-headed stitcher dragon who protects the city, an abomination to all dragon-kind, the horrific “Draco-Stitch.”

The Military District: a massive barracks dedicated by the Pincushion King to the city’s protection... and to the control of the creatures sent by the Stitchers’ and the Lithomancers’ Guilds.

The Agricultural District: Whenever new lifeforms and new biological creations are needed, the city can always count on the Guild of Cultures and their leader, the Plague King.

The District of Disrepair: Once a thriving district, this area has fallen into ruin since the death of its Puppet King. Still, the Guild of Puppeteers continues to operate, experimenting on the rabble who live here, seeking to expand their mastery of mental domination.

POLITICAL OVERVIEW: MYRE	
<i>Wild Nation.</i> Government Type: Crown Heptarchy.	
Allies: None	Enemies: The Nadine Empire... and all people who would refuse becoming citizens of Myre
Common or Welcome Bloodlines: All	
Rare or Unwelcome Bloodlines: None	
Restricted Bloodlines: None	
Dominant Religion: None	

The Saek

— *BREATHE AS THOUGH IT IS YOUR LAST* —

Mysterious nomads who wander the desolate wastes of the Breach, the Saek survive in the most unforgiving climate in Adelfrune. There, they live each day as if it's their last, passionately celebrating every free breath they take, while hiding from the eyes of the demons who rule the massive fortress cities. Though some think the Saek to be unfortunate souls trapped in a hellish climate and forced to wander in search of basic survival needs, wiser folks know the truth: the Saek are a globally active network of freedom fighters.

The first Saek were captives of the demons, prisoners freed from enslavement who took up a creed against tyranny of all forms. In the subsequent centuries, they have freed others across the land of Adelfrune... many of whom also took up the creed of the Saek, such that their camps and caravans grew over time. When Effendal were taken as prisoners in the Purges, Saek assassins all but eradicated the human noble houses who sought to sell them. When Vicaul raiders took the people of Cestral as "thralls" to work their farms, it was the Saek who appeared at night in the cold northern climes, killing the captors and leading the prisoners off into the frosty night air. Even the demon cities themselves are not safe from the Saek, who can attack from the shadows and disappear into the wastes just as quickly.

This, of course, has gained them many enemies, not the least of which are the adherents of the Nameless Faith, who would bind souls to servitude... not in this life, but in death. Secret adherents of the Nameless are present in every society, and so the Saek keep out of their reach by living in a land no others can survive. No one would be mad enough to chase a Saek into the wastes of the Breach.

But the life of a Saek is not all shadows and tyrannicide, for their love of freedom and constant threat of death give them an unequalled joy for life. Music, love, food, and storytelling are celebrated among them with boundless passion. Even a Saek funeral is a raucous celebration, a break from their stealthy travels to loudly proclaim that "THIS SAEK DIED FREE" and to light a roaring bonfire to spit in the faces of the demons or others who would try to capture or destroy them.

Still, the demonic presence in the Breach is truly vast, with armies led by powerful demon princes. Because of this, the Saek must always be vigilant and stay mobile or risk being discovered. Direct fighting is always the last option, and running is frequently the first choice. The Saek perfected the fighting style known as the School of Suffering, punishing their own bodies until they became as tough as the hardest armor, but they still only fight on terms of their choosing, and they choose to lean on the element of surprise to take out the most powerful of foes.

There are few the Saek trust, even among other caravans, but they will boldly defend their own caravan family unto death. The ties that bind a Saek Caravan together are not limited to blood relations, though: they are family because they are bound by their mutual dependence for survival and the creed they share.

POLITICAL OVERVIEW: THE SAEK	
Wild Nation. Government Type: A Loose Society of Nomadic Bands.	
Allies: Castle Thorn and Redemption	Enemies: The Breach and The Nameless Faith
Common or Welcome Bloodlines: Human, Effendal	
Rare or Unwelcome Bloodlines: Celestial-Blooded, Dragon-Blooded, Fae-Blooded	
Restricted Bloodlines: Demon-Blooded	
Dominant Religion: None, though most religions are accepted... except the Nameless Faith and Demon worship.	

EXAMPLE CHARACTER NAMES: THE SAEK
The example names below are from existing characters. They are listed as examples for flavor and inspiration, though these exact names should not be used for new characters.
GIVEN NAMES: Ali'grra, Azuur, Benazir, Dahlny, Farrah, Gwafa, Kahina, Namhu, Ningal, Safiyya, Sufian, Zaheras
SURNAMES: Ahtar, al-Maut, Bensaddek, Ghatak, Kali, Karimi, Khayyam, Mohajerani, Radjef, Saccari, Shirazi, Ziyad

The Trahazi

— REMEMBER THE ROOTS FROM WHICH YOU GROW —

As empires rise and fall, borders change... and so do the lifestyles of the people who are conquered. Many adapt to new influences, but some cling to their traditions. When their homelands (such as the city of Riel) were conquered, rather than stay and accept new lords, the Trahazi left. Human memories are often short; yet, of all conquered peoples, the Trahazi have been most successful in retaining their ancient culture. Nowadays, the Trahazi keep old traditions and practices, passing ancestral knowledge from generation to generation as they travel Adelrune. With no home to return to and no nation to lean on for support, each caravan acts as a family unit regardless of blood ties.

A caravan of Trahazi wagons are often a welcome sight in many villages across the Expanse, as the performers bring cheer and wonder to the common folk. Favoring trades that can be supported while traveling, Trahazi are often performers, traders, and artisans but will ply any trade which helps feed the family. Lacking community ties, the Trahazi are often welcomed as “the gift givers,” trading away valuables that would slow them down or make them targets for brigands on the road, in exchange for necessities or memorable, if valueless, trinkets.

The prejudice and social censure that Trahazi face in some regions has led many of them mistrust non-Trahazi and their authority figures. None, however, are hated with the same vehemence as the Inquisition: the knights and soldiers dedicated to the Church of Chorus, who were responsible for the worst atrocities enacted against the caravans. The Inquisition officially labeled the Trahazi as demon-worshippers and stripped their people of their gods as they were forced from the city of Riel. The Trahazi themselves point out that they now follow the Trahazi Zodiac: a tightly-knit family of gods, with each month of the year dedicated to a separate member of the pantheon. It is believed among the Trahazi that the celebrated deity watches over their month, overseeing festivals, births, deaths, and other milestones.

As a people with no home, the Trahazi have learned to maintain extensive ties between caravans spread across the Expanse, making them particularly suited to discreet activity that can directly or indirectly fight against oppression and injustice. Trahazi are often overlooked, but their wandering lifestyle connects them from one edge of the continent to another, always ready to appear where they are needed. While the Trahazi people claim lineage back to the original dark and powerful mages of Riel, their caravans are known to take in almost anyone in need of family and protection as they travel. In doing so, they have become so varied that they can be found across the Expanse in virtually any walk of life and trade.

Nevertheless, they are bound together by a shared experience: showing tenacity in the face of ostracism. Indeed, their hardship defines them more than anything, and it makes their deep-seated longing for a homeland burn even brighter. The familial ties and connections that reach between caravans bind the Trahazi together, regardless of bloodlines, and these relationships are

often marked with small, simple gifts meant to serve as tangible reminders of shared interactions. This gift-giving tradition has led to a belief that, as long as the memory of a person and their name never dies, that person is not truly dead. This tradition has stood the test of time, as shared gifts facilitate the storytelling that binds the Trahazi together and weaves their uprooted history into a cohesive narrative.

POLITICAL OVERVIEW: THE TRHAZI	
<i>Wild Nation.</i> Government Type: Council of Elders.	
Allies: None	Enemies: Often, the Ko'aat; previously, the Amalgamation
Common or Welcome Bloodlines: All	
Rare or Unwelcome Bloodlines: None	
Restricted Bloodlines: None	
National Religion: A complex, Zodiacal system of ancestral gods with newer names	

EXAMPLE CHARACTER NAMES: THE TRHAZI
The example names below are from existing characters. They are listed as examples for flavor and inspiration, though these exact names should not be used for new characters.
GIVEN NAMES: Anka, Arika, Camelia, Danchko, Gavrial, Lala, Oleksander, Ophelia, Petyr, Ruslan, Tsura Layla, Zoya
SURNAMES: Chiobanu, Cojokari, Kovalenko, Nikolai, Novani, Postolachi, Rotaru, Tkachenko, Vako, Vidaru, Yeegah

THE VICAUL

— *TAKE WHAT IS YOURS* —

The Vicaul are a hearty warrior people who live to the far northeast of Adelrune, along the southern shores and valleys of the wild lands of Eur. The inland Vicaul, farther to the north of that small, frozen continent, survive primarily through fishing and farming. Those in the south, however, frequently sail to raid Cestral, the coastal lands of the eastern Expanse... and even their fellow Vicaul on Eur. Indeed, since they have no means of mining ore through the heavy tundra permafrost, most of their metal weapons and armor are gained through raiding (although, occasionally, enterprising Vicaul may engage in some trade with The Vein or the Ko'aat). Clad in furs from the mightiest of beasts and the bloodstained armor of slain enemies, the Vicaul know no fear.

The southern, coastal Vicaul are not merely raiders: they are also brilliant inventors. They take the innovations of the cultures they raid or trade with, and they build upon them. These southern clans have developed seafaring technology that would put even Dace to shame, and their small wooden ships have nautical navigation techniques unrivaled across the Expanse. Additionally, their magics have also granted those ships speed and maneuverability that no larger vessels could hope to match.

While the Northern Vicaul clans are composed largely of trappers and yak herders, they too share the mad, risk-taking attitude of all Vicaul. These daredevils start avalanches and ski through them in order to hunt the massive woolly mammoths and other megafauna that roam the tundras, feeding their families through the cold winters while they hole up in their great halls over thermal hot springs.

Passion and strength are the hallmarks of the Vicaul, so it is no surprise that both are represented in Vicaul death rites. The raider lifestyle of so many of the tribes has resulted in two distinct types of death rites to be found among the Vicaul: raiding-rites and hearth-rites. Both strongly feature the heart, which is the organ that the Vicaul see as the source of a person's identity. As an interesting note, the same wide-roving lifestyle that leads to the division in these rites also exposes many Vicaul to a wide array of other cultures and lifestyles. As a result, it is not unusual for individual Vicaul to request a specific type of funeral that they have seen in another nation, or to ask for certain parts of those rites to be adapted into their eventual ceremony.



Wild Nation. Government Type: Numerous Rival Feudal Chiefdoms (led by warlord “kings”).	
Allies: The Ko’aat	Enemies: Cestral and the Vein
Common or Welcome Bloodlines: Human, Fae-Blooded	
Rare or Unwelcome Bloodlines: Effendal, Dragon-Blooded, Demon-Blooded, Celestial-Blooded	
Restricted Bloodlines: None	
Dominant Religion: The Old Ways	

EXAMPLE CHARACTER NAMES: THE VICAUL
The example names below are from existing characters. They are listed as examples for flavor and inspiration, though these exact names should not be used for new characters.
GIVEN NAMES: Angrboða, Astrid, Geir, Halldir, Sigrun, Sigurd, Solvi, Valdemar, Vigdis, Wayland, Yngvild, Yvar
SURNAMES: Esturmann, Freyrson, Hildóttir, Kolberg, Oakenthorn, Staalbjorn, Ulfberht

BASTION

— *UNTIL ONLY THE LIGHT REMAINS* —

The home of a small population of Celestials and celestial-blooded people, Bastion is a great fortress-city where choirs of heavenly soldiers maintain a grand harmony that honors their bright and shining ideals. Despite all this light and song, though, nobody can say exactly where Bastion is, for it is hidden away from the sight of the mortal races. In tales and legends, it is said to occupy a majestic mountaintop somewhere in Adelrune—but even those with celestial blood who choose to leave the city cannot tell more about this hidden peak, for they can only exit Bastion through a magical process that involves swift reappearance in the sky above their destination. Because they land on the earth without having traversed all the intervening distance, they cannot ever retrace their “steps” to find Bastion again.

The choice to leave the Shining City is therefore not one to be taken lightly. In many ways, such a difficult and permanent choice mirrors the path that Celestials must walk, if they wish to enter the world of Adelrune. A Celestial who chooses to mingle with the races of the world may not return to their extraplanar home until their mortal form is totally destroyed, and even then their souls must take centuries to rebuild a sense of individuality. When the consequences of leaving are so binding, then, why do any of the celestial-blooded people of Bastion ever leave?

To answer a great need. The city’s central spire holds powerful scrying pools, through which its inhabitants can watch the development of the other races. When a citizen of Bastion decides that a nation or a race is facing a true challenge, that citizen may enter the world in order to address the problem. In a way, such service is built into the code of the city, for the soldiers and spellcasters of Bastion are trained from birth to fight against “the Cataclysm.” There is no true consensus on what exactly constitutes Cataclysm, though, so each Celestial of the city may choose to interpret their duty as they see fit.

Leaving Bastion is a high price to pay, though, for it is a beautiful city with gardens and farms interspersed with its armories and barracks. All the food needed for its inhabitants is grown within the safety of the walls, and all of its citizens do what they can to support the settlement in their own way. Conflicts are rare, for leadership and other public roles are based on recognized merit—it is simply understood that some people are best at leading and organizing others’ efforts, while others are best at farming or teaching or logistics.

POLITICAL OVERVIEW: BASTION	
Wild Nation. Government Type: Communal Stratocracy.	
Allies: None	Enemies: The Breach
Common or Welcome Bloodlines: Celestial-Blooded	
Rare or Unwelcome Bloodlines: Human	
Restricted Bloodlines: Effendal, Dragon-Blooded, Demon-Blooded, Fae-Blooded	
Dominant Religion: None	

EXAMPLE CHARACTER NAMES: CELESTIAL-BLOODED
The example names below are from existing characters. They are listed as examples for flavor and inspiration, though these exact names should not be used for new characters.
NAMES: Aidhrael, Aislynn, Averrania, Charity, Hesediel, Prexiel, Rovanael, Solar, Thimmael, Væda

THE BREACH

— TRIUMPH BORN FROM STRIFE —

*In recent history—that is, within the last decade, during and following the War of Radiance—three of the five demon cities detailed below have fallen into ruin by the efforts of the demon’s enemies. However, since characters’ deaths in their backstories could have happened at any point in the last 100 years, those three fallen cities are still an option for character creation. Such characters would Return to find their homes of **Tane**, **Inexo**, or **Oll** either conquered or annihilated.*

Note, also, that the demon cities of The Breach were the primary antagonists of a bloody World War (the aforementioned War of Radiance), with their armies committing atrocities and destroying nations. This war only ended a few years ago—and, as such, a character from the Breach is more likely to face antagonism from characters who suffered in that conflict. Please be advised that antagonistic role-play is more likely if you choose to play a member of this culture.

The Southern Expanse is a massive landmass in the southern part of Adalrune, ruled over by powerful demonic entities and colloquially referred to as “The Breach.” While, technically, “the Breach” is the strait of water that passes between the two continents, most use the term to refer to this continent of harsh wastelands and merciless fortress cities.

Of the six major city-states on “the Breach,” five were founded by tyrannical demons who emerged from the Abyss ages ago to rule their cities with iron fists. Each shares its name with the demon who founded and has ruled over it. The cities are at constant war with the rest of the world and with one another, each vying for power and dominance (though several of them trade with merchants of Dace or the Nadine Empire). Those cities are:

- **Tane**, to the far north, until recently locked in constant battle against Castle Thorn.
- **Inexo**, until recently a thriving hub of illicit trade and dark magic.
- **Mehs**, City of Glass, a western island city isolated not just by sea and sharp rock but by the powerful glyphs of fiery, magical wards.
- **Oll**, the City of Rock, built by giant hands pulling boulders from the nearby mountains,
- **Haen**, a seemingly unguarded city in a wide stretch of flat desert expanse (protected by every conceivable death trap that could be hidden beneath the dead sand and dirt).

A dark shroud of misery and ill-fortune is conjured up whenever a person speaks of The Breach. Demons and monstrous abominations keep watch over whole populations of lesser demons and humans, living like malevolent kings upon the backs of their subjects. Their cities are built upon the ruins of older civilizations, with massive sandstone monuments and buildings rising in polluted grandeur from the blowing sands of the desert. At one point, those structures occupied a green and growing land, but the Abyssal presence of the demons has burned away all such signs of life. The barren land stretches across the entire island, with dry, deadly wasteland making it hard to travel between the demonic city-states (and hard to track or catch the refugee Saek caravans that survive in the margins).

The city-states of the Breach vary wildly in size, but they are uniformly named after the demons that rule them. Tane is the northernmost city-state, facing Castle Thorn across the water with great walls of spiked lava stone. Inexo is a city-state along the northeast coast; it has always served as a port for trade with the Nadine Empire and Dace (the only two human nations willing to engage in trade with the demonic rulers of this land). Little is known about the city-state of Oll to the far southeast, as the massive soldiers of its “Stone Legion” keep people away from its walls. The city-state of Haen, occupying a wide swath of desert close to the southern coast, has actually been ruled by a council of warped human engineers since its founding demon was killed long ago. The council’s demonic “advisors” goad the engineers to create ever-stronger and more lethal engines of destruction and cunning traps. Mehs, “The City of Glass,” sits on an island to the southwest of the continent, recognizable by its darkly beautiful, fiery glass towers and lighthouses, where it’s said the Demon Mehs watches from every shining surface. The city of Redemption is the lone exception to demonic rule: it is an outpost of humans and Effendal who freed themselves from servitude and stands alone, entirely free from the demons’ influence.

Although the demonic city-states are united in their hatred of the rest of Adetrune’s cultures, they have little love for one another, and they are more or less constantly engaged in inter-city warfare. This reduces the pressure on the Saek and the denizens of Redemption, but it does mean that the demons of this continent are constantly preparing and training for war.

POLITICAL OVERVIEW: THE BREACH	
Wild Nation. Government Type: Multiple Tyrannical / Autocratic City-States.	
Allies: None	Enemies: All of Adetrune (but especially Redemption, Castle Thorn, and the Saek)
Common or Welcome Bloodlines: Demon-Blooded, Human, Dragon-Blooded	
Rare or Unwelcome Bloodlines: Effendal, Fae-Blooded	
Restricted Bloodlines: Celestial-Blooded	
Dominant Religion: People of the Breach are typically forced to worship the Demonic ruler of the city that they live in	

EXAMPLE CHARACTER NAMES: THE BREACH
The example names below are from existing demon characters and NPCs. They are listed as examples for flavor and inspiration, though these exact names should not be used for new characters.
NAMES: Arasimiel, Bel’e’athru, Ber’alor, C’thon, Geist’Hauch, Goe’xia, Inexo, Klish, Meretrix, Tane, Zalostis, Zyte

REDEMPTION

— *RISE ABOVE WHAT YOU WERE*
AND BECOME WHAT YOU ARE —

To the far south of Adelrune is a continent sometimes known as the Southern Expanse... but more generally referred to as “The Breach.” To call the Breach a desert would be an insult to deserts: it is a wasteland, tainted by the corrupting miasma of demonic magic. Life struggles to grow there, and the land’s scarce water is often poisoned with malice, making it painful to even taste. The cities of the Breach are even crueler: enormous fortresses ruled by demons of unimaginable power.

All the cities, that is, except one: Redemption.

Redemption is a city that refuses to stay down, a defiant insult to the demons who command the rest of the continent. It has been invaded and “destroyed” countless times throughout its history, but, through guerilla warfare and a deep knowledge of the city’s labyrinthine tunnel system, its citizens have always managed to retake it from the disunited demon forces. Its citizens, known as “the Redeemed,” are known for their tenacity and resourcefulness, as well as their willingness to sacrifice their own safety for the wellbeing of their community.

Originally the home of the Effendal House Ire’enil, Redemption has grown into a mix of Ire’enil, Human, Celestial-Blooded, and even Demon-Blooded culture. Unlike the Effendal of the insular Citadel, those of Redemption chose to welcome people of other bloodlines; today, the city holds a cultural blend of Effendal and non-Effendal society.

Though it has had almost no contact with the outside world throughout the centuries, Redemption has still drawn immigrants from two sources that could not be more different. As Redemption is a major battleground (both ideologically and literally) in the endless war between the Golden Realms of Celestials and the Abyssal Realms of Demons, various Celestials have flocked to the city to see that it remains in the hands of the Redeemed. Similarly, a number of Demons known as “the Severed” have managed to cut off their connection to the demonic plane known as the Abyss... and chosen to live in Redemption, the only city that would welcome their kind. There, they strive to live a better life, bringing with them great secrets of magic to help defend Redemption from their brethren. Today, those beings and their descendants (both the Demon-blooded and the Celestial-blooded) are more common in Redemption than almost anywhere else in Adelrune, save for Bastion or the other Breach cities.

The military of Redemption, known as the Phoenix Legions, is led by its greatest warriors: the Talons of the Phoenix, who are committed to the ideals of the city. All citizens in this embattled place, though, are expected to defend themselves and their community during the inevitable next attack, and adults always carry personalized daggers in case they face battle... or need to flee



into the Wastes. Whenever Redemption is invaded, its foes must struggle to navigate the mazelike city’s broken walls and rubble, while Redeemed archers pick them off from unseen parapets or pop out of twisting corners to buy time for others to flee.

The city trades occasionally with Saek caravans who pass through, and its existence is known to the Knights of Castle Thorn (though they are too distant to lend one another aid). Ultimately, the city has eked out its own survival, living on the bitter waters of Lake Styx, a demonically corrupted lake that causes excruciating pain to all who taste its water... except for people who have had the time and the fortitude to build an immunity to its effects. Even fruits grown from those waters cause agony for any who eat... but all of the Redeemed have become hardened to that pain, for they have no choice but to survive. In this city, no crime is more hated than Wastefulness, and any frivolity with the scarce resources of the city is not tolerated.

While every resource is precious, though, the Redeemed are not tied to their belongings, not even their personal daggers. Warrior bards known as the Songkeepers preserve the stories and history of Redemption in their own memories, so that even if books are put to the torch, the spirit of the Redeemed can survive. As the Redeemed say: “Outlive your possessions, your foes, and your fears.”

POLITICAL OVERVIEW: REDEMPTION	
Wild Nation. Government Type: Council-led Meritocracy.	
Allies: The Saek and Castle Thorn	Enemies: The Breach
Common or Welcome Bloodlines: Effendal, Human, Celestial-Blooded, and Demon-Blooded who have severed their ties to the Abyss	
Rare or Unwelcome Bloodlines: Fae-Blooded, Dragon-Blooded	
Restricted Bloodlines: None	
Dominant Religion: None	

EXAMPLE CHARACTER NAMES: THE REDEEMED
<p>The names of Redeemed vary, as the city is a cultural melting pot of Effendal of House Ire’enil, Celestial-Blooded, Humans, and Demon-Blooded seeking atonement.</p> <p>However, when they reach adulthood, each citizen of Redemption makes a journey into the wastes of the Breach. Called “The Scorpion’s Path” and derived from an ancient Effendal practice, this journey determines where the young citizen fits into the needs of the city. Should the Redeemed survive their Scorpion’s Path for a full year, they are granted full rights and citizenship, as well as their “Path Name.”</p> <p>The example path names below are from existing characters. They are listed for flavor and inspiration, though these exact names should not be used for new characters.</p>
<p>PATH NAMES: The Banishing Light, Guardian of the Black Sands, Horizon’s Shadow, Lodestar, The Long Price, Martyr of the Howling Sands, Scars on the Ashen Walls</p>

THE CITADEL

— *SING TO THOSE WE HAVE LOST* —

If Effendal social life has a single center, that center is The Citadel: an enormous, finely wrought, hidden network of strongholds, caves, and pathways in and around a mountain in the southern part of Tear. Many Effendal settlements are integrated into trees and wooded areas; the Citadel, however, is built into stone... which, since the Effendal returning to Tear were fleeing the Inquisitors of the Crusades, proved to be very appealing. (The Inquisitors were in the habit of torching forests to kill as many Effendal as possible.) Although the Purges were a long time ago as humans reckon time, only a few generations have passed for the Effendal, so their memory of the horror of genocide is still quite fresh. Indeed, this fact has influenced another interesting feature of the Citadel: both surviving Houses of this race, **Delfestrae** and **Kaelin**, share residency in this hidden fortress, despite their great differences from each other. This is not always an easy coexistence, but the members of the two Houses still feel the need for the security the Citadel provides (and, fortunately, they can occupy different parts of it).

As the center of Effendal life on Tear, the Citadel is also the center of Effendal existence on all of Adelfrune: most Effendal that have survived into the current Age of the world are located on Tear, where the ravages of the Purges could not reach them. These long-lived people are divided into various Houses and Tribes, each of which has its own merit-based system of social rank. In fact, Effendal society is organized around four Callings, in which each individual is a Leader, a Warrior, a Hunter, or a Scholar. While every Tribe and House will have a mix of all four kinds of Effendal, each House or Tribe will also specialize in one of those castes. For instance, House Kaelin specializes in Leaders, while the Svivore Tribe specializes in Warriors, such that individuals of that group form a plurality of its membership.



House Delfestrae

“Those Who Hold the Moon”

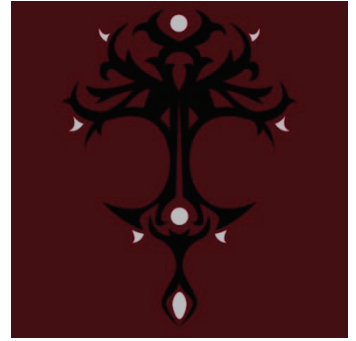
The Delfestrae are known for their cunning and mastery over magic. This house’s members bind demons to their will and have little hesitation at unleashing powerful curses upon their enemies. For the lords of House Delfestrae, the ends always justify the means. While they look after the benefit of all Effendal, their methods often put them into conflict with House Kaelin. After the Purges, the Delfestrae “adopted” the Tika’ia Tribe into their ranks, when the rest of their House was lost. The Delfestrae are known for producing great Leaders.

Today, they reside in the Western Halls of the Citadel, while their four Tribes are spread throughout the island of Tear:

The Terra Tribe

“Blade of the Forest”

Located in the woodlands along the northeastern coasts of Tear—all the way north to the outskirts of the city of Edge—the Terra are the might of House Delfestrae. They are a warrior Tribe that defends the forests. During the Purges, they gained great renown by wreaking havoc behind enemy lines until they were forced to escape by swimming the vast Widow’s Lake in the Amalgamation. Since that day, the Terra have always held an even deeper mistrust for sea travel than most Effendal. The Terra are known for producing great Soldiers.



The Oni’ven Tribe

“The Owl Who Studies Darkness”

The Oni’ven are considered among of the wisest of all surviving Effendal. Living along the rivers and mountains in southwest Tear, they dare to gaze where others will not and use the secrets that they have learned to enrich their people. As a Tribe known for producing great Scholars, they are more secluded than many of the other Tribes. They prefer to keep to themselves when not called on to educate others.



The Jokiota Tribe

“The River that Takes”

Renowned hunters, the Jokiota are the lifeblood of House Delfestrae, providing food and supplies to the Citadel from their lands in the south of Tear. In times long past, they were known to go into areas of great death, such as battlefields or the ghost-towns left by human plagues, and recover what supplies were left behind. Whether by simple or clandestine means, the Jokiota always do what they must to ensure the prosperity of their House. They are known for producing great Gatherers.



The Tika’ia Tribe

“The Sting of the Wasp”

As the Purges turned dramatically against them, the Delfestrae and Kaelin sailed west to Tear, a land protected by supernatural Mists that had killed every human on the island. The Tika’ia Tribe, separated from the rest of House Vyn’e’Va and with no other chance for survival, sailed with them. The Vyn’e’Va are said to have sacrificed themselves in a ritual that killed thousands of enemies in a supernatural storm... but the Tika’ia Tribe remains, now as the fourth Tribe of House Delfestrae, based in the wilds a safe distance south of the cursed city of Theddesparri. Though they are a small Tribe, they are known for their Soldiers, who have distinguished themselves as some of the finest assassins in the world.





HOUSE KAELIN

“Might of the Sun”

The lordly folk of House Kaelin are known for their honor and skill at arms. They are unmatched tacticians and prefer to face challenges head on, with a forthright and stern respect for doing what is right, no matter the personal cost—much like the Celestials that they keep a close eye on.

In the time before the Purges, the Kaelin were an active presence on the Expanse. Indeed, long before the Purges, one of the Kaelin’s Tribes, the Aegilis, was nearly annihilated while protecting the fledgling city of Redemption. When the Purges came along, Kaelin soldiers predominantly fought Thornish forces and were responsible for destroying the remnants of the Iron Chalice, but the difference in numbers was too great... and so the remnants of the Aegilis gave up their lives to allow the Kaelin to escape the Expanse and sail to Tear. This event is known as “The Second Sacrifice,” and to this day Aegilis weapons are among the most valued treasures of House Kaelin, both for their somber memories and for the incredible skill in weaponsmithing that the Aegilis perfected.

House Kaelin now resides in the eastern halls of the Citadel, where they coordinate with their two surviving Tribes, the Myros and Volf’Aer. This is fitting, for the Kaelin are known for producing great Leaders.

The Myros Tribe

“The Unending Tempest”

Located in the mountains west of Solace and known for their Soldiers, the Myros are a powerful warrior Tribe who favor heavier armor and shields. The Myros are well known for their restraint, for it is said that they have a great rage inside of them. While they are slow to anger, should they let their discipline falter and their temper escape them, no force can control their ire.



The Volf’Aer Tribe

“Spirit of the Wolf”

Located in the forests northeast of Solace and similarly known for their Soldiers, the “Spirit of the Wolf” are a warrior Tribe whose brutal tenacity is only matched by that of the Svivore. The Volf’Aer tribe have excellent warriors, rangers, and skirmishers. They prefer to strike at twilight or in the dead of night, and they look to the great predators for insights into battle.



POLITICAL OVERVIEW: THE CITADEL	
Wild Nation. Government Type: Meritocracy.	
Allies: The Endurant Tribes	Enemies: Previously, the Amalgamation Empire. All human nations are usually mistrusted.
Common or Welcome Bloodlines: Effendal	
Rare or Unwelcome Bloodlines: None	
Restricted Bloodlines: All Non-Effendal Bloodlines	
Dominant Religion: None	

THE ENDURANT TRIBES

The two above-mentioned Houses survived the Purges by escaping westward to Tear, but another three Tribes from other Houses survived as well. Now Tribes with no House, they are called “The Endurant Tribes.”

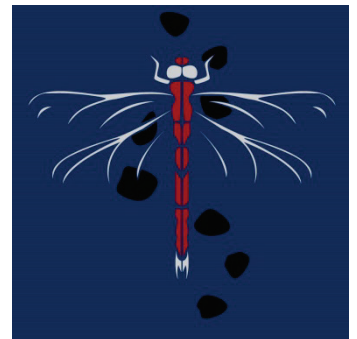
The **Radolond**, who are now the last survivors of the fallen House Ranés, sailed west along with the Kaelin and Delfestrae.

The **Svivre** and **Rakuten**, on the other hand, were for a long time the only Effendal on Tear. Nearly a hundred years before the events of The Purges, the Effendal House Ra’e’len fought a bloody war against the Ko’aat of Tear. The House fell, but two Ra’e’len Tribes survived: the **Svivre** and **Rakuten**. Today, both Tribes cohabitate in the mountains along the northwestern coast, from the ruins of Antioc to the outskirts of the city of Edge.

The Radolond Tribe

“Pathfinders of the Way”

A tribe known for its Scholars specializing in Divination, the Radolond’s council proved invaluable during the Purges. Even so, their patron house, House Ranés, was destroyed—and now, the Radolond tribe largely exists outside of Effendal society, in the mountains south of Solace, instructing and serving as advisors when asked. Both House Kaelin and House Delfestrae owe their survival to the Radolond’s ancient counsel, and so members of this Tribe serve as mediators for disputes as well as trusted sources of advice.



The Svivore Tribe

“The Boar of Seven Tusks”

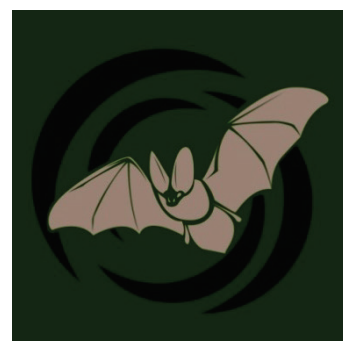
Known for Soldiers, the Svivore are renowned as fierce and tenacious warriors who embrace the most vicious aspects of nature. Like the Rakuten with whom they reside, the Svivore are native to the lands of Tear and view both House Delfestrae and House Kaelin as guests in their homeland. They are fiercely independent from the Citadel and take no direct orders from the leaders of the Kaelin or Delfestrae, but they are nonetheless unwavering in their dedication to the survival of the Effendal.



The Rakuten Tribe

“The Guiding Bat”

Known for their skill as Gatherers and most particularly as hunters of wild game, the Rakuten have been forced to fill a variety of roles in House Ra’e’len’s absence. They view both House Delfestrae and House Kaelin as guests in their homeland; because of this view, the people of the Rakuten are notoriously difficult to control. Even so, between the Rakuten and the Svivore, the Rakuten are seen as the more reasonable of the two.



POLITICAL OVERVIEW: THE ENDURANT TRIBES	
Wild Nation. Government Type: Meritocracy.	
Allies: The Citadel	Enemies: Previously, the Amalgamation Empire. All human nations are usually mistrusted.
Common or Welcome Bloodlines: Effendal	
Rare or Unwelcome Bloodlines: Any “-Blooded” Effendal	
Restricted Bloodlines: Human (or anyone with human blood)	
Dominant Religion: None	

EXAMPLE CHARACTER NAMES: EFFENDAL
The example names below are from existing characters. They are listed as examples for flavor and inspiration, though these exact names should not be used for new characters.
GIVEN NAMES: Aleena, Arahnorui, Arbellas, Cestlagos, Daedirith, Da’Fen, Dúathen, Karalli, Laerial, Lirulin, Rinarei, Trastiel
SURNAMES: Arandir, Aurelloth, Céibhfhionn, Cellagar, Ephelhador, Erlan, Iârín, Maeah, Myriil, Nirnaeth, Vehnan, vos Haeval

PARADOX

Somewhere, hidden in the folds of the Fae realms known as the “Twixt and Twain,” sits the land of Paradox. Untethered from the mundane lands of Adetrune, Paradox is a strange world of magical creatures and the bizarre logic of old folktales. Within this world, there are two distinct realms where the Fae bring mortals for two very different purposes. They are the land of **Dawn** and the land of **Dusk**: mirrors of one another, but as different as conceivably possible (and mostly unaware of one another’s existence, save through campfire tales). These realms can only be reached through the wondrous powers of the Fae... or by simply getting lost and finding yourself there.

Dawn is a peaceful realm of whimsy and creation, where lazy barges of harvested mushrooms travel up an endless circular river and floating islands in the sky are visited by hot-air balloons. The Fae bring their descendants here to keep them safe from the cruelty of the mundane world, with its wars and death and sorrow. Here, they play endless games and revel in creativity and mirth.

Dusk, however, is the work of a very different type of Fae. The spiteful Dusk Fae utilize this realm as a harsh “education” for their own descendants, as well as any dullards or boors who fail to uphold the land’s three tenets: “keep your manners, keep your wits, and keep your word.” So... don’t walk through that ring of mushrooms. Don’t be stingy to that beggar by the crossroads. Don’t break your promise to the little talking fox you saw in the glen. Otherwise, you might find yourself taken to Dusk, where you’ll learn better behavior or suffer the horrors of the myriad curses woven into the land.

The two Realms do have a few things in common. First, neither realm has any daytime or nighttime; they are both eternally bathed in a state of Twilight. Second, the denizens of both lands adore clever, misleading wordplay, but will honor the letter of their words to the bitter end. Third, there is no bitter end. No one can die in either land; in Dawn this is a blessing, in Dusk, the height of cruelty.

Character Creation Note: Mortals cannot die in Paradox, but all characters’ backstories must end in their death. Thus, in order to play a Paradoxian, your character must have wandered out of that land or escaped before dying.

The fourth similarity between the two realms is the odd passage of time. Time is funny in Paradox, with seemingly no rhyme or reason to how its passage relates to that of the mundane world. For example, if a human child wanders into Paradox, they might spend a week there, but return to find that decades have passed, their baby siblings now elderly adults with only fleeting memories of the lost child. Or they might grow old in Paradox and return as a wizened old crone... to their still-youthful parents, who never had a chance to notice that they had gone missing. Still others can live lifetimes in Paradox and never seem to age!

Character Creation Note: The wonkiness of time in Paradox cannot be used to circumvent normal rules of character creation, nor to get around intended limitations. An adult player cannot play a minor, even if that minor appears to be an adult, or vice versa.

Similarly, characters must have died within the last 100 years of Adetrune's time, and no Paradoxical trickery can allow them to have lived farther back than that.

Most people in the mundane realms, even those highly knowledgeable about magic—such as the mages of Myre or the Maelificar of the Drir—know little of these places, save rumors and folktales by the campfire. Many don't even realize there are two different lands, and simply tell stories of the Fae whisking folks "off to Paradox."

Paradox: Dawn

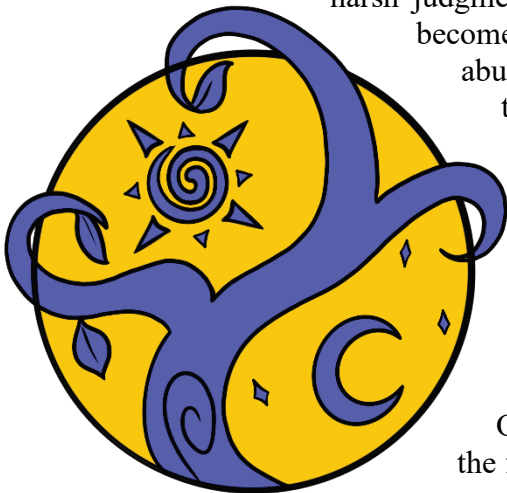
— *TRUTH CANNOT BE TRUSTED* —

Deep in the wild reaches of some dark valley or gnarl-rooted forest, there exists a place where the Fae gather, where nothing quite makes sense—unless you can accept the storyteller's logic that holds the place together like a fairy tale or an old, lyrical song. In the Fae land of Paradox, where the normal rules of reality must bow their heads to whimsy, rests the City of Dawn.

Originally founded by Fae-blooded who possessed inhuman features and wanted to escape the harsh judgment (and hunting) that humans visited upon them, Dawn has since

become a place that welcomes, in its own strange fashion, any who are lost, abused, rejected, neglected, or forgotten by the "normal" world. Indeed,

the only people who can seem to find their own way to the city are Fae, lost travelers, highly imaginative children, or those wild-eyed wayfarers who have lost their grip on reality. Of course, individual Fae can choose to bring anyone they want into the twilight-covered city of Dawn, but their reasons (and methods) for doing so are unique and mysterious. There, buildings are carved from hollowed-out mushrooms, and floating islands cascade across the sky.



One of the most distinctive features of this already-strange place is the fact that deadly violence is literally impossible within its confines. If you would die in Dawn, instead you "poof" into mist and reform elsewhere, unharmed. As such, concepts such as murder, genocide, or war are unheard of, giving rise to other pursuits. Creation in all its forms is heavily encouraged, with the bulk of the citizens' time, resources, and energy going from planning one celebration to the next. From the Twilight Harvest, to the Celebration of Sunset, and the great Coming Together for the Hallowed Sunrise, those that inhabit Dawn go to sleep with chimes ringing through the trees, and wake to the roar of drums and bonfires dancing in the wind. They breathe deep of music, and they paint a timeless story that would have otherwise been lost to the monotony of the mortal world.

However, unlucky Paradoxians who venture too far into the wilds of the land find themselves Lost—the worst possible fate, as they will surely end up in some mortal realm where death can find them and joy is all too rare. And, tragically, finding your way back to Paradox is all but impossible once you've wandered out.

Paradox: Dusk

– Keep your word. Keep your manners. Keep your wits. –

The bitter Fae known as “the Malcontent” whisper these three tenets to each person they bring to Dusk, where failing to adhere to them can lead to a fate far worse than death.

These spiteful Fae bring their descendants to Dusk to ingrain these three tenets into them, giving those Fae-blooded a harsh “education.” The Malcontent also enjoy dropping off other random oath-breakers, boors, and dullards they encounter, for the Fae know that Dusk will give them a painful schooling, with disastrous punishments for failure. In Dusk, people who don’t adhere to the three tenets will generally find themselves cursed beyond recognition. Or decapitated. Or devoured. Or turned into a sign post. Dusk is a land of eternal danger, and the foolish or unlucky can find themselves horribly transformed by the myriad curses woven across the land.



And in a world without death, those states are usually eternal. In Dusk, when you would otherwise die, your body instead continues to experience whatever horrible “end” it is suffering. Unlucky travelers have lived on in the stomachs of giant wolves, hoping to be someday cut free. A severed head will continue to sing its laments while its body wanders on without ears to follow the song. Some aged folks will simply continue to grow older and older until they resemble walking skeletons, while others don’t seem to age at all.

Escaping from Dusk is not impossible, though. First, mysterious “hedgeways” appear very rarely: maybe in a circle of hawthorn trees or maybe in the back of a closet, providing a temporary walkway between worlds. Second, just as the Fae bring people to Dusk, they can also return them to the mundane world if they feel they’ve “learned their lessons.” Finally, there are rare, magical blue flowers known as “Bluethistles” that can permit a trip to the mundane world for a single day or night... just enough time to perhaps see a loved one again, or to finally die.

Thus, the cities of Dusk are peopled by only the cleverest folk. While not even the Fae can comprehend the details of every curse in the realm, each denizen has a healthy awareness of the bizarre logic of Paradox and a working knowledge of how to avoid its dangers. These folk develop razor-sharp cleverness, impeccable manners, and an unwavering resolution to keep their promises.

The communities are diverse: some are little towns, while others are splendid castles governed by poor suckers foolish enough to take cursed swords or crowns and become rulers. The topography is similarly varied: one can find black mushroom forests, swamps lit by mysterious hovering candles, and lakes that keep perfectly still no matter what goes in or out of their waters. With deserts of lime-green sand; tundras of blood-red ice; and forests of long, thin fingers growing out of the dirt, Dusk is nothing if not diverse.

Only one feature remains constant: a dry, cracked valley that circles through the entire length of Dusk. Simply called “The Road,” it’s the only method of travel that is guaranteed to keep you on a continuous path in one direction. “Keep to the Road” is a common phrase of advice, and local communities are generally good about placing signposts to give travelers some bearing. Most communities in Dusk are found along the Road; the farther you get from it, the wilder and more dangerous the land becomes. Despite the number of settlements, the Road can somehow stretch for long distances without any sign of civilization, save the occasional mysterious beggar asking for a piece of your food. Always give it to them.

POLITICAL OVERVIEW: PARADOX DAWN AND DUSK	
Wild Nation. Government Type: Dawn – Utopian Anarchy; Dusk – Numerous Hamlets & Kingdoms	
Allies: None	Enemies: None
Common or Welcome Bloodlines: All Bloodlines	
Rare or Unwelcome Bloodlines: None	
Restricted Bloodlines: None	
Dominant Religion: None	

EXAMPLE CHARACTER NAMES: PARADOX DAWN AND DUSK
Paradoxian names, much like the names of the full Fae, follow few clear patterns. Often their names are a clear evocation of the aspect of the world that they have influence over, but nearly as often their names are simply “whatever sounded good” to them. The following are names of existing Fae characters, including “full Fae” NPCs. They are given as examples for flavor and inspiration, though these exact names should not be used for new characters.
EXAMPLE NAMES: Briar, Burrow, Caslagh, Clorifindil, Coriander, Filcher, Gnash, Harvester, Jinx, Moxie, Nephilim, Nettle, Poppet, Primrose, Arachnid Al, Rum, Thiatale, Vizlo, Xort

RELIGIONS



“The gods: are they real, or superstition? Be careful where you ask that. Some say that ‘when the world was destroyed’—and who says it ever was?—the heathen gods made a pact agreeing to never again ‘directly’ war on each other or influence human life. As the argument goes, this pact now restricts them to only help or harm us in subtle ways. Others believe the world was never destroyed, that the gods don’t exist, and that any so-called ‘miracle’ is just a coincidence. Many people, too, still use the term ‘God’ interchangeably with ‘Powerful Being.’ There are indisputably some very powerful Demons and Celestials in the world. As such, many so-called gods or prophets have been exposed as charlatans, but no one can discount the supernatural nature of certain places, objects, or even beings.

Alchemy, herbology, palm reading, and several other magical sciences are in wide use, and they are often viewed in the same light that a non-magical physic or balm might be in healing. That is, if the supernatural works, most people see little reason to argue about it. There are many religions about, however, and many people will argue about them to a violent degree—so here is a brief list of the Established Faiths and Pantheons.”

—EXCERPT FROM *The World of Ruin* BY LOREMASTER CEJEL NENULIO

AN INTRODUCTION TO THE DIVINE

The gods of Adetrune are myriad... and very different from one another in their methods and goals. Indeed, there are multiple pantheons of gods, such that two people can worship very similar principles without sharing even a single tradition. Some scholars see overlapping points in such pantheons and therefore posit that some gods are “fundamentally” unitary but split in their “aspects” among different cultural conventions... but the actual priests of those gods, who connect to divine energy directly, generally dismiss such ideas. The world of Adetrune is large enough to contain many, many such exalted beings. Some are eager to help the mortal races, some are busily pursuing their own strange goals, and some seem actively malevolent. All of them, though, are interested in convincing mortals to worship them, for their strength is heavily influenced by the number of people who provide them with prayers and offerings.

Some people, in fact, argue that certain “gods” are not gods at all, but rather ancient demons or other kinds of esoteric entities. Really, though... almost anything can draw power from the veneration of large numbers of people, and so the distinction is largely academic. All told, very little is generally known about the nature of divine power. And, at least partially, this is because the common people have no need for digging into the specifics of such otherworldly emanations: they simply send their prayers to the gods that can help them with whatever specific tasks they happen to be involved in, and avoid worrying too much about it.

When you choose a religion for your character, you are choosing a way of looking at the world. Most people in Adetrune belong to a “faith,” which is composed of a whole pantheon of gods, covering all kinds of possible principles. You do not need to choose a particular god; you simply choose a faith. If you desire, additionally, you can select a god that your character feels a particular affinity for.



It is important to realize that, when you record a faith on your character sheet, you are giving yourself the chance to “opt in” to a whole community. Especially considering the way that the PRAYER and PRIESTHOOD skills work, your faith will automatically introduce you to a whole swath of people who are very interested in having you around.

Consult the “Political Overview” boxes (at the end of each Culture description) to find the “National” or “Dominant” Religion of your character’s culture. If one is listed, it is generally wise to embrace that faith unless you have a *very* good reason not to. Certain faiths listed there—such as the Church of Chorus, Ancestor-Dragon Worship, the Nadine Blood Cauldron, and the Trahazi Zodiac—are not explained in the following pages; you should learn about them in game!

THE CELESTINE FAITH

The single most widespread system of religion on Adetrune, this pantheon comprises the national religion of the Celestine Empire (other religions are tolerated in that Empire, but they are not encouraged). In aggregate, the tenets of this faith teach perfection in balance and encourage people to see all acts as forms of potentially beautiful art. Everything from painting to swordplay can be perfected and mastered. The gods of this pantheon teach being lenient to the deserving and harsh to the wicked. True believers of this faith understand that all action must be thought out at length through meditation—and then, once your destiny is revealed, you are to act swiftly and with devotion. The most prominent gods of the Celestine Pantheon are:

Mentor: the Warrior

Aer: the Lawbringer

Daece and Eon: the Brothers of Theatre (Comedy and Tragedy)

Esparei: the Beautiful

Eliena: the Artist

Destiny: the Ripples of Fate

Cinnorast: the Smith

In addition to these gods, there are many lesser gods within the pantheon, governing aspects of life that range from the grand and philosophical to the small and mundane.

The holy books of this faith are written in *Aer's Cipher*, which is said to have been handed down by the Lawbringer himself. The books of the *Cipher* are: *The Book of Beauty*, *The Book of Vigil*, *The Book of Law*, and *The Book of Destiny*. On a civic and political level, the Celestine Faith is led by a convocation of cardinals—one for each god in the pantheon. Below that level of eminence, the ranks of the religion descend from Cardinal to Bishop, Deacon, Priest, Acolyte, and eventually Layman. Paladins of the Celestine Faith are called “Holy Knights,” often with “of” and the name of their patron deity added. (For instance, “Holy Knight of Esparei.”) Many of the Crown Knights of the Celestine Empire are also Holy Knights.

“Be Vigilant in all things. Watch your own actions above all else, for vigilance begins in thine heart. Meditate on all actions, but when Destiny is revealed unto you, strike swiftly and hold no regret. Destiny serves us, so long as we follow its wisdom.”

—The Book of Vigil

THE GODDESS EDEN

Spoken of in quiet and solemn voices, Eden is a grim and stern goddess of death. She is associated with the Celestine Faith but is functionally quite independent of it—some believe that she was an older, more primordial goddess whose worship was adopted by the people of the Celestine Empire alongside their veneration of their own gods. Indeed, she is respected (and often feared) among nearly all of Adetrune’s human cultures. When people think of the realms of death, they generally think of Eden’s Realm.

THE OLD WAYS

This pantheon has been with humanity since long before any civilizations were built. Originally, there were no cities or written history—there was only the wild. This wild was respected, revered, and above all feared. The gods that represent this primordial state of the world are still powerful forces, and they are still worshipped with burned offerings and other sacrifices. The gods of the Old Ways are:

Ren: the Root of the World
Thte: the Warrior
Veyn: the Lord of Fresh Water
Baleaiesh: the Destroyer
Siton: the Wicked Spider
Raven: the Feathered Trickster
Hawk: the Messenger of the Sun
Wolf: the Guardian of the Moon
White Stag: the Bringer of Plenty
Crow: the Messenger of the Dead

Owl: the Observant
Bear: the Heart of the Hearth
Panther: the Hidden
Lion: the True Pride
Snake: the Truthful Liar
Fox: the Cunning Hunter*
Falcon: the Hunter*

**Note that Fox died many years ago, and Falcon died recently*

In general, the followers of this oldest of religions are steeped in superstition, closed-mindedness, and territoriality. This faith has no temples, but some people do set up shrines to its gods, typically in tribal areas or deep in the wild. Followers of the Old Ways tend to preach absolute devotion to the gods: disobedience is the cause of nature's catastrophes, so it is deserving of death. And, although this faith has no holy texts, its followers see birds as the messengers of the gods.

The faith has no organized military presence, though several tribes follow the dictates of Druids who claim to channel the will of the Old Ways' gods. The title of "Druid" is the only rank that the religion recognizes, although a few exceptionally rare Archons (a kind of "barbaric paladin") of the Old Ways also exist; they are widely feared for their tremendous strength and tenacity.

"Woe be unto those who test the wrath of the destroyer, who honor not the trickster, and fear not the wicked. Destroy the infidels who test our faith. Show them the mettle in our hearts through the fire in our eyes. Make the field turn red with the blood of our sacrifices."

— HRET the DRUID

THE LADY OF THE MISTS

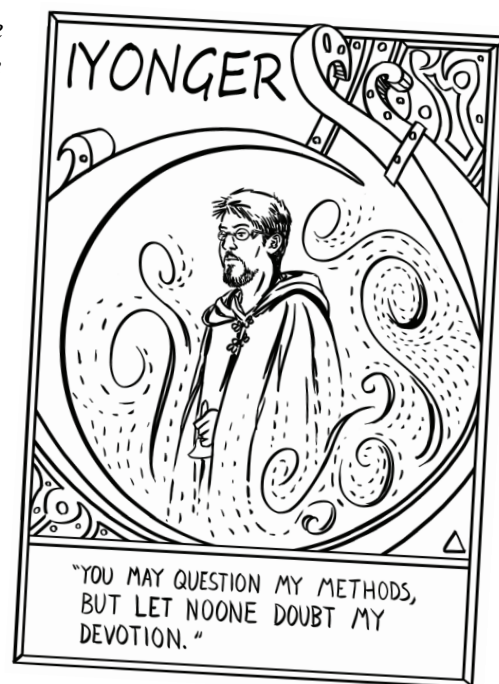
(Note: this is a more “specialized” religion: venerating only a single divinity, and only active within the last decade or so. Choosing this faith for your character will likely have significant consequences. Please be advised that antagonistic role-play is more likely if you choose to play a member of this religion.)

Within the mists that cover great swathes of the Torrent and wrap around all the borders of the world, there is a goddess who is both beautiful and fierce. The Lady of the Mists appears to her followers as a comely, scaled maiden who rides a great serpent of destruction. Monsters are hers to command, especially the great beasts of the deep. Ships that carelessly venture into her realm are not likely to return.

People of other religions generally characterize the “Mist Goddess” as a demon, so this religion is not officially recognized by the civilized nations. Indeed, because worship of the Mist Goddess is largely considered to be cultic, followers of the mist are often driven out and persecuted by society. This religion has only recently sprung into activity—through the efforts of various Returned on Tear—so almost everyone else eyes it very warily.

The goddess imposes few tenets upon her followers, but strongly emphasizes two main principles: nurturing the creatures of the deep oceans, and showing loyalty to other followers of the mists. Sailors who pay her tribute (and who honor and nurture her children) will often be protected in travel, and those who worship the Mist Goddess on land may be shrouded in her protective mists in times of trouble.

As such, the disciples of the Lady have grown into a tightly loyal network. They are slow to trust newcomers, but they are quick to act on one another’s behalf. People of this faith do not have a clear hierarchy of priests; instead, they revere and accept those that have proven themselves in the eyes of their goddess and have received her boon.



THE NAMELESS FAITH

(Note: this is a more “specialized” religion, devoted to principles that many people find abhorrent. Choosing this faith for your character will likely have significant consequences. Please be advised that antagonistic role-play is more likely if you choose to play a member of this religion.)

Also known as “the Forbidden Faith,” this religion is built around belief in a group of powerful beings called “the nameless gods.” The church teaches the importance of pure self-interest, often reciting the mantra “self above all” and arguing that any action is justified so long as it benefits you. Adherents of these dark gods also believe that you have power over anything that you can destroy; this idea often drives them to murderous acts. The followers of this faith are also known as “the Blasphemers,” and they are arrested on sight in many civilized lands. As such, this faith has few stable locations of worship, and instead favors secretive shrines and ‘meetings.’

The Nameless Faith’s military arm is composed of countless assassins, rogues, and heretics that work in isolated cells scattered around the continents. At a moment’s notice, the Faith is said to be able to slay anyone—as such, it is also blamed for virtually every assassination that has ever happened. The Faith’s elite killers are called ‘The Nameless,’ and, in ascending order, the clergy’s ranks are Initiate, Acolyte, Devoted, Priest, High Priest, and Disciple.

There is no holy book for this faith, as all teachings are spread by word of mouth. There is, however, a cipher commonly used by members of this faith—known as Pyr’s Cipher—that serves the Nameless well, although it is also occasionally used by less nefarious individuals and groups.

“Care not for the words of your lessers. You are great and powerful, for you have found us. Know now that your actions will echo in infamy for all time. Use your enemies. Use your friends. Go and succeed in all that you do.”

—Scrap of an anonymous note found in a Nameless Faith hideout

CHAPTER 3: BUYING CHARACTER TRAITS

“Soon after the first Returned appeared on Tear, it was natural that they would try to leave this western land and sail east toward the Expanse, to return to the places they knew in their previous lives. They immediately discovered a curious phenomenon, though: if they got more than a few miles away from the coast, they started suffering debilitating pain as their very life essence was constantly damaged. The lives of the Returned seem to be somehow directly tied to the land of Tear. They had to order their ships to turn around, and they did not venture that way again... until much, much later. Eventually, a few of them tried again and found that they could withstand disconnection from Tear.

One of the most interesting parts of all this is that each particular Returned seems to have a “strength of life energy” that is almost... measurable? All of them first Return in quite a weak state—even if they were supremely capable in their previous lives, many of their previous abilities seem forgotten in their new existence. As they learn and grow, however, they generally reclaim their previous skills and/or develop new ones. Once they have lived as Returned for long enough to master many such skills, their richness of experience seems to act as a kind of shield to protect them from the debilitating effects of leaving Tear. Research into what exactly qualifies as ‘richness of experience’ is still ongoing, as the following notes will make clear...”

—LOREMASTER Gabriel, FORMER RESIDENT Celestine LOREMASTER of Solace,
Report on the Phenomenon of Return

Your bloodline, your culture, and your religion are certainly major factors in determining your character concept... but, in a minute-by-minute sense, your *Skills* will actually define the experience of Twin Mask for you. In many ways, this is how you decide what your character will *be* and what they can *do*.

You buy skills with Character Points (CP). At the end of every Twin Mask game session, you have the chance to buy new skills with any CP that was already lingering on your character sheet, *plus* the CP you acquired for attending that game.

To buy a skill, find another player to **train** you in that skill during the game session, then write it on the back of your character sheet (and get your trainer to sign). Between that game and the next, Twin Mask Staff members will add your new skills to your *online* character sheet, which you will be able to check at any time. **You can only buy any given skill once, unless its cost is marked with an asterisk** on the lists below. Additionally, unless your character is within their first three Twin Mask games, **you cannot buy a skill and its prerequisite during the same game session.**

GETTING CHARACTER POINTS

Since Character Points are the only way to get new skills, they are quite valuable. All characters start with 20 CP, plus another 20 for Human and Effendal characters. Here is how you get more CP to improve your existing characters:

- ◆ You get 3 CP per game you attend, guaranteed.
 - ◆ You can get up to 1 extra CP per game if you turn in a non-expired **Food** item tag with your character sheet at the end.
 - ◆ You can convert **Incentive Points (IP)** into CP, at a rate of up to 3 per game. To do so, you will need to mark the IP you want to convert, using the appropriate box on the back of your character sheet.
 - ◆ You can convert up to 20 additional Incentive Points (IP) into CP at any time during the life of your character. This can be done all at once or in several smaller conversions.
 - ◆ You can get a bonus of 5 CP for each new player you bring to try Twin Mask.
-

Before we get to the full list of normal skills, there is a special category that needs some explanation: **Background Features**. These are skills that you can only acquire at character creation, or within your “grace period” of freely changing your character (within your first three games). If you don’t pick up Background Features during that period, you will never be able to do so. If you plan to play a character for a long time, you should think carefully about which Background Features you want before the end of your third game.

Some Background Features are actually **Background Flaws**, which give your character *negative* Character Points in exchange for weakening your character or making it harder to role-play them in some way. While it can be tempting to “min-max” your character with these skills, keep in mind that you will be playing this character for a full weekend, and having too many restrictions and flaws might hamper your enjoyment of Twin Mask. And, in any case, there is a **hard limit of -10 points**—your Background Flaws cannot ever subtract any more than 10 points from your total. It is technically legal to take more than 10 points worth of Flaws if you want to place an extra burden on your character, but extras will give you no benefits whatsoever. One Background Flaw that is highly recommended, particularly for people who have never played Twin Mask before, is **CLOUDED MEMORY**. See the skill description for more details.

Additionally, there is one Background Feature that is automatic for all characters: **NATIVE LORE**. This skill represents your character’s basic endowment of knowledge from their previous life, growing up within a particular culture.

BACKGROUND FEATURES

Each skill can only be purchased once, with the exception of those whose CP Costs are marked with asterisks. Remember that these skills may **only be purchased at character creation**, and only if one's character has an approved background to justify the chosen feature. See the more detailed descriptions (after the lists) for more information.

<u>Background Features</u>		
CP Cost	Skill Name	Prerequisite
4	MAGICAL APTITUDE	—
4	PROPHETIC DREAMER	—
6	NOBILITY	—
4*	MILITARY EXPERIENCE: (Specify Military)	—
4	BARDIC KNOWLEDGE	—
0*	NATIVE LORE: (Specify Culture)	—

<u>Background Flaws</u>		
CP Cost	Skill Name	Prerequisite
-2	SOVEREIGN ZEAL	—
-2	RELIGIOUS ZEAL	—
-6	CORRUPTED	—
-3*	FRAIL	—
-2	CLOUDED MEMORY	No other MEMORY flaw
-4	FRACTURED MEMORY	No other MEMORY flaw
-4	FADING MEMORY	No other MEMORY flaw
-4	ILLITERATE	—
-6	OATH BOUND	—
-10	TETHERED	Must be a Newborn Dream

Note: Each character cannot benefit from more than **-10 total points** worth of Background Flaws.

BACKGROUND FEATURES

MAGICAL APTITUDE Cost: 4 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You have always felt the gentle, barely-noticeable pressure of magical energy at the edges of your perception, like a high-pitched hum that you automatically tune out. In fact, you might assume that your natural connection to magic is entirely normal, that everyone has the capacity to harness magical energy. Only people with the MAGICAL APTITUDE skill, though, are capable of learning any magical arts whatsoever. This skill does not give you any spellcasting ability by itself; it simply serves as the prerequisite for all of the magical arts. Your character will only ever need to take this skill once, even if they plan to learn multiple magical disciplines.</p> <p>Usage: Required to purchase MANA FOCUS.</p>		

PROPHETIC DREAMER Cost: 4 CP	Prerequisite: —	
	Returns With: —	Call: “Bid – Prophetic Dream”
<p>You have heard that the gods sometimes communicate with their followers through dreams... but your nightly visions seem to be driven by something else entirely. You have always been blessed—or plagued—by vivid dreams and nightmares. They seem very urgent at the time, and indeed they often turn out to have been portents of real things to come: sometimes, a particular aspect of the daily world will strike you with uncanny familiarity... and, if you can take the time to dig into your half-forgotten memories, you may be able to find a dream with meaningful parallels. To use this skill, you must spend 30 minutes role-playing the process of sorting through your conflicting dream visions. (One of the best ways to do so is to have a conversation with another person, so that you can collaboratively improvise some symbols and dream-narratives related to current in-game events.) After you have done so, you may ask an available Story Staff member to tell you, in very general terms, about the single greatest threat (or other incursion) that is likely to trouble the main Twin Mask game space within the next 3 hours. If no Story Staff member is available, you can approach Logistics to seek one there... and if none are available there, then “your dreams require more interpretation,” and you will have to wait for your next opportunity to speak to a Staff member. Additionally, you can ask one simple, yes-or-no question to follow up on the basic information you receive about the threat or incursion. Staff members will answer your question as well as they can, although you should keep in mind that the ever-changing nature of Twin Mask can eventually make that answer less than 100% accurate. The PROPHEPIC DREAMER skill can only be used once per game.</p> <p>Usage: After 30 minutes of role-play, you may report to NPC camp and tell an available story staff member that you have used PROPHEPIC DREAMER and would like to know about the single greatest threat or incursion likely to enter the gamespace in the next 3 hours. You may ask ONE yes-or-no question about the threat or incursion you have just learned of.</p>		

NOBILITY Cost: 6 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You are a noble by right of birth or achievement, with all the benefits (and many of the responsibilities) that come with that elevated status. Generally, this means you are either a member of a noble house, a high priest of a recognized National Religion, or a high-ranking military officer. While all nations have their equivalent of nobility (and thus any character can take this skill), only the “Civilized Nations” wear Pins of Status—physical pins that denote nobility. Such cultures, and indeed the government of Solace (where Twin Mask takes place) will generally not recognize nobles of any other culture. For example, a noble from the Celestine Empire would recognize a Nadine noble wearing Pins of Status... but not necessarily an Effendal Leader or a Trahazi elder. (<i>“Rare or Unwelcome” bloodlines require explanation in their backstories to take this background.</i>)</p> <p>Usage: You may wear 3 pins of status. You should seek out an OOC resource on the “Rules of Society” to understand how nobility fits within the game world and any privileges or responsibilities you have as a result.</p>		

MILITARY EXPERIENCE: (Specify Military) Cost: 4 CP each	Prerequisite: —	
	Returns With: —	Call: “Bid – Military Experience: (Specify Nation)”
<p>You have served in a specific nation’s military ranks, and you remember many of the details of that experience. When you take this skill, you must choose a particular nation’s military that your character served; every time you take this skill, you can choose a different military organization, to represent a wide-ranging background. (Ideally, in order to have a more specific backstory, your character should have a specific unit, rank, and specialty within each military—contact Twin Mask Staff for help in developing such specifics.) When you use this skill, you recall information about your particular military background: you call “Bid – Military Experience” (and then name the nation in which your character served) to a Twin Mask Staff member, and that Staff member will provide you with whatever information your character would remember about the matter at hand.</p> <p>Usage: You may call “Bid: Military Experience (Nation)” and ask a question to a Twin Mask Story Staff member to <i>potentially</i> get extra information or detail on a situation.</p> <p><i>Note—this skill does not provide your character with any particular social status (generally identified in-game with “pins of status”).</i></p>		

BARDIC KNOWLEDGE Cost: 4 CP	Prerequisite: —	
	Returns With: —	Call: “Bid – Bardic Knowledge”
<p>You have traveled across many lands and (possibly) read many books, such that you possess a wide range of information about legends, folklore, and customs. When you use this skill, you recall some tidbit of information that you picked up in your previous life: you call “Bid – Bardic Knowledge” to a Twin Mask Staff member, and that Staff member will provide you with whatever information your character would remember about the matter at hand.</p> <p>Usage: You may call “Bid: Bardic Knowledge” and ask a question to a Twin Mask Story Staff member to <i>potentially</i> gain extra information about a situation.</p>		

NATIVE LORE: (Specify Culture) Cost: 0 CP	Prerequisite: —	
	Returns With: —	Call: “Bid – Native Lore: (Specify Culture)”
<p>You, just like everyone, grew up embedded in a culture. As you learned how to walk and talk, you automatically acquired a deep-seated cultural understanding that cannot be replicated by scholarly study or later experience. When you take this skill, you choose your character’s native culture and gain the ability to recall specific information about that culture. If your character split their time between multiple cultures as a child or young adult, you may take this skill more than once, <i>but it costs 4 CP for every purchase beyond the first</i>. To use this skill, you call “Bid – Native Lore: Celestine Empire” (or whichever culture is native for you) to a Twin Mask Staff member, and that Staff member will provide you with whatever information your character would remember about the matter at hand. You may also bid your NATIVE LORE to attempt to determine the value of an object that is derived from (or connected to) your home culture. Your character is assumed (within reason) to be connected with at least one or two people who live in that home nation. If you have postage and can write letters, you can send those people questions about developments in your native culture, and they will respond with more information. <i>(Characters taking multiple versions of this background require explanation in their backstories of having lived there for much of their lives.)</i></p> <p>Usage: You may call “Bid: Native Lore (Culture)” and ask a question to a Twin Mask Story Staff member to <i>potentially</i> gain extra information about a situation.</p> <p><i>Note—because the normal LORE skill cannot be used to gain cultural knowledge, this NATIVE LORE skill is the only way for your character to have an in-depth knowledge of one of the various cultures of Adelrune.</i></p>		

BACKGROUND FLAWS

Remember that these skills represent *negative* aspects of your character’s background, so they actually *provide* additional Character Points through their negative costs. Characters can technically take more than -10 total points worth of Background Flaws, but they can never gain more than 10 points worth of CP by doing so.

SOVEREIGN ZEAL Cost: -2 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You have a heightened sense of nationalistic pride. That is, while you aren’t blind to any particular, individual flaws within your nation, you are still entirely convinced that it is superior to all other nations. (<i>Example: “Sure, we might be poor, and our army might not be the best, but our music is unsurpassed!”</i>) While this might not seem like much of a drawback, all newly Returned player characters live on the island of Tear, where people (and prejudices) of all nations have been thrown together, so it is very likely that you will be called upon to role-play some significant support for your homeland. Whenever you hear anyone insult your nation, you must make a valiant attempt to defend your nation’s honor. Failure to do so will demoralize you, preventing you from using combat abilities (other than basic weapon and armor proficiencies) and spells for the next 30 minutes.</p> <p>Usage: Whenever you physically hear an insult to your nation/culture (that is, any nation/culture for which you have NATIVE LORE), you must verbally answer and challenge that insult. If you choose not to do this, you lose access to <i>all</i> skills or spells beyond the ones in the “Weapon Proficiencies” and “Armor Proficiencies” sections for 30 minutes.</p>		

RELIGIOUS ZEAL Cost: -2 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You have an intense, irrational fervor for supporting and praising your chosen pantheon in general... and, often, one specific god in particular. While you can recognize that other people may have been raised to worship other gods or pantheons, you believe that only habit, ignorance, or ill-will could explain those people’s failures to convert to the worship of your chosen faith. After all, once you have invited them to join you in devotion, it just doesn’t make sense for them to persist in their error of ignoring the one truly exalted path that you have opened before their feet. You are not ignorant of any drawbacks or historical embarrassments associated with your faith, but you believe that the positives of worshipping your god always outweigh any negatives... and also outweigh the value of any other divinity. You must always praise your faith above any others, and if anyone insults your religion—whether directly, or by implying that another god or pantheon is more important—you must make a valiant effort to defend the honor of your faith. Failure to do so will demoralize you, preventing you from using combat abilities (other than basic weapon and armor proficiencies) and spells for the next 30 minutes.</p> <p>Usage: Whenever you physically hear an insult to your religion (that is, the religion printed on your character sheet), you must verbally answer and challenge that insult. If you choose not to do this, you lose access to <i>all</i> skills or spells beyond the ones in the “Weapon Proficiencies” and “Armor Proficiencies” sections for 30 minutes.</p>		

CORRUPTED Cost: -6 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>Your spirit is more heavily burdened than others. This could be the result of evil deeds, an exposure to dark rituals, or even pacts made with demons. While your Corruption score has no particular, mechanical consequences during day-to-day life (other than perhaps encouraging some complex and conscience-stricken role-playing), it becomes <i>very</i> important if and when your character dies again. Each character’s “Corruption score” is used to determine their chances of returning to life—so, by taking the CORRUPTED background flaw, you are making it one step harder for your character to return to life.</p> <p>Usage: You begin the game with +1 Corruption. This notably increases the likelihood of your character permanently dying.</p>		

FRAIL Cost: -3 CP each	Prerequisite: —	
	Returns With: —	Call: —
<p>You have always been weaker and more fragile than those around you—and now, as one of the Returned, you suddenly find yourself surrounded by dangers. Normal people, and almost all newly Returned, have 5 Health Points, and although it is possible to increase that total by taking the TOUGHNESS skill, mortals generally have an upper limit of 10 Health Points. Every time you take the FRAIL skill, your starting maximum of 5 Health Points is reduced by 1. That is, if you take FRAIL 3 times, your character could begin the game with a maximum HP total of 2.</p> <p>Usage: You begin the game with a permanent -1 maximum Health Points (HP) for every rank in this flaw.</p> <p><i>Note—while it is technically possible to take this skill 4 times (and therefore start with only a single Health Point), the final FRAIL skill would be very ill-advised because of its diminished reward: each character can only gain a maximum of 10 CP by taking Background Flaws.</i></p>		

CLOUDED MEMORY Cost: -2 CP	Prerequisite: No other MEMORY flaw	
	Returns With: —	Call: —
<p>You have passed through the curtain of death, “rescued” from an afterlife that now slips away from your memory like a lost dream—and, as a result (or perhaps because of some traumatic event in your past), your memory is almost completely blank. You may remember a few key things such as your name, but that’s about it. Fortunately, though, as you begin to acclimate to your new life on Tear, the memories of your previous life will slowly come back to you, generally over the course of a full year. If your character takes CLOUDED MEMORY, you do not need to write a backstory for that character immediately. You can learn more about Twin Mask and the world of Adelfrune before you decide precisely how your character fits into it all. Because of this flexibility, this Background Flaw is highly recommended for new players.</p> <p>Usage: You start the game with only a very rudimentary backstory. (It still must include mention that your character died.) Over the course of one year of real time, you should work with your NPL to fill out your character’s “Backstory” tab on the character sheet as you learn more about the world of Twin Mask.</p> <p><i>Note—the Prerequisite listed above means that you cannot take this skill if you have FRACTURED MEMORY or FADING MEMORY.</i></p>		

FRACTURED MEMORY Cost: -4 CP	Prerequisite: No other MEMORY flaw	
	Returns With: —	Call: —
<p>You have passed through the curtain of death, “rescued” from an afterlife that now slips away from your memory like a lost dream—and, as a result (or perhaps because of some traumatic event in your past), your memory has gaping holes in it. You remember some things perfectly, but many other things are simply gone, and you have no way of knowing how important and how extensive the missing pieces are. They might be absolutely key to understanding your role in the world, but you will never know unless somebody from your past life surfaces and helps fill in those holes. If your character takes FRACTURED MEMORY, you should still write a backstory for that character, but you should only write the scraps that your character can remember. Be aware that Twin Mask Staff may eventually decide to fill in the holes in your character’s memory in ways that will lead to some... <i>interesting</i> role-playing opportunities.</p> <p>Usage: You have holes in your memory that can never be filled. These holes can be defined in the “Backstory” tab on your character sheet as missing sections, or left purely to role-play, at your option. No spell, ability, or amount of role-play can ever recover these memories. Twin Mask Story Staff may fill in the holes with information about the world, but this will still not recover the memories; you will simply have learned anew about events from your past.</p> <p><i>Note—the Prerequisite listed above means that you cannot take this skill if you have CLOUDED MEMORY or FADING MEMORY.</i></p>		

FADING MEMORY Cost: -4 CP	Prerequisite: No other MEMORY flaw	
	Returns With: —	Call: —
<p>You have passed through the curtain of death, “rescued” from an afterlife that now slips away from your memory like a lost dream—and, as a result (or perhaps because of some traumatic event in your past), the memories of your past life are unstable and will soon begin to fade out. When you first Return, you remember your previous life perfectly, but over the course of the next year, those memories will disappear one by one until you remember only the things that have happened since you Returned. If your character takes FADING MEMORY, you should write a backstory for that character... but be prepared to role-play the process of forgetting all of it.</p> <p>Usage: You start with a fully fleshed-out backstory, but over the course of one year in real time you must role-play the process of forgetting that entire backstory, culminating in remembering nothing about your past. No spell, ability, or amount of role-play can ever recover these memories. You may learn about events from your past, but these are not memories; you will simply have learned anew about events you have now forgotten.</p> <p><i>Note—the “Prerequisite” listed above means that you cannot take this skill if you have CLOUDED MEMORY or FRACTURED MEMORY.</i></p>		

ILLITERATE Cost: -4 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You understand that certain kinds of people spend a lot of time looking carefully at inky squiggles on pieces of paper—you just haven’t ever seen the point of doing all that when you could instead be practicing something useful. You are incapable of reading, which means that you will have to role-play complete ignorance of books, letters, notes, written signs, and so on. You are also incapable of writing, which will greatly complicate your ability to use the postal system and certain Influence actions. (You can, however, develop a mark or symbol that you can use to “sign” any in-character documents.) Spellcasting, which requires the use of spell scrolls, is <i>not</i> directly impeded by ILLITERACY: if you have the appropriate LORE and MAGIC skills, you can read and use spell scrolls even with this flaw. If you eventually find, though, that this flaw is more troublesome than you anticipated... it can be counteracted. Unlike all <i>other</i> Background Flaws, it is possible to remove ILLITERATE from your character sheet at any time, even after your first 3 games. To do so—much like normal training for a new skill—you will need to spend 30 minutes being taught to read and write, in character, by someone who is literate. Then, you will write “Remove ILLITERATE” on the back of your character sheet and have your trainer sign it. This removal costs 4 CP. Then, for the <i>next</i> Twin Mask event, your character will be able to read and write. (New skills, or the removal of old ones, do not go into effect until the next game event.)</p> <p>Usage: You must role-play being unable to read written text in-game. This does NOT mean you are unable to read OOC information like safety bulletins, out-of-game posts by Staff members, or important reminders. You are only illiterate regarding text that exists within the game world.</p>		

OATH BOUND Cost: -6 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>Your word is your bond: a deep and meaningful part of your soul is dedicated to maintaining the truth and honor of what you say. Whenever you give a formal oath by saying things like “I give you my word” or “I swear on my honor,” you are bound to keep that pact. Failure to do so will haunt you so severely that you will gain 1 Corruption for each oath broken. (This happens only once per oath; repeatedly breaking the same oath has no further consequences.) Not even people involved in the oath may release you from your commitment, unless you specify that possibility in your oath-swearing. Magical compulsion is an exception: if you have been magically forced to break an oath, then you do not suffer the penalty, as long as you did everything you could to avoid the compulsion and honor the oath. Any oaths that your character made during their backstory do not carry over into their life as a Returned. Death is otherwise not a release from your bonds, though: if you “mist” and Return again, you are still bound to keep previous oaths. If you are OATH BOUND, then, be careful with your words, for they can have dire consequences. For example, there is a very big difference between saying, “I give you my word that I will bring your sister back alive” and saying, “I give you my word that I will <i>do everything in my power</i> to bring your sister back alive.”</p> <p>Usage: You may make verbal or written oaths within the world of Twin Mask that, if broken, give your character +1 Corruption. If you break an oath, report to NPC camp to have the Corruption added to your character sheet. Failure to do so is considered cheating and will be dealt with harshly. Actions taken under the effect of Dominate, Berserk, Sleep, or similar effects do not count as a broken oath if the effect was taken unwillingly.</p> <p><i>Note—it is generally known that members of the various knightly orders are bound by oaths in this way, which is the primary reason that a knight’s word is considered valid evidence in a court of law.</i></p>		

TETHERED Cost: -10 CP	Prerequisite: Must be a Newborn Dream	
	Returns With: —	Call: —
<p>Dreams who have stumbled into the waking world are not Returned—for they are Tethered instead. (<i>All Newborn Dream characters must take this background flaw.</i>) Any corruption upon those Newborn Dreams’ souls, if they indeed have souls, has no bearing on their ability to come back if destroyed. Rather, each one is anchored into reality by three “tethers” that break when the Dream is killed... at which point, it can only pull itself back into reality with its remaining tethers. When the final tether breaks, that Dream is no more.</p> <p>It has become common among those who interact with Dream entities to describe each such stage of life as the Dream’s “Three Acts.” One might hear expressions like, “A Newborn Dream has arrived, and her First Act has begun,” or “He will change, since he’s only in Act Two,” or “My time draws short, for I’m now in my Third Act.” With the loss of each tether, the Dream becomes less anchored into what is real. They might see things that are not present or lose the ability to mentally interact in some way with the real world. Mortals often describe this as Dream Magic slowly driving someone “mad.” Role-playing these disconnects with reality is strongly encouraged, as you move into a new Act.</p> <p>Usage: You do not interact with the Corruption mechanic, and cannot gain or lose Corruption. When you die, you do not play the “death game.” Instead, you start with 3 tethers, and every time you “mist” you report to NPC camp and lose 1 tether. When your final tether is lost, your character is permanently dead. (<i>See “Death Count” in Chapter 5 for more information</i>)</p>		

SKILLS

These are the main “menu” from which you will build your Twin Mask character. Remember that, after the “grace period” of your first 3 Twin Mask games, you must get in-game training for any new skill. (There are certain exceptions to this requirement, as listed in the [Training](#) section of chapter 5.) Additionally, **you cannot purchase a skill and its prerequisite(s) during the same game session.**

Each skill can only be purchased once, with the exception of those whose CP Costs are marked with **asterisks**. See the individual skill descriptions for more details.

<u>Weapon Proficiencies</u>		
CP Cost	Skill Name	Prerequisite
1	SHORT WEAPONS	—
2	ONE-HANDED WEAPONS	SHORT WEAPONS
3	TWO-HANDED WEAPONS	ONE-HANDED WEAPONS
2	OVERSIZED WEAPON USE	TWO-HANDED WEAPONS
2	THROWN WEAPONS	—
3	BOW AND ARROW	—
6	TWO-WEAPON FIGHTING	—

<u>Armor Proficiencies</u>		
CP Cost	Skill Name	Prerequisite
2	ARMORED TRAINING: LIGHT	—
2	ARMORED TRAINING: HEAVY	ARMORED TRAINING: LIGHT
6	SHIELD USE	—
2	HELMET MASTERY	—

<u>General Combat Skills</u>		
CP Cost	Skill Name	Prerequisite
3*	TOUGHNESS	—
6*	DODGE	—
6*	WILLPOWER	—
4*	PARRY	—
4	GUARDIAN	PARRY
2	STAMINA TRAINING	—
4	GREAT STAMINA	STAMINA TRAINING
3*	GREAT STRIKE	—
8	TACTICAL LUNGE	GREAT STRIKE, PARRY
3*	STUN	—

<u>Archery</u>		
CP Cost	Skill Name	Prerequisite
7	PRECISION	BOW AND ARROW
7	MASTER PRECISION	PRECISION
4*	DISARMING SHOT	PRECISION
2*	PINNING SHOT	PRECISION
2*	REPELLING SHOT	PINNING SHOT
5*	ONE SHOT, ONE KILL	MASTER PRECISION, REPELLING SHOT
10	VOLLEY	MASTER PRECISION
8	FASTER THAN THE EYE	MASTER PRECISION, STEALTH ATTACK

<u>Officer Training</u>		
CP Cost	Skill Name	Prerequisite
1*	SUDDEN MOTIVATION	—
2*	INSPIRATIONAL SPEECH	—
4*	DEFENSIVE INSTRUCTION	PARRY
6*	EVASIVE INSTRUCTION	DODGE
3*	OFFENSIVE INSTRUCTION	GREAT STRIKE
10	MILITARY DRILL	DEFENSIVE INSTRUCTION or EVASIVE INSTRUCTION or OFFENSIVE INSTRUCTION
4	SELF-OBSERVATION	DEFENSIVE INSTRUCTION or EVASIVE INSTRUCTION or OFFENSIVE INSTRUCTION

<u>The Art of Dueling</u>		
CP Cost	Skill Name	Prerequisite
4*	DISARM	—
1*	FEINT	—
5	INVOKE CHALLENGE	—
4	SALUTE	—
2	STYLISH HAT	SALUTE
7	WITTY REPARTEE	—
5	BLADE DANCE	GREAT STRIKE, LEAP
3	PURE OF HEART	<i>Special</i>

“The School of Suffering”

CP Cost	Skill Name	Prerequisite
6	ARMORED FOREARMS	—
9	ARMORED SHINS	ARMORED FOREARMS
3	SLOW BLEEDING	—
2	MEDITATIVE STILLNESS	SLOW BLEEDING
3	SLOW DEATH	MEDITATIVE STILLNESS
3*	TORTURE RESISTANCE	—
4	TORTURE IMMUNITY	TORTURE RESISTANCE ×3

The Assassin’s Arts

CP Cost	Skill Name	Prerequisite
6	STEALTH ATTACK	SHORT WEAPONS or THROWN WEAPONS or BOW AND ARROW
8*	10-DAMAGE STRIKE	SHORT WEAPONS or THROWN WEAPONS or BOW AND ARROW
6	STUDIED KILLER	STEALTH ATTACK
10	TWIST THE KNIFE	STEALTH ATTACK
3*	SHIN KICK	STUN
3*	SAND IN YOUR EYES	STUN
3	HIDDEN WEAPON	SHORT WEAPONS
2*	LEAP	—
3*	LEAP ATTACK	LEAP
4	DEATHLY VAULT	STEALTH ATTACK, LEAP
3	ROPE USE	—

The Honored Path of the Berserker

CP Cost	Skill Name	Prerequisite
7*	BATTLE RAGE	—
6	ENDURING RAGE	—
4	HATRED	BATTLE RAGE
10	BERSERKER	HATRED
5*	BREAK LIMB	—
5	BREAK SHIELD	BREAK LIMB, TWO-HANDED WEAPONS

Mundane Healing

CP Cost	Skill Name	Prerequisite
2	EXAMINE WOUNDS	—
2	DETECT POISON	EXAMINE WOUNDS

2*	ADMINISTER ANTIDOTE	DETECT POISON
2	DETECT DISEASE	EXAMINE WOUNDS
1	APPLY PRESSURE	EXAMINE WOUNDS
3	SET BONE	APPLY PRESSURE
4	BANDAGE	SET BONE
4*	TRAUMA PATCH	BANDAGE
5	SURGERY	BANDAGE, LORE: ANATOMY
2	BATTLEFIELD MEDICINE	SURGERY

Religious Worship

CP Cost	Skill Name	Prerequisite
4	PRAYER	—
4	SECONDARY PRAYER	PRIESTHOOD: RANK 2
4	TERTIARY PRAYER	PRIESTHOOD: RANK 4
6	PRIESTHOOD: RANK 1	PRAYER
6	PRIESTHOOD: RANK 2	PRIESTHOOD: RANK 1
6	PRIESTHOOD: RANK 3	PRIESTHOOD: RANK 2
6	PRIESTHOOD: RANK 4	PRIESTHOOD: RANK 3
4*	RITE MASTERY: (Specify Domain)	PRAYER
2	REPENTANCE	—

The Bardic Arts

CP Cost	Skill Name	Prerequisite
3*	COMMANDING PRESENCE	—
8*	SERENADE	WILLPOWER
8*	DANCE LESSON	DODGE
4*	TRUE GREATNESS	—
6	DRINKING SONG	—
10	MEDITATIVE SONG	MANA FOCUS ×3
2	HYMN	—
3	REQUIEM	—

The Magical Arts

CP Cost	Skill Name	Prerequisite
1*	MANA FOCUS	MAGICAL APTITUDE
6*	APPRENTICE MAGIC: (Specify Magical Art)	MANA FOCUS ×5, LORE: (Same Magical Art)
6*	JOURNEYMAN MAGIC: (Specify Magical Art)	MANA FOCUS ×10, APPRENTICE MAGIC: (Same Magical Art)

6*	MASTER MAGIC: (Specify Magical Art)	MANA FOCUS ×15, JOURNEYMAN MAGIC: (Same Magical Art)
6*	GRANDMASTER MAGIC: (Specify Magical Art)	MANA FOCUS ×20, MASTER MAGIC: (Same Magical Art)
8	WEAPON CASTING	MAGICAL APTITUDE
4	ELEMENTAL FLOURISH	APPRENTICE MAGIC: SORCERY, GREAT STRIKE
6	ARMORED CASTING	MAGICAL APTITUDE
4*	COMBAT MIMIC	WEAPON CASTING
4	INTERNAL RESERVES	MANA FOCUS ×10
10	ARCANE TUTELAGE	GRANDMASTER MAGIC: (Any Magical Art), RESEARCH
4	ARCANE OBSERVATION	ARCANE TUTELAGE
2	SPELLWRIGHT	GRANDMASTER MAGIC: (Any Magical Art), RESEARCH

Skullduggery

CP Cost	Skill Name	Prerequisite
4	DISGUISE	—
6	MASTER DISGUISE	DISGUISE
4	DETECT DISGUISE	—
3*	ESCAPE	—
2*	POISON RESISTANCE	—
4	POISON IMMUNITY	POISON RESISTANCE ×3
4	LOCKPICKING: APPRENTICE	—
4	LOCKPICKING: JOURNEYMAN	LOCKPICKING: APPRENTICE
4	LOCKPICKING: MASTER	LOCKPICKING: JOURNEYMAN
4	LOCKPICKING: GRANDMASTER	LOCKPICKING: MASTER
2*	GAMBLING	—
2*	TORTURE	—

Knowledge

CP Cost	Skill Name	Prerequisite
4*	LORE: (Specify Field)	—
4*	RESTRICTED LORE: (Specify Field)	—
6	RESEARCH	Non-ILLITERATE
3	ALCHEMICAL EXAMINATION	LORE: ALCHEMY

<u>Influence</u>		
CP Cost	Skill Name	Prerequisite
4	ACADEMIC STANDING: RANK 1	—
4	ACADEMIC STANDING: RANK 2	ACADEMIC STANDING: RANK 1
4	ACADEMIC STANDING: RANK 3	ACADEMIC STANDING: RANK 2
4	ACADEMIC STANDING: RANK 4	ACADEMIC STANDING: RANK 3
4	ECONOMIC STANDING: RANK 1	—
4	ECONOMIC STANDING: RANK 2	ECONOMIC STANDING: RANK 1
4	ECONOMIC STANDING: RANK 3	ECONOMIC STANDING: RANK 2
4	ECONOMIC STANDING: RANK 4	ECONOMIC STANDING: RANK 3
4	POLITICAL STANDING: RANK 1	—
4	POLITICAL STANDING: RANK 2	POLITICAL STANDING: RANK 1
4	POLITICAL STANDING: RANK 3	POLITICAL STANDING: RANK 2
4	POLITICAL STANDING: RANK 4	POLITICAL STANDING: RANK 3
4	UNDERWORLD STANDING: RANK 1	—
4	UNDERWORLD STANDING: RANK 2	UNDERWORLD STANDING: RANK 1
4	UNDERWORLD STANDING: RANK 3	UNDERWORLD STANDING: RANK 2
4	UNDERWORLD STANDING: RANK 4	UNDERWORLD STANDING: RANK 3
4	MILITARY STANDING: RANK 1	—
4	MILITARY STANDING: RANK 2	MILITARY STANDING: RANK 1
4	MILITARY STANDING: RANK 3	MILITARY STANDING: RANK 2
4	MILITARY STANDING: RANK 4	MILITARY STANDING: RANK 3

<u>Gathering</u>		
CP Cost	Skill Name	Prerequisite
4	MINING: RANK 1	—
4	MINING: RANK 2	MINING: RANK 1
4	MINING: RANK 3	MINING: RANK 2
4	MINING: RANK 4	MINING: RANK 3
4	HERBALISM: RANK 1	—
4	HERBALISM: RANK 2	HERBALISM: RANK 1
4	HERBALISM: RANK 3	HERBALISM: RANK 2
4	HERBALISM: RANK 4	HERBALISM: RANK 3
4	WOODCUTTING: RANK 1	—
4	WOODCUTTING: RANK 2	WOODCUTTING: RANK 1
4	WOODCUTTING: RANK 3	WOODCUTTING: RANK 2
4	WOODCUTTING: RANK 4	WOODCUTTING: RANK 3
4	HUNTING: RANK 1	—
4	HUNTING: RANK 2	HUNTING: RANK 1

4	HUNTING: RANK 3	HUNTING: RANK 2
4	HUNTING: RANK 4	HUNTING: RANK 3
4	MERCANTILE: RANK 1	—
4	MERCANTILE: RANK 2	MERCANTILE: RANK 1
4	MERCANTILE: RANK 3	MERCANTILE: RANK 2
4	MERCANTILE: RANK 4	MERCANTILE: RANK 3
4	BLACK MARKET: RANK 1	—
4	BLACK MARKET: RANK 2	BLACK MARKET: RANK 1
4	BLACK MARKET: RANK 3	BLACK MARKET: RANK 2
4	BLACK MARKET: RANK 4	BLACK MARKET: RANK 3

<u>Crafting—Metalworking</u>		
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CP Cost	Skill Name	Prerequisite
6	BLACKSMITHING: APPRENTICE	—
6	BLACKSMITHING: JOURNEYMAN	BLACKSMITHING: APPRENTICE
6	BLACKSMITHING: MASTER	BLACKSMITHING: JOURNEYMAN
6	BLACKSMITHING: GRANDMASTER	BLACKSMITHING: MASTER
6	WEAPONSMITHING: APPRENTICE	—
6	WEAPONSMITHING: JOURNEYMAN	WEAPONSMITHING: APPRENTICE
6	WEAPONSMITHING: MASTER	WEAPONSMITHING: JOURNEYMAN
6	WEAPONSMITHING: GRANDMASTER	WEAPONSMITHING: MASTER
6	ARMORSMITHING: APPRENTICE	—
6	ARMORSMITHING: JOURNEYMAN	ARMORSMITHING: APPRENTICE
6	ARMORSMITHING: MASTER	ARMORSMITHING: JOURNEYMAN
6	ARMORSMITHING: GRANDMASTER	ARMORSMITHING: MASTER
3	FORTIFY ARMOR	ARMORSMITHING: APPRENTICE or TAILORING: APPRENTICE
2*	FIELD REPAIR	FORTIFY ARMOR or REPAIR SHIELD
6	SHIELDSMITHING: APPRENTICE	—
6	SHIELDSMITHING: JOURNEYMAN	SHIELDSMITHING: APPRENTICE
6	SHIELDSMITHING: MASTER	SHIELDSMITHING: JOURNEYMAN
6	SHIELDSMITHING: GRANDMASTER	SHIELDSMITHING: MASTER
3	REPAIR SHIELD	SHIELDSMITHING: APPRENTICE
6	LOCKSMITHING: APPRENTICE	—
6	LOCKSMITHING: JOURNEYMAN	LOCKSMITHING: APPRENTICE
6	LOCKSMITHING: MASTER	LOCKSMITHING: JOURNEYMAN
6	LOCKSMITHING: GRANDMASTER	LOCKSMITHING: MASTER

Crafting—Arcane

CP Cost	Skill Name	Prerequisite
6	ENCHANTING: APPRENTICE	—
6	ENCHANTING: JOURNEYMAN	ENCHANTING: APPRENTICE
6	ENCHANTING: MASTER	ENCHANTING: JOURNEYMAN
6	ENCHANTING: GRANDMASTER	ENCHANTING: MASTER
6	SCROLL SCRIBING: APPRENTICE	—
6	SCROLL SCRIBING: JOURNEYMAN	SCROLL SCRIBING: APPRENTICE
6	SCROLL SCRIBING: MASTER	SCROLL SCRIBING: JOURNEYMAN
6	SCROLL SCRIBING: GRANDMASTER	SCROLL SCRIBING: MASTER
2	RECIPE SCRIBING	SCROLL SCRIBING: APPRENTICE
3	NEW EDITION	SCROLL SCRIBING: APPRENTICE
6	ARTIFICING: APPRENTICE	—
6	ARTIFICING: JOURNEYMAN	ARTIFICING: APPRENTICE
6	ARTIFICING: MASTER	ARTIFICING: JOURNEYMAN
6	ARTIFICING: GRANDMASTER	ARTIFICING: MASTER

Crafting—Edible

CP Cost	Skill Name	Prerequisite
6	COOKING: APPRENTICE	—
6	COOKING: JOURNEYMAN	COOKING: APPRENTICE
6	COOKING: MASTER	COOKING: JOURNEYMAN
6	COOKING: GRANDMASTER	COOKING: MASTER
10	GRAND FEAST	COOKING: GRANDMASTER
6	STABLE ALCHEMY: APPRENTICE	LORE: ALCHEMY
6	STABLE ALCHEMY: JOURNEYMAN	STABLE ALCHEMY: APPRENTICE
6	STABLE ALCHEMY: MASTER	STABLE ALCHEMY: JOURNEYMAN
6	STABLE ALCHEMY: GRANDMASTER	STABLE ALCHEMY: MASTER

Crafting—Other

CP Cost	Skill Name	Prerequisite
6	TAILORING: APPRENTICE	—
6	TAILORING: JOURNEYMAN	TAILORING: APPRENTICE
6	TAILORING: MASTER	TAILORING: JOURNEYMAN
6	TAILORING: GRANDMASTER	TAILORING: MASTER
6	FLETCHING: APPRENTICE	—
6	FLETCHING: JOURNEYMAN	FLETCHING: APPRENTICE
6	FLETCHING: MASTER	FLETCHING: JOURNEYMAN
6	FLETCHING: GRANDMASTER	FLETCHING: MASTER

6	ENGINEERING: APPRENTICE	—
6	ENGINEERING: JOURNEYMAN	ENGINEERING: APPRENTICE
6	ENGINEERING: MASTER	ENGINEERING: JOURNEYMAN
6	ENGINEERING: GRANDMASTER	ENGINEERING: MASTER
1	RECONSTRUCT	Any CRAFTING Skill: APPRENTICE
2	INVENTOR	Any CRAFTING Skill: GRANDMASTER, RESEARCH

<u>Restricted Human Skills</u>		
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CP Cost	Skill Name	Prerequisite
3	UNBURDENED	Must be Human
4	GOOD ENOUGH	Must be Human
2	PILLAR OF THE COMMUNITY	Must be Human
4*	FORCE OF WILL	Must be Human
4	PURSUIT OF KNOWLEDGE	Must be Human

<u>Restricted Effendal Skills</u>		
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CP Cost	Skill Name	Prerequisite
2	EFFENDAL SENSES	Must be Effendal
5	EFFENDAL AGILITY	Must be Effendal
4	PATIENCE	Must be Effendal
6	WEAPON MASTER	Must be Effendal
4	SCION OF THE LAND	Must be Effendal

<u>Restricted Fae-Blooded Skills</u>		
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CP Cost	Skill Name	Prerequisite
7	SLIPPERY	Must be Fae-Blooded
5*	MAGIC-RESISTANT	Must be Fae-Blooded
3*	CHARMED MISSTEP	Must be Fae-Blooded
7	GLAMOUR	Must be Fae-Blooded
8*	DOMINATING GESTURE	Must be Fae-Blooded

<u>Restricted Celestial-Blooded Skills</u>		
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CP Cost	Skill Name	Prerequisite
3*	RALLYING CRY	Must be Celestial-Blooded
6*	HEALING TOUCH	Must be Celestial-Blooded
10*	RESURRECTION	Must be Celestial-Blooded
5	RISE TOWARD THE LIGHT	Must be Celestial-Blooded

Restricted Demon-Blooded Skills

CP Cost	Skill Name	Prerequisite
5	DRAINING TOUCH	Must be Demon-Blooded
3*	ABHORRENT SIGN	Must be Demon-Blooded
8*	CAPTIVATING GAZE	Must be Demon-Blooded
5	SINK INTO DARKNESS	Must be Demon-Blooded

Restricted Dragon-Blooded Skills

CP Cost	Skill Name	Prerequisite
7	NATURAL ARMOR	Must be Dragon-Blooded
4	IRON STOMACH	Must be Dragon-Blooded
4*	DRACONIC ROAR	Must be Dragon-Blooded
8*	BONES OF THE EARTH	Must be Dragon-Blooded

Supernatural Strength

CP Cost	Skill Name	Prerequisite
10	SUPERNATURAL STRENGTH	Must be Celestial-Blooded, Demon-Blooded, or Dragon-Blooded

Restricted Newborn Dream Skills

CP Cost	Skill Name	Prerequisite
4	GRASP OF THE WAKING	Must be a Newborn Dream
4	METHOD IN MADNESS	Must be a Newborn Dream
3	DRAWN TO THE MUSE	Must be a Newborn Dream
4	INFINITE POSSIBILITY	Must be a Newborn Dream
8*	SLUMBER SIGHT	Must be a Newborn Dream

WEAPON PROFICIENCIES

In order to wield a weapon, your character must have the appropriate Proficiency skill. It is acceptable to *hold* a weapon, of course, even if you don't have that skill—but you cannot use that weapon either for offense or defense in any way, and any attacks that hit the weapon you are holding count as if they have hit you.

SHORT WEAPONS Cost: 1 CP	Prerequisite: —	
	Returns With: —	Call: —
You are trained in the use of short weapons. A “short weapon” is classified as being a hand-held melee weapon that is no more than 24 inches long, from the end of the pommel to the tip of the blade.		
Usage: You may wield and use weapons up to 24 inches in length.		
<i>Note—please use caution when fighting with short weapons! It is easy to over-swing and accidentally hit your target with your hand.</i>		

ONE-HANDED WEAPONS Cost: 2 CP	Prerequisite: SHORT WEAPONS	
	Returns With: —	Call: —
You are trained in the use of one-handed weapons. A “one-handed weapon” is classified as being a hand-held melee weapon that is no more than 48 inches long, from the end of the pommel to the tip of the blade.		
Usage: You may wield and use weapons up to 48 inches in length.		

TWO-HANDED WEAPONS Cost: 3 CP	Prerequisite: ONE-HANDED WEAPONS	
	Returns With: —	Call: —
You are trained in the use of two-handed weapons. A “two-handed weapon” is classified as being a hand-held melee weapon that is <i>more</i> than 48 inches long, from the end of the pommel to the tip of the blade.		
Usage: You may wield and use weapons of any length, as long as they are wielded in two hands.		
<i>Note: You must keep two hands on the weapon for the entire swing to successfully wield a Two-Handed Weapon. You may not finish your swing with only one hand to get extra range without having the OVERSIZED WEAPON USE skill.</i>		

OVERSIZED WEAPON USE Cost: 2 CP	Prerequisite: TWO-HANDED WEAPONS	
	Returns With: —	Call: —
<p>You have built up enough strength and training to be able to use two-handed weapons in one hand. “Two-handed weapons” are classified as being longer than roughly 48 inches; without this skill, characters cannot wield such weapons in one hand, no matter how light they are. It is important to note, though, that weapons of this length will still qualify as “two-handed weapons” for all game-rule purposes, even if you are wielding them in one hand. For instance, the DISARM and FEINT skills can only be used when one is wielding a “one-handed weapon”—for this purpose, actual weapon <i>length</i> is more important than how many hands one happens to be using.</p> <p>Usage: You may wield and use weapons of any length in one hand.</p>		

THROWN WEAPONS Cost: 2 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You have practiced the art of using weapons that are intended to be thrown (such as throwing daggers, chakram, and stones). Thrown weapons may be of any size, as long as they have been cleared for safety ahead of time by Twin Mask Staff.</p> <p>Usage: You may wield and use thrown weapons.</p>		

BOW AND ARROW Cost: 3 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You have trained as an archer, such that you can use a bow effectively in combat. In Twin Mask, acceptable bows have a maximum draw strength of 30 pounds at 28 inches draw length, archers may not fire at targets closer than 10 feet, all arrows must have a padded arrow tip larger than an average eye socket, and all arrows must be “pennied” (which means that a penny has been used to cover the end of the arrow shaft, inside the padding, so that the shaft cannot pierce the padding). Additionally, for safety reasons, no crossbows are allowed in Twin Mask. For the full details and rules regarding the use of a bow in Twin Mask, consult the Archery Policy section and the Archery Safety Rules document online.</p> <p>Usage: You may wield and use a bow.</p>		

TWO-WEAPON FIGHTING Cost: 6 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You have practiced fighting with two weapons at once, to the point that you can wield any two weapons at the same time... as long as you have the appropriate Weapon Proficiency skills. You will still need the OVERSIZED WEAPON USE skill if you want to wield any weapon longer than 48 inches in one hand. Without this skill, characters cannot wield weapons in both hands.</p> <p>Usage: You may wield and use two weapons at once. You must have the required skills to use each of those weapons—this skill does not confer the ability to use weapons by itself.</p>		

ARMOR PROFICIENCIES

Your character is not allowed to equip any armor at all—including shields and helmets—unless they have the appropriate Armor Proficiency skill. In Twin Mask, shields simply block all weapon attacks that hit them (but don’t do anything against, say, spell packets). Body armor is different: it serves as a kind of “extra Health Point pool” that is depleted by every attack that gets past your guard. (Obviously, though, it is unaffected by healing spells or effects.) Heavier varieties of armor provide larger Armor Values—that is, larger “pools” of extra HP—and all armor will eventually recover its functionality after being damaged in combat. Additionally, armorsmiths can fortify armor to make it stronger for a few days. You can only wear (and benefit from) one “suit” of armor at a time, i.e. one item from one of the relevant crafting trees. For more information about armor, including how much of the body it must cover and what materials it can be made from, consult the [Armor section of chapter 5](#).

ARMORED TRAINING: LIGHT	Prerequisite: —	
Cost: 2 CP	Returns With: —	Call: —
<p>You have trained in the art of wearing light armors in combat, giving you effective mobility while still benefiting from added defense. Light armor provides a base Armor value of 7, which (if it absorbs damage) will be restored to its full value if you spend 30 minutes resting. This armor is generally constructed of padding, soft leather, studded leather, animal hides, or other non-metals.</p> <p>Usage: You may wear and benefit from light armor, providing a base armor value of 7 points when worn.</p>		

ARMORED TRAINING: HEAVY	Prerequisite: ARMORED TRAINING: LIGHT	
Cost: 2 CP	Returns With: —	Call: —
<p>You have trained in the art of wearing heavy armors in combat, giving you fairly good mobility while still benefiting from serious added defense. Heavy armor provides a base Armor value of 15, which (if it absorbs damage) will be restored to its full value if you spend 30 minutes resting. This armor is generally constructed of chain mail, metal plates, dense bone, or other solid, rigid materials.</p> <p>Usage: You may wear and benefit from heavy armor, providing a base armor value of 15 points when worn.</p>		

SHIELD USE Cost: 6 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You have practiced using a shield in combat, allowing you to move and block blows while maintaining your footing in a fight. You may equip any shield of legal size (that is, one that is no longer in any one dimension than the distance from your navel to the ground) as long as you dedicate one hand and its arm to wielding it. Alternatively, you can choose to use a buckler-sized shield—defined as “no longer in any one dimension than its wielder’s forearm”—by strapping it to your forearm and leaving your hand unoccupied. If you choose to use a buckler, you may use that hand for most martial purposes, including wielding a two-handed weapon, holding a wand, or using TWO-WEAPON FIGHTING. Importantly, though, you cannot use the FEINT or DISARM skills while using a buckler. In Twin Mask, you may only ever equip 1 shield at a time, and any shields not fully wielded (for instance, shields strapped to your back or your belt) will provide you with no benefits whatsoever: they will not block blows, and they will not grant any crafted or magical effects.</p> <p>Usage: You may wear and benefit from a single shield with no dimension longer than the distance from the wielder’s navel to the ground, or you can wear and benefit from a buckler-sized shield, as explained above.</p> <p><i>Note—when you are knocked into bleedout or death count, you should avoid placing your shield to actively provide any tactical cover to yourself or others. When you are down, your shield should stop being a factor in the current combat.</i></p>		

HELMET MASTERY Cost: 2 CP	Prerequisite: ARMORED TRAINING: LIGHT or ARMORED TRAINING: HEAVY	
	Returns With: —	Call: “No Effect”
<p>You have had the opportunity to practice combat while wearing a helmet, such that your fighting style is not thrown off by a helmet’s restrictions on hearing or vision. Wearing a helmet in this way makes you immune to Stun effects—when such an attack strikes you, you may call “no effect.” You must have the Armored Training skill for the material your helmet is constructed from.</p> <p>Usage: You may call “No Effect” to Stuns while wearing a helmet.</p> <p><i>Note—for costuming purposes, helmets must be made out of hardened leather, chain mail coif, metal, or other materials that appear as though they could stop a blow from a heavy weapon (or at least do a good job of appearing to be those materials). Other, softer materials are not sufficient to reduce the blunt-force trauma that a Stun effect represents. For the purposes of this skill, bevors are considered helmets if they cover at least 30% of the face.</i></p>		

GENERAL COMBAT SKILLS

TOUGHNESS Cost: 3 CP each	Prerequisite: —	
	Returns With: —	Call: —
Through intense physical training, your body has become more resilient to damage. All player characters (and people in the world of Adetrune) default to a maximum Health Point total of 5—but, each time you take this skill, your character’s maximum Health Point total permanently increases by 1. It is important to note, though, that a character cannot take this skill more than 5 times. (Therefore, characters have an effective “natural” Health Point maximum cap of 10 HP.)		
Usage: Increases your Health Points (HP) by 1. This skill may be taken no more than 5 times.		

DODGE Cost: 6 CP each	Prerequisite: —	
	Returns With: Rest	Call: “Dodge”
You have developed your agility to the point that, once in a while, you can suddenly evade almost any direct attack. Immediately after you are hit with any attack that could have been physically avoided (such as any weapon attack, spell packet, or touch attack), you may call “Dodge” to avoid suffering any effects from that attack. You do not need to physically leap aside, although some role-playing (perhaps a quick twist of your torso) is encouraged.		
Usage: You may call “Dodge” to prevent an effect that physically strikes you, including weapons, spell packets, thrown weapons, and touch attacks.		
<i>Note—remember that effects with the “Greater” modifier cannot be prevented in this way. Also, effects that are delivered by gesture or ward cannot be avoided with DODGE.</i>		

WILLPOWER Cost: 6 CP each	Prerequisite: —	
	Returns With: Rest	Call: “Willpower”
You have developed your mental resilience to the point that, once in a while, you can simply refuse to accept almost any single mind-based or indirect attack. When you would be affected by any attack that <i>cannot</i> be physically dodged—such as effects delivered by voice, gaze, elixir, gesture, or ward—you may instead call “Willpower” to avoid suffering any effects from that attack.		
Usage: You may call “Willpower” to prevent any effect that does not physically touch you, such as a call delivered by voice, gesture, gaze, ward, or ingested potion.		
<i>Note—remember that effects with the “Greater” modifier cannot be prevented in this way.</i>		

PARRY Cost: 4 CP each	Prerequisite: —	
	Returns With: Rest	Call: “Parry”
<p>You have developed your combat skills to the point that, once in a while, you can use your weapon to block even the quickest or deadliest blows. As long as you are wielding a weapon, immediately after you are hit with a melee weapon attack (or any effect that is <i>delivered</i> by melee weapon attack) by an opponent, you may call “Parry” to avoid suffering any effects from that attack. You cannot use this skill to negate attacks delivered by touch.</p> <p>Usage: You may call “Parry” to negate the effect of an attack delivered by a melee weapon. <i>Note—remember that effects with the “Greater” modifier cannot be prevented in this way.</i></p> <p style="text-align: center;">Restriction: must be actively wielding a weapon</p>		

GUARDIAN Cost: 4 CP	Prerequisite: PARRY	
	Returns With: —	Call: “Guard Parry”
<p>You are not just good at protecting yourself in combat—you have practiced fighting in tandem with allies, so you can also protect them from attacks while you are within arm’s reach. As long as you are wielding a weapon, whenever an ally is hit with a melee attack, you may immediately touch that ally with your weapon and call “guard Parry” to prevent them from suffering any effects from the attack. This skill cannot be used to stop an attack delivered via Stealth. If you use this skill to defend against a deathblow, the target is immune to deathblows for 3 seconds. This counts as expending 1 use of the PARRY skill, and you cannot use the GUARDIAN skill if you do not have extra uses of PARRY to spend.</p> <p>Usage: You may expend a use of PARRY and call “Guard Parry” to negate the effect of a melee attack or deathblow against someone else within arm’s reach. If you Guard Parry a deathblow, that target will be immune to deathblows for 3 seconds.</p> <p style="text-align: center;">Restriction: must be actively wielding a weapon</p>		

STAMINA TRAINING Cost: 2 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You have physically conditioned yourself to the point that you can recover more quickly when you are exhausted or shaking off the effects of being gravely injured. Normally, a state of Weakness lasts for 3 minutes; by taking this skill, however, you reduce the amount of time your character suffers Weakness effects to only 2 minutes.</p> <p>Usage: Reduces the duration of the “Weakness” effect on you by one minute, down to 2 minutes.</p>		

GREAT STAMINA Cost: 4 CP	Prerequisite: STAMINA TRAINING	
	Returns With: —	Call: —
<p>You have physically conditioned yourself until you approach the pinnacle of fitness, so you can recover extremely quickly when you are exhausted or shaking off the effects of being gravely injured. Normally, a state of Weakness lasts for 3 minutes; by taking this skill, however, you reduce the amount of time your character suffers Weakness effects to only 1 minute.</p> <p>Usage: Reduces the duration of the “Weakness” effect by an additional minute, down to 1 minute.</p> <p><i>Note—this skill effectively supersedes the effect of the STAMINA TRAINING skill.</i></p>		

GREAT STRIKE Cost: 3 CP each	Prerequisite: —	
	Returns With: Rest	Call: Special
<p>The ability to cause serious damage with a single maneuver is not limited only to mighty berserkers. Your training, instincts, or sheer motivation enable you to use your weapon with intense effectiveness for a devastating strike, not only dealing 2 extra damage but also possibly allowing other elements of your training to come into play. <i>(There are various skills, such as TACTICAL LUNGE, that trigger when you use a “Great Strike.” This GREAT STRIKE skill is one way to produce such an attack, but skills like BATTLE RAGE can also produce “Great Strikes.”)</i></p> <p>Usage: You may add +2 damage to a weapon attack. Only one Great Strike effect may apply to any particular weapon attack.</p> <p><i>Note—in Twin Mask, there is no way to make an attack deal more than 10 damage, so any enhancements that would make this attack deal more than that amount will have no effect.</i></p>		

TACTICAL LUNGE Cost: 8 CP	Prerequisite: GREAT STRIKE, PARRY	
	Returns With: —	Call: “Parry”
<p>Attuned to the ebb and flow of combat, you have learned to cover your moments of vulnerability with powerful attacks, using powerful blows to knock foes out of their rhythms and make it easier to defend against their strikes. Whenever you use a Great Strike attack, you may use a free call of “Parry” once within the next 3 seconds.</p> <p>Usage: Within 3 seconds of performing a Great Strike, you may call “Parry” without expending a use of the PARRY skill to negate the effect of an attack delivered by a melee weapon. This ability may not be used more than once every 30 seconds.</p>		

STUN Cost: 3 CP each	Prerequisite: —	
	Returns With: Rest	Call: “Stun”
<p>You have learned how to occasionally strike your foes much harder than they expect, knocking them off balance and giving you (and your allies) an opportunity to press the advantage. As you make a ranged or melee weapon attack, you may call “Stun” once. This produces a Stun effect, replacing the damage that your attack would normally deal.</p> <p>Usage: You may call “Stun” instead of damage when you make an attack with a weapon.</p>		

ARCHERY

Remember that if you plan to have your character focus on archery, you will need an actual bow (with a draw strength less than 30 pounds at 28 inches draw length) and padded arrows to fire. See the BOW AND ARROW skill in the [Weapon Proficiencies](#) section for more details. For the full details and rules regarding the use of a bow in Twin Mask, consult the [Archery Policy](#) section and the [Archery Safety Rules](#) document online.

PRECISION Cost: 7 CP	Prerequisite: BOW AND ARROW	
	Returns With: —	Call: —
<p>Through extensive practice with the bow, you have gained the ability to focus your attacks on the weak parts of enemies’ defenses, constantly dealing more damage through accuracy rather than raw force. Whenever you make an attack with a bow, you do +2 damage on top of any other modifiers to damage.</p> <p>Usage: You deal +2 damage with every attack you make using a bow.</p> <p><i>Note—in Twin Mask, there is no way to make an attack deal more than 10 damage, so any enhancements that would make this attack deal more than that amount will have no effect.</i></p> <p style="text-align: center;">Restriction: must be using a bow</p>		

MASTER PRECISION Cost: 7 CP	Prerequisite: PRECISION	
	Returns With: —	Call: —
<p>Through almost constant training with a bow, you have elevated yourself to a master archer, with the ability to pierce even the most stalwart enemy’s defenses and strike for significant amounts of damage with every arrow. Every attack you make with a bow functions as a Great Strike.</p> <p>Usage: You treat every attack you make with a bow as a Great Strike.</p> <p><i>Note—in Twin Mask, there is no way to make an attack deal more than 10 damage, so any enhancements that would make this attack deal more than that amount will have no effect.</i></p> <p style="text-align: center;">Restriction: must be using a bow</p>		

DISARMING SHOT Cost: 4 CP each	Prerequisite: PRECISION	
	Returns With: Rest	Call: "Disarm"
<p>With a steady hand and a quick eye, you can knock an enemy's weapon out of their hands. As you make an attack with a bow, you may call "Disarm" once. This produces a Disarm effect, replacing the damage that your attack would normally deal.</p> <p>Usage: You may call "Disarm" instead of damage when attacking with a bow.</p> <p style="text-align: center;">Restriction: must be using a bow</p>		

PINNING SHOT Cost: 2 CP each	Prerequisite: PRECISION	
	Returns With: Rest	Call: "Bind"
<p>Ranged attacks, by definition, are more concerned with positioning than any other form of combat; as such, you have learned how to momentarily freeze attackers in their tracks by pinning parts of their clothing or gear to the ground—or, sometimes, even striking them with such precision that their bodies refuse to move for a few seconds. By using this skill, you may call "Bind" instead of your normal damage, keeping a person you hit with an arrow from taking any steps for the next 3 seconds.</p> <p>Usage: You may call "Bind" instead of damage when attacking with a bow.</p> <p style="text-align: center;">Restriction: must be using a bow</p>		

REPELLING SHOT Cost: 2 CP each	Prerequisite: PINNING SHOT	
	Returns With: Rest	Call: "Repel"
<p>The amount of force contained in a bow, and delivered through an arrow, somehow feels more powerful than even its draw weight would suggest. You have learned how to harness that force and transfer it into the center of your foes, pushing them back rather than piercing them. By using this skill, you may call "Repel" instead of your normal damage, pushing a person you hit with an arrow backward by 3 steps.</p> <p>Usage: You may call "Repel" instead of damage when attacking with a bow.</p> <p style="text-align: center;">Restriction: must be using a bow</p>		

ONE SHOT, ONE KILL Cost: 5 CP each	Prerequisite: MASTER PRECISION, REPELLING SHOT	
	Returns With: Rest	Call: "Lesser Death"
<p>You have mastered the art of archery, and expanded your knowledge of the body, to such an extent that you can sometimes place an arrow in the exact weak spot necessary to fell even the sturdiest of foes. As you make an attack with a bow, you may call "lesser Death" once. This replaces the damage that your attack would normally deal.</p> <p>Usage: You may call "Lesser Death" instead of damage when attacking with a bow.</p> <p style="text-align: center;">Restriction: must be using a bow</p>		

VOLLEY Cost: 10 CP	Prerequisite: MASTER PRECISION	
	Returns With: —	Call: “Loose!” “10”
<p>You have learned to not only use a bow masterfully but also organize <i>other</i> archers to stand together and strike at the perfect time. If you are part of a group of at least 3 archers, each of whom is standing within arm’s reach of another member of the group, you can order all of them to launch arrows at the same time by calling “Loose!” (or perhaps “Volley!” or “Fire!”). If you do, and if at least 3 arrows are simultaneously fired immediately afterward, each of those arrows will deal 10 damage (and each archer may therefore call “10”). This process can be repeated as often as all the archers in the VOLLEY can ready another arrow (as long as you call, each time, for a unified strike). To qualify as an “archer” for the purposes of this skill, a character must have the BOW AND ARROW skill, and they must actually have arrows to fire. They do not need to have either PRECISION or MASTER PRECISION.</p> <p>Usage: You may call “Loose!” “Volley!” or “Fire!” in a group of three or more archers within arm’s reach of each other. If all archers in that group shoot simultaneously, they call “10” rather than their normal damage.</p> <p><i>Note—in Twin Mask, there is no way to make an attack deal more than 10 damage, so any enhancements that would make this attack deal more than that amount will have no effect.</i></p>		
Restriction: must be using a bow		

FASTER THAN THE EYE Cost: 8 CP	Prerequisite: MASTER PRECISION, STEALTH ATTACK	
	Returns With: —	Call: “Stealth – (normal attack call)”
<p>As an archer, you have learned how to take shots with such swift efficiency that it is impossible for your target to deflect or evade your arrows; your shafts fly so quickly that they are impossible to track in midair. You may call “Stealth” for each attack you make with a bow and arrow, preventing your targets from using PARRY or DODGE to cancel the effects of that attack. Note that this skill can still be used even if the target’s back is not turned.</p> <p>Usage: You may call “Stealth” for every attack you make with a bow.</p>		
Restriction: must be using a bow		

OFFICER TRAINING

<p style="text-align: center;">SUDDEN MOTIVATION</p> <p style="text-align: center;">Cost: 1 CP each</p>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td colspan="2" style="padding: 2px;">Prerequisite: —</td> </tr> <tr> <td style="width: 60%; padding: 2px;">Returns With: Rest</td> <td style="padding: 2px;">Call: “Remove Weakness”</td> </tr> </table>	Prerequisite: —		Returns With: Rest	Call: “Remove Weakness”
Prerequisite: —					
Returns With: Rest	Call: “Remove Weakness”				
<p>You are practiced in the art of persuading an ally to push through temporary weakness—and sometimes a swift slap to the face is the greatest motivator. By role-playing 3 seconds of physical contact with an ally (such as by pretending to slap, shake, or kick them) and saying something motivational (such as “I KNOW this isn’t enough to take you down!”), you gain the ability to use a single, touch-based Remove Weakness effect on that ally.</p> <p>Usage: You may role-play 3 seconds of verbal motivation while in physical contact with another character and call “Remove Weakness.”</p>					

<p style="text-align: center;">INSPIRATIONAL SPEECH</p> <p style="text-align: center;">Cost: 2 CP each</p>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td colspan="2" style="padding: 2px;">Prerequisite: —</td> </tr> <tr> <td style="width: 60%; padding: 2px;">Returns With: Rest</td> <td style="padding: 2px;">Call: “By My Voice, Remove Weakness”</td> </tr> </table>	Prerequisite: —		Returns With: Rest	Call: “By My Voice, Remove Weakness”
Prerequisite: —					
Returns With: Rest	Call: “By My Voice, Remove Weakness”				
<p>You are practiced in the art of motivation—whether you are inspiring people just by shouting your enthusiasm or by weaving a complex web of words, you know how to give a speech that will get people back up on their feet and pushing forward. To use this skill, you must give a 30-second motivational speech to the people around you. If you do, you gain the ability to produce a single, voice-delivered Remove Weakness effect on everyone within earshot. The Remove Weakness call that you make should be at the same volume (or possibly a bit quieter) than the actual speech you gave.</p> <p>Usage: You may role-play 30 seconds of delivering a motivational speech and call “By My Voice: Remove Weakness.”</p>					

<p style="text-align: center;">DEFENSIVE INSTRUCTION</p> <p style="text-align: center;">Cost: 4 CP each</p>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td colspan="2" style="padding: 2px;">Prerequisite: PARRY</td> </tr> <tr> <td style="width: 60%; padding: 2px;">Returns With: Rest</td> <td style="padding: 2px;">Call: “Bestow Parry”</td> </tr> </table>	Prerequisite: PARRY		Returns With: Rest	Call: “Bestow Parry”
Prerequisite: PARRY					
Returns With: Rest	Call: “Bestow Parry”				
<p>You have mastered the art of melee combat, to the point that you can effectively teach others how to block all kinds of blows. After spending 30 seconds role-playing the process of giving an ally focused instruction on how to fight defensively with melee weapons, you gain the ability to use a single, touch-based “bestow Parry” effect on that ally. This means that, for the next 30 minutes, that ally may use the Parry ability 1 additional time, as though they had taken the PARRY skill themselves. At the end of this 30-minute period, the bestowed use of PARRY goes away, whether the ally used it or not.</p> <p>Usage: You may role-play 30 seconds of defensive combat instruction with another character and call “Bestow Parry.” You must explain that this bestowed effect lasts for 30 minutes or until used.</p> <p><i>Note—see Bestowed Effects in chapter 5 for more information on how this skill interacts with others.</i></p>					

EVASIVE INSTRUCTION Cost: 6 CP each	Prerequisite: DODGE	
	Returns With: Rest	Call: “Bestow Dodge”
<p>You have mastered the art of avoiding harm, to the point that you can effectively teach others how to duck out of the way of all kinds of attacks. After spending 30 seconds role-playing the process of giving an ally focused instruction on how to watch for danger and get out of the way, you gain the ability to use a single, touch-based “bestow Dodge” effect on that ally. This means that, for the next 30 minutes, that ally may use the DODGE ability 1 additional time, as though they had taken the related skill themselves. At the end of this 30-minute period, the bestowed use of DODGE goes away, whether the ally used it or not.</p> <p>Usage: You may role-play 30 seconds of evasive combat instruction with another character and call “Bestow Dodge.” You must explain that this bestowed effect lasts for 30 minutes or until used.</p> <p><i>Note—see Bestowed Effects in chapter 5 for more information on how this skill interacts with others.</i></p>		

OFFENSIVE INSTRUCTION Cost: 3 CP each	Prerequisite: GREAT STRIKE	
	Returns With: Rest	Call: “Bestow Great Strike”
<p>You have mastered the art of striking with brutal efficiency, to the point that you can effectively teach others how to make a single attack that will devastate their foes. After spending 30 seconds role-playing the process of giving an ally focused instruction on how to hit others where it hurts the most, you gain the ability to use a single, touch-based “bestow great strike” effect on that ally. This means that, for the next 30 minutes, that ally may use the GREAT STRIKE ability 1 additional time, as though they had taken the related skill themselves. At the end of this 30-minute period, the bestowed use of GREAT STRIKE goes away, whether the ally used it or not.</p> <p>Usage: You may role-play 30 seconds of offensive combat instruction with another character and call “Bestow Great Strike.” You must explain that this bestowed effect lasts for 30 minutes or until used.</p> <p><i>Note—in Twin Mask, there is no way to make an attack deal more than 10 damage, so any enhancements that would make this attack deal more than that amount will have no effect. Also, see Bestowed Effects in chapter 5 for more information on how this skill interacts with others.</i></p>		

MILITARY DRILL Cost: 10 CP	Prerequisite: DEFENSIVE INSTRUCTION or EVASIVE INSTRUCTION or OFFENSIVE INSTRUCTION	
	Returns With: —	Call: <i>Special</i>
<p>You have spent so much time teaching others how to fight that you can produce some amazing, lasting results when you get people to focus on even a fairly brief drill of combat skills. Once per game, you can spend 30 minutes role-playing through a “combat class” with any number of people, thereby bestowing on them valuable abilities that will last for days. The 30-minute MILITARY DRILL itself can focus on a mixture of any on-theme martial activities, including sparring, defense, offense, tactics, or even just marching. (Part of the drill should involve giving a brief, out-of-character explanation of the benefits that this class will provide: this constitutes the “<i>special</i>” call listed above.) At the end of the MILITARY DRILL, you bestow long-lasting</p>		

abilities that resemble the effects that you could normally bestow with the DEFENSIVE INSTRUCTION, EVASIVE INSTRUCTION, and OFFENSIVE INSTRUCTION skills. The abilities you can bestow are based on which of those three skills you have: if you have all three, then you can bestow special versions of PARRY, DODGE, and GREAT STRIKE on all participants—but if you only have 1 or 2 of those skills, your MILITARY DRILL will be more limited. The abilities bestowed by MILITARY DRILL last for 3 full days, with the added bonus that they gain the “Returns With: Rest” property. This means that, for most intents and purposes, participants can act as though their characters had actually gained the related skills for the entire duration of the game session. Of course, in order to gain these benefits, participants must be directly involved with the full 30 minutes of the drill—although it is worth noting that, if a MILITARY DRILL is interrupted by unplanned combat (such as, for instance, a sudden attack by bandits), the drill can simply resume after the interruption. As long as participants begin drilling again with a gap of less than 3 minutes between real combat and practice, the drill can continue exactly where it left off rather than having to start over.

Usage: You may role-play thirty minutes of combat instruction with a group and call “Bestow Parry,” “Bestow Dodge,” and/or “Bestow Great Strike,” based on which INSTRUCTION skills you possess. You must explain that these bestowed effects last for the entire Twin Mask event and return with rest.

Note—the abilities bestowed by MILITARY DRILL are not actually skills, so they cannot be used as prerequisites and cannot enable a character to train anyone. Also, see Bestowed Effects in chapter 5 for more information on how this skill interacts with others.

SELF-OBSERVATION Cost: 4 CP	Prerequisite: DEFENSIVE INSTRUCTION or EVASIVE INSTRUCTION or OFFENSIVE INSTRUCTION	
	Returns With: —	Call: —
<p>They say that the best way to learn something is to teach it—and, as an advanced instructor and drillmaster in the arts of combat, you have the opportunity to constantly remind yourself of basic, effective combat techniques. Whenever you use the DEFENSIVE INSTRUCTION, EVASIVE INSTRUCTION, OFFENSIVE INSTRUCTION, or MILITARY DRILL skills, you gain the same benefit(s) that your students do.</p> <p>If you have previously received the benefit of a MILITARY DRILL and use DEFENSIVE INSTRUCTION, EVASIVE INSTRUCTION, or OFFENSIVE INSTRUCTION on a valid target (one that is NOT currently benefiting from a bestow of, and is able to receive, the bestowed skill), SELF-OBSERVATION will refresh your own bestowed skill and make it immediately usable, assuming it is currently expended. This is an exception to the normal rule about how Bestow durations interact.</p> <p>Usage: You receive the benefits of your own DEFENSIVE INSTRUCTION, EVASIVE INSTRUCTION, OFFENSIVE INSTRUCTION, and MILITARY DRILL.</p> <p><i>Note—see Bestowed Effects in chapter 5 for more information on how this skill interacts with others.</i></p>		

THE ART OF DUELING

DISARM Cost: 4 CP each	Prerequisite: —	
	Returns With: Rest	Call: “Disarm”
<p>As a duelist, you have learned how to strike at your foes’ nerve centers—or their weapons or shields directly—in a way that can knock whatever they are holding to the ground, giving you a huge advantage until your enemies can pick them up again. You may only use this skill if you are wielding a “short” or “one-handed” weapon (that is, a melee weapon that is 48 inches or shorter, from pommel to tip) <i>and</i> have one hand (and its respective arm) totally free, wielding no shield or other item whatsoever. As you make an attack, you may call “Disarm” once. This produces a Disarm effect, replacing the damage that your attack would normally deal—and it will work whether the enemy blocks it or not, since hitting a weapon or shield can also be part of the plan. If you strike a part of your enemy’s body or strike their weapon, then that enemy’s weapon is Disarmed; if you hit a shield instead, then that shield is Disarmed. If the enemy is carrying no weapon or shield, then a strike to the body will disarm a single object they are holding.</p> <p>Usage: You may call “Disarm” instead of damage when making a melee attack with a SHORT or ONE-HANDED weapon if your other hand is completely empty. You may call this effect even if you strike a weapon or shield.</p> <p><i>Note—remember that Disarm effects are similar to a Stun effect, but on a weapon or shield: your enemy will have to drop their weapon and not touch it for 3 seconds, or they will have to hold their shield to the side (and not use it) for 3 seconds. See “Effects” in chapter 5 for more details.</i></p>		
Restriction: melee weapon 48 inches or shorter, must have 1 hand/arm free		

FEINT Cost: 1 CP each	Prerequisite: —	
	Returns With: Rest	Call: “Feint”
<p>As a duelist, you have learned how to fool your enemies into thinking that they must expend energy to defend themselves in places you never meant to hit. You may only use this skill if you are wielding a “short” or “one-handed” weapon (that is, a melee weapon that is 48 inches or shorter, from pommel to tip) <i>and</i> have one hand (and its respective arm) totally free, wielding no shield or other item whatsoever. When you use any skill, spell, or bestowed ability to produce a call with a melee attack or touch attack—such as using GREAT STRIKE, DISARM, or WEAPON CASTING a spell—and your opponent calls “Dodge” or “Parry” to cancel your attack, you may immediately call “feint” to regain the use of your special attack. Essentially, this means that your opponent has expended one use of their defensive skill, but you have not expended any uses of your offensive skill or ability. If you were using WEAPON CASTING, you retain the mana used to power the spell you were casting.</p> <p>Usage: You may call “Feint” to regain use of an expended melee weapon or touch attack when an opponent uses PARRY OR DODGE to counter you, as long as you are wielding a SHORT or ONE-HANDED weapon and have your other hand completely empty.</p>		
Restriction: melee weapon 48 inches or shorter, must have 1 hand/arm free		

INVOKE CHALLENGE Cost: 5 CP	Prerequisite: —	
	Returns With: Rest	Call: “I Challenge You”
<p>As a duelist, you enjoy the thrill of combat and are energized by the opportunity to focus yourself on a formal test of your prowess. INVOKE CHALLENGE gives you the ability to challenge an opponent (or multiple opponents at once) to a duel; if they accept, then during that duel you may use any of your skills that have the “Returns With: Rest” property as though you were fully rested. Your challenge must be verbal, it must include the word “challenge” specifically, and it has no effect if your opponent(s) do not accept that challenge in a clear-cut and obvious way. If you issue your challenge to multiple opponents, only those who accept will be considered part of the duel. Once you are in a duel, you may use your “Returns With: Rest” skills as though you were fully rested—but only within the confines of the duel. You cannot knowingly use any such skills on targets other than yourself and your duel opponent(s). In fact, the duel is broken if you or your opponents attack anyone outside the confines of the duel, <i>and</i> it is also broken if anyone outside the duel attacks you or your opponents. Even if there is no interference, the duel does not necessarily have to end with death: it also ends if all but one duelist surrenders or are incapacitated.</p> <p>Usage: You may clearly and verbally challenge a character, or group of characters, to a duel. If they clearly and verbally accept your challenge, you may use all your “Returns with Rest” skills, but not items, as if you had just completed a rest. Simply attacking you does NOT count as accepting your challenge. If any participants in the duel attack, or are attacked, by non-participants, all “Returns with Rest” skills that came back due to this skill immediately go on cooldown.</p>		

SALUTE Cost: 4 CP	Prerequisite: —	
	Returns With: Rest	Call: “Bestow Self 3 Armor”
<p>As a duelist, you find that giving your opponents a gesture of respect helps you to focus on the fight and therefore enhances your ability to avoid harm. At any point during or immediately before combat, you may perform an elaborate flourish with your weapon, ending in a salute to your opponent. This process should take at least 3 seconds; when you finish, though, you immediately gain 3 points of temporary armor. This armor counts as “Bestowed” and thus does NOT stack with other sources of bestowed armor, and enemies must work through these 3 points before they can deal normal damage to your other armor or Health Points. This temporary armor value will also be removed (if it has not already been broken through) as soon as the current fight is finished.</p> <p>Usage: You may call “Bestow Self 3 Armor” after a 3-second salute or flourish with your weapon. The armor lasts until used or until there are no nearby enemies for at least 30 seconds.</p>		
Restriction: must be wielding a weapon		

STYLISH HAT Cost: 2 CP	Prerequisite: SALUTE	
	Returns With: —	Call: <i>Special</i>
<p>As a duelist, you understand that fighting is always more worthwhile when you can look fabulous while doing it. To use this skill, you must be wearing an impressive hat of some kind. If you are, then whenever you use the SALUTE skill you gain 5 temporary armor points instead of 3, and should modify that skill's call appropriately.</p> <p>Usage: You may call “Bestow Self 5 Armor” when you perform the SALUTE skill if you are wearing an impressive piece of headgear.</p>		
Restriction: must wear an impressive hat		

WITTY REPARTEE Cost: 7 CP	Prerequisite: —	
	Returns With: —	Call: <i>Special</i>
<p>As a duelist, you know the role of a well-placed boast or taunt in the midst of combat. To use this skill, you must first compliment yourself or cleverly insult your opponent's fighting prowess. Such banter should consist of at least a complete sentence or two, and it should take at least 3 seconds. If you meet these requirements, your next melee weapon attack functions as a Great Strike, as long as that attack is made within 30 seconds of your witty banter. WITTY REPARTEE can only be used during combat, and although it can be used as often as you wish, you must make a distinct boast or taunt between each damage-boosted attack.</p> <p>Usage: You may spend 3 seconds making a clever quip or insult, after which your next melee weapon attack within 30 seconds functions as a Great Strike.</p> <p><i>Note—in order to qualify as “witty,” comments should be clever rather than simply offensive or hurtful. When in doubt, you should default to boasting rather than taunting. Comments like “did you know that you face the finest swordswoman in the land? Probably not—you don't look like you know much!” are the goal. Twin Mask Staff very much encourages players who take this skill to spend some time outside of game thinking of entertaining and witty things to say. Also, remember that attacks are capped at 10 damage, so this extra damage will be wasted if it results in an attack that deals more than 10 damage.</i></p>		

BLADE DANCE Cost: 5 CP	Prerequisite: GREAT STRIKE, LEAP	
	Returns With: —	Call: “Leap”
<p>Combat is a great dance, a series of steps and pressures that weave around the clash of blades and the screams of the suddenly wounded. You have studied the combat arts so much that you can feel the rhythm of that dance, and you can use its surging power to launch yourself into the air with the same energy that you use to propel your weapon. Whenever you use a Great Strike, you may make a free Leap within the next 3 seconds, but you cannot use this ability more than once every 30 seconds. You cannot use this ability if you are wearing heavy armor or a shield.</p> <p>Usage: Within 3 seconds of performing a Great Strike, you may call “Leap” without expending a use of the LEAP skill and take 3 steps in any one direction, immune to DODGE-able attacks. This ability may not be used more than once every 30 seconds.</p>		
Restriction: no heavy armor, no shield		

PURE OF HEART Cost: 3 CP	Prerequisite: <i>Special</i>	
	Returns With: —	Call: “Willpower”
<p>As a duelist, you have pledged your service and your devotion to a person, such that you wear their favor and dedicate your deeds to their honor and glory. In order to take this skill, you must have chosen an individual person that your character will seek to defend, praise, and obey. This person is generally an idealized lover, but they could also be a family member, a leader, or some other person who is ideologically very important to your character. Unless this skill is taken at character creation, at which point it may be a person from your backstory, the person you are devoted to <i>must</i> be a character or NPC played by a real person within the Twin Mask gamespace. You must also have been given a physical object (perhaps a ribbon or a badge), that is meaningfully symbolic of this person’s favor. As long as you continue to role-play true devotion to this chosen person, and as long as you actively wear their favor, you may treat PURE OF HEART as functionally identical to the WILLPOWER skill. PURE OF HEART is cheaper, of course, but it can only be taken once, and it comes with significant role-playing requirements.</p> <p><i>Note: Like all non-bloodline skills, this skill DOES require you to find a trainer.</i></p> <p>Usage: You may use this skill as if it were a WILLPOWER while you wear your token of devotion prominently.</p>		
Restriction: must prominently display symbol of chosen person		

“THE SCHOOL OF SUFFERING”

A monastic style of body-hardening martial arts that has since spread to be embraced by assassins’ guilds and gladiatorial brawlers, “The School of Suffering” is also known as “The School of Skyre” (or “Skyre Zet Kalill” in darker circles). These arts focus on training and rebuilding one’s body with punishing, brutal effort—but it can also feature much more delicate use of meditation and anatomical knowledge, if one embraces its original monastic traditions.

ARMORED FOREARMS Cost: 6 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>Through intense training and discipline, you have shaped your forearms into shields: their incredibly toughened skin and dense bone are strong enough to stop a blade. To use this skill, you must not be wearing any armor or using any shields, and you may only wield thrown weapons, a bow, or short weapons (melee weapons 24 inches or shorter, from pommel to tip). While you meet those conditions, you may use your forearms exactly as though they were shields, except that touch-delivered attacks will still affect you. All weapon attacks that hit your forearms will have no effect, but, importantly, you are still vulnerable to the BREAK LIMB skill.</p> <p>Usage: Non-touch attacks other than BREAK LIMB that strike your forearms and hands count as though they have hit a shield.</p> <p><i>Note—blocking attacks with parts of your body can cause injury, particularly for people with weak joints or other, relevant medical conditions. Exercise caution in taking this skill. You are encouraged to clarify that you are using this skill if your opponent is confused about your not taking damage.</i></p>		
Restriction: no armor, no shield, no melee weapons longer than 24 inches		

ARMORED SHINS Cost: 9 CP	Prerequisite: ARMORED FOREARMS	
	Returns With: —	Call: —
<p>Through intense training and discipline, you have shaped your shins and feet into shields: their incredibly toughened skin and dense bone are strong enough to stop a blade. To use this skill, you must not be wearing any armor or using any shields, and you may only wield thrown weapons, a bow, or short weapons (which are melee weapons 24 inches or shorter, from pommel to tip). As long as you meet those conditions, you may use your shins and feet exactly as though they were shields, with the exception that touch-delivered attacks will still affect you. All weapon attacks that hit your shins will have no effect, but, importantly, you are still vulnerable to BREAK LIMB effects.</p> <p>Usage: Non-touch attacks other than BREAK LIMB that strike your shins and feet count as though they have hit a shield.</p> <p><i>Note—blocking attacks with parts of your body can cause injury, particularly for people with weak joints or other, relevant medical conditions. Exercise caution in taking this skill. You are encouraged to clarify that you are using this skill if your opponent is concerned about you not taking damage.</i></p>		
Restriction: no armor, no shield, no melee weapons longer than 24 inches		

SLOW BLEEDING Cost: 3 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>Through a meditative process that brings you to the brink of death, you have learned how to regulate your heartbeat and increase the length of time it takes to bleed to death. Without this skill, the process of bleeding out takes 3 minutes; this skill increases that amount by 3 minutes.</p> <p>Usage: Your bleedout timer increases by 3 minutes permanently.</p>		

MEDITATIVE STILLNESS Cost: 2 CP	Prerequisite: SLOW BLEEDING	
	Returns With: —	Call: —
<p>Through increasing skill in meditation, you have learned how to control not just your heartbeat but also many of your body’s other functions, to the point that you can achieve utter stillness. Even in the midst of great pain, you can make your vital signs fall to a state indistinguishable from death. Though you are still susceptible to TORTURE and other pain-based effects, whenever a skill or spell attempts to determine if you are alive, you may choose to answer “no.”</p> <p>Usage: You may answer “Dead” whenever an effect attempts to detect whether you are living.</p> <p><i>Note—you may exercise this option even if you are walking around or having a conversation.</i></p>		

SLOW DEATH Cost: 3 CP	Prerequisite: MEDITATIVE STILLNESS	
	Returns With: —	Call: —
<p>Through a meditative process that has let you mentally explore the borderlands of death, you have learned how to force your spirit to remain a bit longer in the realm of the living. Without this skill, your allies have 3 minutes after your Death in which to use resurrection magic on you; this skill increases that amount by 3 minutes.</p> <p>Usage: Your death count increases by 3 minutes permanently.</p>		

TORTURE RESISTANCE Cost: 3 CP each	Prerequisite: —	
	Returns With: Rest	Call: “Resist”
<p>Whether it is through natural toughness, meditative prowess, or just exposure to a lot of pain, you have started to develop the fortitude needed to keep your secrets to yourself while being tortured. When an enemy uses the TORTURE skill and asks you a question, you may call “Resist” to stop the Torture effect rather than answering. (See the TORTURE skill for more details on the process of Torture.) You may use this skill even if you are in Bleedout or Weakness.</p> <p>Usage: You may call “Resist” when a character calls “Torture” against you. This skill may be used in Weakness and Bleedout.</p>		

TORTURE IMMUNITY Cost: 4 CP	Prerequisite: TORTURE RESISTANCE ×3	
	Returns With: —	Call: “No Effect”
<p>Through painful experience and the drive to push your willpower until it is truly iron-clad, you have become so resistant to Torture that you will never tell your tormentors anything you don’t want to. When an enemy uses the TORTURE skill and asks you a question, you may call “no effect” rather than answering. (See the TORTURE skill for more details on the process of Torture.) You may use this skill even if you are in Bleedout or Weakness.</p> <p>Usage: You may call “No Effect” when a character calls “Torture” against you as often as you wish. This skill may be used in Weakness and Bleedout.</p>		

THE ASSASSIN’S ARTS

Many of the most lethal techniques detailed below had their origin in an early assassin’s guild called “The Way.” Named after a coded pass-phrase that involved asking possible guild contacts “do you know the way?”, this group pioneered techniques, philosophies, and skills that would eventually be adopted by other groups of assassins after it disbanded. The quicker and more brutal of these techniques are drawn from the “dirty fighting” of thugs on the streets of Cole, where it is a liability for a fighting style to cling to a sense of honor.

STEALTH ATTACK Cost: 6 CP	Prerequisite: SHORT WEAPONS or THROWN WEAPONS or BOW AND ARROW	
	Returns With: —	Call: “Stealth – (normal attack call)”
<p>You have learned the art of attacking your unsuspecting enemies with both precision and silence, striking in such a way as to leave them with no options but to die. To use this skill, you must be wearing no armor or light armor, and you may only strike with a short weapon (that is, a melee weapon 24 inches or shorter, from pommel to tip), a thrown weapon, or a bow. As long as you meet those conditions, you may call “Stealth” immediately before any weapon attack you make on someone whose back is turned, and they cannot use PARRY, DODGE, or WILLPOWER to cancel the effects of that attack. STEALTH ATTACKS bypass armor to deal damage directly to Health Points (HP).</p> <p>Usage: You may call “Stealth” in addition to the normal attack call when you land an attack with a Short or Thrown Weapon, or a bow, against a target’s back. This bypasses their armor to damage their Health Points directly, and prevents them from countering with Dodge, Parry, or Willpower.</p> <p><i>Note—when striking an opponent in the back, try to aim between the shoulder blades, both for safety reasons and to avoid any ambiguity. Also, you should note that certain magical defenses can still block a STEALTH ATTACK.</i></p>		
Restriction: no heavy armor, not wielding a melee weapon longer than 24 inches		

10-DAMAGE STRIKE Cost: 8 CP each	Prerequisite: SHORT WEAPONS or THROWN WEAPONS or BOW AND ARROW	
	Returns With: Rest	Call: “10”
<p>You know how to strike with surgical precision, dealing a devastating amount of damage not through brute force but through unerring accuracy. To use this skill, you must be wearing no armor or light armor, and you may only strike with a short weapon (that is, a melee weapon 24 inches or shorter, from pommel to tip), a thrown weapon, or a bow and arrow. As long as you meet those conditions while you make a weapon attack, you may choose to have that attack deal 10 damage (and therefore call “10”).</p> <p>Usage: You may call “10” for an attack with a Short Weapon, Thrown Weapon, or bow.</p> <p><i>Note—in Twin Mask, there is no way to make an attack deal more than 10 damage, so any enhancements that would make this attack deal more than that amount will have no effect.</i></p>		
Restriction: no heavy armor, not wielding a melee weapon longer than 24 inches		

STUDIED KILLER Cost: 6 CP	Prerequisite: STEALTH ATTACK	
	Returns With: —	Call: “Stealth – (normal attack call)”
<p>You have mastered the art of hiding in plain sight, not letting your enemies know your real plans until it is far too late. To use this skill, you must not be wearing heavy armor, and you may only strike with a short weapon (that is, a melee weapon 24 inches or shorter, from pommel to tip). Additionally, you must stay within arm’s reach (roughly 3 feet) of your target for at least 30 seconds. Once that time has elapsed, assuming you meet the other conditions, you may call “Stealth” immediately before your next melee attack against that target. That is, as long as you have been close enough for long enough, you may make a Stealth attack from plain sight, even if you are right in front of your target. As with the STEALTH ATTACK skill, that target cannot use PARRY, DODGE, or WILLPOWER to cancel the effects of the attack, and the damage bypasses armor and goes straight to Health.</p> <p>Usage: You may spend 30 uninterrupted seconds within arm’s reach of another character and call “Stealth” for your next melee attack against them, regardless of where the attack lands.</p> <p><i>Note—players who attempt to cheat the 30-second timer of this skill, or who consistently count 30 seconds far too quickly, will not be allowed to use this skill. Also, you should note that certain magical defenses can still block a Stealth attack.</i></p>		
Restriction: melee weapon 24 inches or shorter, no heavy armor		

TWIST THE KNIFE Cost: 10 CP	Prerequisite: STEALTH ATTACK	
	Returns With: —	Call: <i>Special</i>
<p>You have learned how to really make your Stealth attacks hurt—you can take a powerful blow and really grind it into your foe, turning merely “impressive” damage into something truly lethal. If you have this skill, any melee STEALTH ATTACK with a SHORT WEAPON functions as a Great Strike, dealing +2 damage and potentially triggering other skills.</p> <p>Usage: Every melee STEALTH ATTACK that you make with a SHORT WEAPON functions as a Great Strike.</p> <p><i>Note—in Twin Mask, there is no way to make an attack deal more than 10 damage, so any enhancements that would make this attack deal more than that amount will have no effect.</i></p>		
Restriction: no heavy armor; must be used with STEALTH ATTACK and a melee weapon 24 inches or shorter		

SHIN KICK Cost: 3 CP each	Prerequisite: STUN	
	Returns With: Rest	Call: "Stun"
<p>You know how to surprise a foe with a sudden attack, extending the advantage that the element of surprise gives you. That—or maybe you just like kicking people. As long as you are <i>not already in combat</i> with your target, you may use this skill to deliver a touch attack and call "Stun," making your target ineffective and reeling for 3 seconds. For safety reasons, you should not actually kick anyone, but you are encouraged to pantomime a kick at the same time that you deliver the touch attack.</p> <p>Usage: You may make a touch attack against a character that is not actively hostile and call "Stun."</p> <p><i>Note—in order to be "not already in combat" with your target, they must be in a relatively calm state. If they are glaring at you, about to draw their sword and attack, you cannot argue that "the sword's not drawn, so I can use SHIN KICK!" Think of using this skill in terms of the element of surprise: the target must be at least a little surprised that you would suddenly initiate combat. Also, remember that DODGE can be used to prevent touch attacks like SHIN KICK.</i></p> <p style="text-align: center;">Restriction: only usable OUTSIDE of combat</p>		

SAND IN YOUR EYES Cost: 3 CP each	Prerequisite: STUN	
	Returns With: Rest	Call: "Stun"
<p>You have learned to take any advantage you can get in a fight, and you are not ashamed if that advantage involves chucking some sand into your enemy's face. When you use this skill, you may throw a spell packet at an opponent and call "Stun," knocking them reeling for 3 seconds if the packet connects. The spell packet is meant to simulate a handful of sand or dirt—but Twin Mask rules prohibit throwing packets at people's faces, so you will have to throw it elsewhere.</p> <p>Usage: You may throw a packet and call "Stun."</p>		

HIDDEN WEAPON Cost: 3 CP	Prerequisite: SHORT WEAPONS	
	Returns With: —	Call: —
<p>When you have been through a lot of fights with a short weapon like a dagger, you start to think of it as an indispensable friend. When people insist that you leave your friend behind while you go to a party, you might want to sneak it in anyway—after all, that dagger has saved your life, and it might be necessary to <i>take</i> a life, too. In order to use HIDDEN WEAPON, you must make a good-faith attempt to conceal a short weapon (which must be 24 inches or shorter, from pommel to tip). As long as you make more than just a token effort, you may successfully stash your weapon just about anywhere: inside an article of your clothing, in a box, under a pillow, inside a birthday cake, etc. Once you have hidden it, you may tie a white headband around that short weapon, indicating that it is officially "hidden." Such a hidden weapon cannot be detected by other people through any non-magical means; player characters and non-player characters alike will have to role-play not seeing it. With this skill, only 1 weapon at a time can be concealed; additionally, the weapon will automatically move along with whatever article of clothing (or cake, etc.) it is hidden within, unless you choose to move it separately. In order to retrieve the</p>		

weapon from its hiding place, you must be able to reach it and remove the white headband; if your hands are bound with shackles or the ROPE USE skill, you will be unable to do so.

Usage: You may tie a white ribbon around a SHORT WEAPON and make a reasonable effort to hide it. Other characters must role-play as though it does not exist until you reveal it or it is found via magic.

Restriction: melee weapons 24 inches or shorter

LEAP Cost: 2 CP each	Prerequisite: —	
	Returns With: Rest	Call: “Leap”
<p>You have practiced your acrobatic skills to the point that you can occasionally take to the air, leaping over people’s heads in order to move yourself to a better tactical position. To use this skill, you must be wearing no armor or light armor, and you may not be holding a shield. When you use this skill, you raise your hands above your head (which is a signal that you are now Airborne) and immediately take 3 steps in a row, to show the distance of your jump. Those steps can be as large as you can make them, but they must be immediate: you cannot delay your steps in order to get increased “air time.” At the end of those three steps, you must role-play the process of landing from a high jump, with at least 3 limbs touching the ground (most people will do a “superhero landing” with 2 feet and 1 hand on the ground). While you are taking your 3 steps with your hands raised, you cannot take any actions, make any attacks, call any defenses except “Willpower” or “Resist,” use any skills, or carry anything particularly heavy, such as a person—but you also cannot be affected by any attacks or spells that can be physically dodged (that is, attacks that could be canceled by the DODGE skill). Additionally, attacks modified by Stealth will not hit you while you are Airborne. You can still be affected, however, by attacks delivered by voice, gaze, gesture, or ward.</p> <p>Usage: You may raise your hands above your head, call “Leap,” and take 3 steps in any direction, during which time you are Airborne and cannot be affected by anything that could be countered by the DODGE skill. You must land with at least 3 limbs touching the ground before you can move again.</p>		
Restriction: no heavy armor, no shields		

LEAP ATTACK Cost: 3 CP	Prerequisite: LEAP	
	Returns With: —	Call: (normal attack call)
<p>You have continued training your acrobatic skills, but with a focus on actual combat: you have learned how to use your momentum and height to make an attack in the midst of your incredible leaps. With this skill, whenever you use the LEAP skill, you may make 1 basic melee attack (or use one skill that produces a single melee attack, such as GREAT STRIKE or DISARM) during the time you spend Airborne.</p> <p>Usage: You may make a single melee weapon attack during the 3 steps you take as part of LEAP.</p>		

DEATHLY VAULT Cost: 4 CP	Prerequisite: LEAP, STEALTH ATTACK	
	Returns With: —	Call: “Leap”
<p>You don’t get to be a well-known assassin if you only manage <i>one kill</i> before getting caught or killed yourself. Fortunately, you have found ways to use the surge of confidence that comes with a successful strike to make your escape: after cutting somebody down, you can launch yourself into an acrobatic leap that can help you get clear of the consequences of your actions. When you kill a target with a deathblow, you have a 30-second window in which to take a free LEAP ability, becoming Airborne to help escape anyone pursuing you.</p> <p>Usage: Within 30 seconds of performing a deathblow on a target <i>you personally put into bleedout</i>, you may call “Leap” without expending a use of the LEAP skill and take three steps in any one direction, during which time you may not be affected by any attacks that could be countered by a DODGE. This ability may not be used more than once every 30 seconds.</p>		

ROPE USE Cost: 3 CP	Prerequisite: —	
	Returns With: —	Call: <i>Special</i>
<p>You have learned the properties of various kinds of rope, and you have mastered the art of using knots to bind people in a legitimately secure way. Without this skill, any effort that you make to bind somebody with ropes will be shaky at best, and that person will be able to escape if they push themselves to do so (people untrained in ROPE USE should probably use shackles for this purpose). If you have this skill, though, you can spend 3 seconds role-playing the process of tying a person up, using a physical representation of a rope or rope-like object (such as an actual rope, a belt, a long strip of cloth, etc.)—and if you do, those bonds will appropriately restrict the subject’s movement as though they were truly restrained. This means that, if their legs are bound together, they will not be able to separate them; if their arms or hands are bound, they will be unable to do anything requiring freedom of movement in their arms (such as, for instance, retrieving weapons they may have stashed with the HIDDEN WEAPON skill). The only ways to escape one’s bonds are to use the ESCAPE skill, to spend 3 seconds cutting your bonds (if your hands are free and you can wield a bladed weapon), or to have somebody <i>else</i> spend 3 seconds cutting your bonds with a bladed weapon. When you use this skill, while you are role-playing the 3 seconds of binding your subject, you should briefly explain how it works.</p> <p>Usage: You may role-play binding a character with a rope phys-rep for 3 seconds while explaining how ROPE USE works. They may not escape these bindings without a use of ESCAPE, or a bladed weapon wielded by themselves or others.</p> <p><i>Note—in addition to this standard use of the ROPE USE skill, you should be on the lookout for situations related to rope that may come up during “mods” away from the main space of the Twin Mask game. If you mention that you have the ROPE USE skill during such an event, a Staff member may occasionally have the option to let you take advantage of extra opportunities.</i></p>		

THE HONORED PATH OF THE BERSERKER

Although the tradition of battle-raging berserkers is often derided by “civilized” nations as thoughtless savagery, old and primal cultures such as the Ko’aat give a great deal of respect and honor to those who are capable of stepping beyond the bounds of “normal,” “reasonable” combat. Because of their way of embracing the primeval element of anger and staying in touch with the savagery of nature, berserkers are sometimes seen as barbaric knights, “holy warriors” of the natural order, red in tooth and claw.

BATTLE RAGE Cost: 7 CP each	Prerequisite: — Returns With: Rest Call: “Rage”
You have mastered the art of accepting your anger as it courses through you, giving you the ability to strike with more ferocity than other people are capable of. To use this skill, you must first let loose a powerful scream of fury, then officially call “rage.” This starts a 10-second period during which all of your attacks function as if they were Great Strikes . During this period, you should role-play being in a state of unreasoning anger, with very little control over your own destructive impulses.	
Usage: You may call “Rage” and start a 10-second timer during which all weapon attacks function as Great Strikes.	
<i>Note—players who consistently fail to role-play the anger of BATTLE RAGE sufficiently will not be allowed to use this skill.</i>	

ENDURING RAGE Cost: 6 CP	Prerequisite: — Returns With: — Call: “Heal Self 2”
You are a warrior who has learned to draw inspiration, or perhaps just fuel for the fire of your rage, from the defeat and death of your enemies: whenever you ceremoniously kill an enemy in combat, you give yourself some motivation (in the form of Health Points) to help keep you going. To use this skill, you should take roughly 3 seconds to speak to an enemy that you <i>personally</i> put into a helpless or bleeding-out state, either to taunt them or to say a few words to honor them. If you do, and then administer a deathblow to them, you may call “heal self 2.” Although the game treats this as a normal healing effect, you should role-play it as adrenaline instead: your wounds have not closed or vanished, but you are still pushing forward to fight.	
Usage: You must speak for 3 seconds to a character you have put into bleedout, perform a deathblow, and then may call, “Heal Self 2.” This skill does not work if you did not perform the attack that put the character into bleedout.	
<i>Note—players who consistently fail to role-play the process of properly taunting or praising their enemies will not be allowed to use this skill.</i>	

HATRED Cost: 4 CP	Prerequisite: BATTLE RAGE	
	Returns With: —	Call: “Remove Weakness, Rage!”
<p>Your drive to wade into combat is so strong, and your anger is such a powerful force, that you can rely on that instinct to pull you to your feet for one last push, even if you are suffering from extreme weakness. To use this skill, you must role-play some kind of savage self-motivation effort—for instance, letting out a howl or screaming and hitting yourself in the chest. If you do, you gain the opportunity to immediately use the BATTLE RAGE skill and, if you do, to remove any Weakness effects currently affecting you. This is an exception to the normal rule that you cannot use any skills while suffering from Weakness. (If you do not have any more uses of BATTLE RAGE available, then HATRED has no effect.)</p> <p>Usage: You must role-play a moment of rage and motivation, after which you may call “Remove Weakness, Rage!” and immediately begin an available use of your BATTLE RAGE skill. If you have no available uses of BATTLE RAGE, this skill cannot be used.</p> <p><i>Note—although bleedout causes characters to suffer from many of the same effects as Weakness, it is not the same, and this skill cannot negate the Weakness-like effects of bleeding out.</i></p>		

BERSERKER Cost: 10 CP	Prerequisite: HATRED	
	Returns With: —	Call: “Berserker!”
<p>You have finally reached the pinnacle of savage combat, gaining the ability to shrug off even the deadliest wounds through the sheer force of your rage. You may only use this skill once per game—and, to do so, you must have entered a bleedout state <i>within the last 30 seconds</i>. (This is an exception to the normal rule that you cannot use any skills while suffering from bleedout or Weakness.) If you choose to use this skill during that time, you call “Berserker!”, which immediately causes the following effects: 1) you are healed to your normal, maximum Health Point total, which ends your bleedout condition; 2) you end any Weakness effects that are affecting you; 3) you gain the Berserk effect, which means that you will attack whoever is closest to you, friend or foe, in a blind rage for 3 minutes; and 4) all weapon attacks you make during the Berserk effect function as though they were Great Strikes. When the Berserk effect ends in any way—or is canceled before it starts—you automatically lose all of your current HP and drop into bleedout again. (Start a new bleedout count, rather than continuing the previous one.)</p> <p>Usage: Once per game, you may call “Berserker!” within 30 seconds of entering bleedout and enter a Berserk state (<i>See “Effects” in chapter 5 for more details</i>). You heal to your current maximum HP, and all your strikes function as Great Strikes for the duration of the Berserk effect. When your Berserk effect ends, you immediately drop to 0 HP and enter Bleedout.</p> <p><i>Note—using the BERSERKER skill is an exception to the normal rule that you cannot use any skills while in a “bleedout” state.</i></p>		

BREAK LIMB Cost: 5 CP each	Prerequisite: —	
	Returns With: Rest	Call: “Break Arm” or “Break Leg”
<p>You have mastered the art of summoning up a lot of strength and unleashing it on a single foe—not just to cause indiscriminate damage, but to specifically snap a bone in their arm or leg and ruin their ability to fight or move around. When you use this skill, you make a melee weapon attack and call “Break Arm” or “Break Leg.” If you hit your enemy on any part of the named limb, then you have broken that specific arm or leg, and they will be unable to use that limb until the bone can be set.</p> <p>Usage: You may call “Break Arm” or “Break Leg” instead of weapon damage.</p>		

BREAK SHIELD Cost: 5 CP	Prerequisite: BREAK LIMB, TWO-HANDED WEAPONS	
	Returns With: —	Call: “Break Shield”
<p>You have developed the ability to summon up your strength and unleash it on a single, well-defended foe—specifically, to shatter their shield and open them up to other attacks. This skill modifies your use of the BREAK LIMB skill, enabling a new option. Now, when you use any instance of BREAK LIMB, you may instead choose to call “Break Shield,” striking your enemy’s shield and rendering it useless. This Break Shield effect only works if you are wielding a two-handed weapon (that is, a weapon that is longer than 48 inches from pommel to tip), wielding the weapon <i>in both hands</i>, and if you actually make contact with the targeted shield. The shield will be unusable until it can be repaired by a smith. If a player cannot drop their shield to the ground immediately, they can simply hold that shield off to the side rather than using it.</p> <p>Usage: You may expend a use of BREAK LIMB and call “Break Shield” while wielding a TWO-HANDED WEAPON in both hands and striking a shield.</p> <p style="text-align: center;">Restriction: melee weapons longer than 48 inches</p>		

MUNDANE HEALING

EXAMINE WOUNDS Cost: 2 CP	Prerequisite: —	
	Returns With: —	Call: “Examine Wounds”
<p>You have basic training in the medical arts, such that you can look at a person and get a fairly accurate sense of just how injured they are in specific terms. You have the ability to call “examine wounds” whenever you are within arm’s reach (roughly 3 feet) of a chosen person. They must tell you if they are living, bleeding out, or dead—and if they are not bleeding out or dead, they should also tell you exactly how damaged they are, in numerical terms. (<i>For instance, “I am missing 4 HP.”</i>)</p> <p>Usage: You may call “Examine Wounds” within 3 feet of another character. They must tell you whether they are “Down x HP,” “Bleeding Out,” or “Dead.” If they give you a different answer than one of these options, you should explain that they must give one of those three answers.</p>		

DETECT POISON Cost: 2 CP	Prerequisite: EXAMINE WOUNDS	
	Returns With: —	Call: “Detect Poison”
<p>You have some significant training in the medical arts, and can determine if a person has been Poisoned. You have the ability to call “detect Poison” whenever you are within arm’s reach (roughly 3 feet) of a chosen person. They must tell you if they are suffering from a Poison. This skill only works when it is used on people: you cannot use DETECT POISON to determine if a food, drink, or residue contains Poison (see the ALCHEMICAL EXAMINATION skill). If you are involved in an investigation of possible poisons, though, you should mention that your character has the DETECT POISON skill, since Twin Mask Staff members might decide to give you some extra information as a result.</p> <p>Usage: You may call “Detect Poison” within 3 feet of another character. They must tell you, in yes or no terms, whether they are suffering from the “Poison” condition.</p>		

ADMINISTER ANTIDOTE Cost: 2 CP each	Prerequisite: DETECT POISON	
	Returns With: Rest	Call: “Remove Poison”
<p>Broken bones and lacerations are far from the worst things that can afflict a person’s body. With advanced training in the medical arts and the healing properties of various compounds, you have the ability to create and administer a potion or poultice that can neutralize and leach even very virulent poisons from a person’s system. You should role-play the process of treating a person’s Poisoned condition, then call “Remove Poison” to prevent them from dying.</p> <p>Usage: You may spend 30 seconds role-playing administering an antidote to a player that is suffering from the “Poison” condition, then call “Remove Poison.”</p>		

DETECT DISEASE Cost: 2 CP	Prerequisite: EXAMINE WOUNDS	
	Returns With: —	Call: “Detect Disease”
<p>You have some significant training in the medical arts, such that you can determine if a person is suffering from a disease. You have the ability to call “detect disease” whenever you are within arm’s reach (roughly 3 feet) of a chosen person. They must tell you if they have any diseases—but they cannot tell you the specific effects of any diseases they may be suffering from. This skill only works when it is used on people: you cannot use DETECT DISEASE to determine if a food or drink harbors a disease. If you are involved in an investigation of possible diseases, though, you should mention that your character has the DETECT DISEASE skill, since Twin Mask Staff members might decide to give you some extra information as a result.</p> <p>Usage: You may call “Detect Disease” within 3 feet of another character. They must tell you, in yes-or-no terms, whether they are suffering from a disease.</p>		

APPLY PRESSURE Cost: 1 CP	Prerequisite: EXAMINE WOUNDS	
	Returns With: —	Call: “Slow Bleeding”
<p>You have some significant training in the medical arts, and you can apply the first-aid pressure needed to stop a person from bleeding out immediately. With this skill, you have the ability to call “slow bleeding” whenever you are touching a person who is in bleedout. As long as you maintain physical contact with them, you can halt their bleedout count—but you can only use APPLY PRESSURE in this way for up to 3 minutes. Afterward, their bleedout count will continue from where you paused it. For each person, you only get 3 minutes of APPLY PRESSURE per time they are placed in bleedout, even if that 3 minutes is broken up into smaller periods of contact; that is, there is no way to “reset” a subject’s bleedout count with this skill.</p> <p>Usage: You may make physical contact with a character, call “Slow Bleeding,” and explain that their bleedout count is paused for 3 minutes. If you stop making physical contact with the character, you must inform them that their bleedout counter has resumed. You can do this for 3 minutes total per character per time they are in bleedout.</p>		

SET BONE Cost: 3 CP	Prerequisite: APPLY PRESSURE	
	Returns With: —	Call: “Set Bone, Stun by Pain”
<p>You have advanced medical training; you can determine how a person’s bone is broken, then shift it back into its proper position to let it heal. You may call “set bone” whenever you are touching a person who has a broken limb. You should role-play the process of wrenching the limb into place, and the subject should role-play an enormous amount of pain. In fact, whenever you use this ability, you should call “Stun by pain” immediately afterward calling the basic “Set Bone” effect. After a limb is repaired in this way, it still cannot be used immediately; for the next 3 minutes, that limb is considered “maimed,” which means that it cannot be used for anything even slightly strenuous.</p> <p>Usage: You may make physical contact with a character and call “Set Bone, Stun by Pain.” Often, you should explain that the limb is “maimed” for 3 minutes and may not be used.</p>		

BANDAGE Cost: 4 CP	Prerequisite: SET BONE	
	Returns With: —	Call: “Heal 1”
<p>You have advanced training in the medical arts, such that you can apply bandages to wounded people with enough skill to significantly improve their health. With this skill, you have the ability to tie a strip of cloth around a person, then call “heal 1” to restore 1 of their Health Points. You can do this as often as you want if you have enough bandages, but you may only use this skill once every 30 seconds, regardless of how many different people you are bandaging. There is a limit on how many bandages a person can simultaneously benefit from: each person has 5 total “slots” for bandages, consisting of their 2 arms, their torso, and their 2 legs. (The neck does not count as part of the torso; you may wish to bring some longer bandages, if you anticipate having to bandage someone’s torso.) Each zone cannot have more than one bandage applied to it at any one time. Once applied, a bandage ought stay wrapped around the affected area for at least 3 minutes—if a bandage is removed before that duration has elapsed, the person will suffer 1 damage as their wound re-opens. This skill works on any living subject, but you must remember</p>		

to actually tie a strip of fabric around your patient, and you may find that people are bad at getting your bandages back to you later.

Usage: You may tie a bandage around a character’s arm, leg, or torso that does not already have a bandage and call “Heal 1.” You can use this skill once every 30 seconds. You should inform them they ought to keep the bandage tied on for at least 3 minutes or they will suffer 1 damage when it is removed.

Note—although the only props necessary to use this skill are strips of fabric to serve as bandages, you are strongly encouraged to also use props representing healing herbs, poultices, or medicinal tonics.

TRAUMA PATCH Cost: 4 CP each	Prerequisite: BANDAGE	
	Returns With: Rest	Call: “Heal 4”

Your highly advanced training in the medical arts has been augmented by the pressure of active combat or other life-threatening hazards: sometimes, you need to get people back in fighting shape *quickly*. By combining your bandages with more immediate and high-impact herbs, poultices, and emergency medical techniques, you can restore much more vitality. To use this “super-bandage” skill, you should follow the normal procedure for using a BANDAGE (explained above), but also use role-playing and/or props to suggest that this is an extraordinary effort, then call “Heal 4” to restore the person you are bandaging. Just as with the BANDAGE skill, if they remove the bandage before 3 minutes have passed, they will take 1 damage.

Usage: You may tie a bandage around a character’s arm, leg, or torso that does not already have a bandage and call “Heal 4.” You should inform them they ought to keep the bandage tied on for at least 3 minutes or they suffer 1 damage if it is removed.

Note—although the only props necessary to use this skill are strips of fabric to serve as bandages, you are strongly encouraged to also use props representing healing herbs, poultices, or medicinal tonics.

SURGERY Cost: 5 CP	Prerequisite: BANDAGE, LORE: ANATOMY	
	Returns With: —	Call: —

You have master-level training in the medical arts, such that you can perform a wide range of complex surgical procedures without permanently damaging your subjects. SURGERY is, in fact, something of a catch-all skill—any kind of high-difficulty medical procedures (such as reattaching limbs, removing invasive parasites, or grafting materials into a subject’s body) fall under the purview of this skill, and the range of such procedures is limited only by your imagination and the opportunities that occur within the game. SURGERY is often best used alongside healing magic of some variety; for instance, simply using this skill to reattach a severed limb will not make that limb useable unless healing magic can restore its functionality. To use this skill, you must have props representing a doctor’s implements, such as (for example) a needle and thread, a sharp knife, and a magnifying glass. The amount of time required to perform a given surgery can vary by its complexity (ask a Twin Mask Staff member for details)... but, absent a Staff member’s guidance, it will take 3 minutes of intensive role-playing. Additionally, the SURGERY skill can be used to reconnect a decapitated corpse’s head (to allow others to successfully deliver potions—which requires ingestion and a digestive system—to that

corpse), to drain blood from dead (or wounded) creatures or people, or to harvest useful parts of the bodies of various unusual creatures if you begin the surgical process soon after their deaths.

Usage: You may spend 3 minutes role-playing performing a surgical procedure, using appropriate props as necessary. This is usually done under the purview of Twin Mask Story Staff. If done to repair a **deathblow**, you should state that the surgery is complete, and the body may accept Elixir-delivered effects again. If done to simply perform a surgical action for role-play, you may describe the procedure and any actions that you are taking as a result.

SPECIAL APPLICATION: FIELD SURGERY

With your expertise as a healer—specifically, the ability to literally stitch and mend people back together—you can also act as an incredibly effective combat surgeon. As long as you have the resources of a Healer’s Tent available to you, you can spend a few minutes and fix nearly any amount of tissue damage to your patient.

Usage: You may spend 3 minutes inside a Healer’s Tent role-playing performing surgery to repair a living character’s wounds and injuries. At the end of 3 minutes, you may call “Restore Health,” healing them to their current maximum HP.

Note: If the character was at 0 Health Points before you began FIELD SURGERY, they must still continue their bleedout counter unless it is paused by a skill such as APPLY PRESSURE or similar. The surgeon performing FIELD SURGERY may not simultaneously use APPLY PRESSURE. If a character is at 0 hp when you complete FIELD SURGERY, they enter Weakness normally upon being healed.

BATTLEFIELD MEDICINE Cost: 2 CP	Prerequisite: SURGERY	
	Returns With: —	Call: —
<p>As an intensely practiced healer and combat surgeon, you are no stranger to life-threatening conflict. Over and over, you have seen terrible things done to the flesh of the people around you, and it has been your responsibility to pull them back together before they die. That has a way of sharpening your skills, pushing you to work ever faster. With this skill, your use of the SURGERY skill <i>to heal others</i> speeds up dramatically, taking only 2 minutes.</p> <p>Usage: You perform the FIELD SURGERY application of the SURGERY skill in 2 minutes instead of 3.</p>		

RELIGIOUS WORSHIP

As discussed in the [Religions](#) section of chapter 2, the gods of Adelrune—and the *other* powerful entities that accept worship in return for power—have a lot of impact on the world. In order to shape that impact and draw benefits from the divine, you need strength of will and training in religious traditions, which are represented by the skills below. To understand how these skills work in the context of game, read the [Divine Magic](#) section of chapter 4.

PRAYER Cost: 4 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You have learned how to focus your mind and soul into a quiet, engaged stillness that can help your thoughts, words, and actions echo outward into the realm of the divine. You gain a single “PRAYER action” to use during any given Twin Mask game session: by spending 30 minutes in seeking connection with the gods, you can establish a connection—however small—with spiritual forces beyond your comprehension. Generally, this means that you will spend your 30-minute PRAYER to contribute to (and benefit from) one of the various Rites that are explained in the Divine Magic section of chapter 4. The more people gathered together for a Rite, the more powerful benefits you will be able to draw from that Rite, as long as you are working with a religious leader who has taken at least one version of each of the PRIESTHOOD and RITE MASTERY skills, listed below. Anyone can help contribute to a Rite that matches their faith; with the PRAYER skill, you can actually draw benefits from that Rite.</p> <p>Usage: Once per game, you may spend 30 minutes participating in a religious rite led by a priest of your faith and then choose one of the available benefits of that rite based on priest rank and number of attendees.</p>		

SECONDARY PRAYER Cost: 4 CP	Prerequisite: PRIESTHOOD: RANK 2	
	Returns With: —	Call: —
<p>By training yourself in the rites and patterns associated with your god and your overall faith, you have found a deeper connection to the ineffable energies of the divine. With this skill, you get a second “PRAYER action” that works exactly as your first one (from the actual PRAYER skill) does. Notably, you cannot use two PRAYER actions during the same Rite... so you will want to involve yourself in two different Rites during a Twin Mask game session in order to make use of this expanded capability.</p> <p>Usage: You may perform PRAYER twice per game instead of once.</p>		

TERTIARY PRAYER Cost: 4 CP	Prerequisite: PRIESTHOOD: RANK 4	
	Returns With: —	Call: —
<p>By delving as deeply as you can into the mysteries and incalculable powers of your god and your overall faith, you have arrived at a depth of devotion, and a connection to the divine, that is almost unmatched among mortals. With this skill, you get a third “PRAYER action” that works exactly as your other ones do. Notably, you cannot use more than one PRAYER action during the same Rite... so you will want to involve yourself in at least three different Rites during a Twin Mask game session in order to make use of this expanded capability.</p> <p>Usage: You may perform PRAYER three times per game.</p>		

PRIESTHOOD: RANK 1 Cost: 6 CP	Prerequisite: PRAYER	
	Returns With: —	Call: —
<p>Most people acknowledge the gods and give them... <i>enough</i> respect, using relatively casual prayers to propitiate the divine beings that hold sway over their day-to-day lives. For you, though, such a <i>laissez-faire</i> connection with that holy power seems woefully insufficient. As such, you have pledged yourself to begin to learn the best ways to make connections with the gods, to channel their energies to make your life—and the lives of your fellow worshippers—better. This skill does nothing on its own; in combination with at least one RITE MASTERY skill, though, it allows you to enact Level 1 religious ceremonies that match a Rite you have learned. In order to enact any Rites, you will have to have a Shrine dedicated to your faith. Additionally, it is very wise to pick up the LORE skill that corresponds to your faith (or your god in particular), since other people are likely to ask you for details about your religion.</p> <p>Usage: You may use any known RITE MASTERY skills to perform religious rites for your faith at Level 1. See the Divine Magic section of Chapter 4.</p> <p><i>Note—if you ever decide to renounce your religious faith and convert to worshipping a new faith, you do not lose your PRIESTHOOD and RITE MASTERY skills... but you must endure a 6-month moratorium on using those skills, while you build trust with your new god and re-learn the specifics of how to worship.</i></p>		

PRIESTHOOD: RANK 2 Cost: 6 CP	Prerequisite: PRIESTHOOD: RANK 1	
	Returns With: —	Call: —
<p>As you delve beyond the most obvious words and trappings of your religion, you start to understand the deeper purposes of the god and the faith that you serve, and as a result you can involve more people in successfully channeling stronger effects into the world. This skill combines with RITE MASTERY skills to allow you to enact Level 2 religious ceremonies that match a Rite you have learned. In general, a Level 2 Rite requires you to gather 3 people of the same religion together.</p> <p>Usage: You may use any known RITE MASTERY skills to perform religious rites for your faith at Level 2. See the Divine Magic section of Chapter 4.</p> <p><i>Note—to enact any Rites, you need to have a Shrine dedicated to your faith.</i></p>		

PRIESTHOOD: RANK 3 Cost: 6 CP	Prerequisite: PRIESTHOOD: RANK 2	
	Returns With: —	Call: —
<p>Drawing ever closer to the holy font of power that you can feel in your god's and your faith's presence beyond Adelfrune, you have mastered more profound ways to build metaphorical bridges to the divine realms, such that more people can experience what you have. This skill combines with RITE MASTERY skills to allow you to enact Level 3 religious ceremonies that match a Rite you have learned. In general, a Level 3 Rite requires you to gather 6 people of the same religion together.</p> <p>Usage: You may use any known RITE MASTERY skills to perform religious rites for your faith at Level 3. See the Divine Magic section of Chapter 4.</p> <p><i>Note—to enact any Rites, you need to have a Shrine dedicated to your faith.</i></p>		

PRIESTHOOD: RANK 4 Cost: 6 CP	Prerequisite: PRIESTHOOD: RANK 3	
	Returns With: —	Call: —
<p>Near the pinnacle of mortal connection to the divine, you have mastered the most powerful known ways of drawing godly energy to resonate with and flow through a large group of worshippers. This skill combines with RITE MASTERY skills to allow you to enact Level 4 religious ceremonies that match a Rite you have learned. In general, a Level 4 Rite requires you to gather 9 people of the same religion together.</p> <p>Usage: You may use any known RITE MASTERY skills to perform religious rites for your faith at Level 4. See the Divine Magic section of Chapter 4.</p> <p><i>Note</i>—to enact any Rites, you need to have a Shrine dedicated to your faith.</p>		

RITE MASTERY: (Specify Domain) Cost: 4 CP each	Prerequisite: PRAYER	
	Returns With: —	Call: —
<p>The gods are, in a way, embodiments of ideas: just as much as they are actual, thinking entities with goals and motivations, they are also symbols for some of the deepest principles that constitute mortal existence. Within a faith, then, there is room for a wide variety of different kinds of ceremonies, each focused on a different aspect of the divine, and each producing a different kind of effect. Each time you take this skill, you learn the holy words and ideas that make up one of the 10 different non-universal Rites listed in the Divine Magic section of chapter 4: <i>Absolution, Community, Death, Guidance, Life, Mysticism, Nature, Prosperity, Protection, or War</i>. You now have access to that avenue of power, and—as long as you have some ranks of the PRIESTHOOD skill—you can lead religious ceremonies at a Shrine to enact that Rite. (All priests may use the Universal Rites.) The level of these Rites is limited by your ranks of PRIESTHOOD... and the number of people who share your religion that you can get together. See chapter 4's Divine Magic section for more details on the Rites' effects.</p> <p>Usage: Choose one of the 10 non-Universal rites in the Divine Magic section of Chapter 4. You may perform this rite using PRIESTHOOD with 30 minutes of role-play at a Shrine to your faith. You choose a new rite from the 10 available every time you take this skill.</p> <p><i>Note</i>—if you ever decide to renounce your religious faith and convert to worshipping a new faith, you do not lose your PRIESTHOOD and RITE MASTERY skills... but you must endure a 6-month moratorium on using those skills, while you build trust with your new god and re-learn the specifics of how to worship.</p>		

REPENTANCE Cost: 2 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You have recognized the depth of the mistakes you made in the past, and all you wish is to be understood and forgiven as a person seeking redemption. In order to take this skill, you must role-play deep and sincere repentance for your character’s evil actions in the past. Taking this skill reduces your character’s “Corruption score” by 1. (See the CORRUPTED background flaw for more details on Corruption as a game mechanic.) Of course, you must also continue to role-play an active desire to make up for your previous actions, and if you ever again do something evil enough to warrant gaining a point of Corruption, you will receive 1 <i>additional</i> Corruption as a kind of punishment.</p> <p>Usage: If you have +1 Corruption as a result of evil actions performed during gameplay, you receive -1 Corruption. If you ever gain +1 Corruption from performing evil actions while you have this skill, you instead gain +2 Corruption.</p> <p><i>Note—this skill can only ever be taken once, and it can only remove Corruption that was accrued through evil actions. The “standard” Corruption that characters receive when they die cannot be affected by this skill.</i></p>		

THE BARDIC ARTS

Being a bard isn’t just about inspiring the crowd... it’s also about being the best, and letting everyone know it. Bards can channel sonic energy and a crowd’s attention to produce various effects: the Bardic Arts have the power to inspire, to center people’s minds, and even to make other people shut up when you need them to. While the people listening to a bard may certainly garner some advantages, make no mistake: the bard is always the center of attention.

COMMANDING PRESENCE Cost: 3 CP each	Prerequisite: —	
	Returns With: Rest	Call: “By My Voice, Stun”
<p>As a bard, you are used to commanding the attention of both good and bad audiences... and you have therefore developed the expertise needed to crash directly into the auditory awareness of everyone around you. To use this skill, you must spend 3 seconds loudly commanding people to be quiet; immediately following those 3 seconds, you may call “by my voice, Stun!” as loudly as you wish. (Stunned people cannot use skills, attack, or defend themselves for 3 seconds.) Importantly, this skill <i>may not be used in combat</i>: if weapons have been drawn and brandished in the vicinity, or if combat skills have already been used, you may not use COMMANDING PRESENCE until the conflict dies down again.</p> <p>Usage: You may call “By My Voice: Stun” after role-playing 3 seconds of trying to get people to quiet down. This may not be used in combat.</p>		

SERENADE Cost: 8 CP each	Prerequisite: WILLPOWER	
	Returns With: Rest	Call: “Bestow Willpower”
<p>You are excellent and talented, yes... but you are not the only one who matches that description! Indeed, you make a habit of surrounding yourself with the very finest people, and you have developed your bardic talents in such a way as to help fortify those individuals with a proper sense of their own resilience and self-worth. To use this skill, you must spend at least 3 minutes performing a song, inspirational speech, or other bardic talent intended to uplift and inspire a particular person within earshot—and you must have <i>at least 3 spectators, not including the person being serenaded</i>, during your performance. Immediately after your performance, you may call “bestow Willpower” to grant that person AND yourself the use of a “Willpower” effect for the next 3 days. Additionally, this Willpower effect gains the “Returns With: Rest” property. This means that, for most intents and purposes, both of you can act as though you had gained one use of the WILLPOWER skill for the rest of the current Twin Mask game session. (You cannot use it as a prerequisite for taking other skills, of course.)</p> <p>Usage: You may perform a 3-minute bardic talent in front of an audience of at least 4 characters, then call “Bestow Willpower” on one of those characters and yourself. You must explain that this Willpower lasts for the entire game and Returns with Rest.</p> <p><i>Note—see Bestowed Effects in chapter 5 for more information on how this skill interacts with others.</i></p>		

DANCE LESSON Cost: 8 CP each	Prerequisite: DODGE	
	Returns With: Rest	Call: “Bestow Dodge”
<p>By focusing special attention on how you (and other people) move to music, you have gained the ability to translate such movements into graceful and evasive maneuvers that can be helpful even in combat. To use this skill, you must dance with another person for at least 3 minutes; immediately afterward, you may call “bestow Dodge” to grant that person AND yourself the use of a “Dodge” effect for the next 3 days. Additionally, this Dodge effect gains the “Returns With: Rest” property. This means that, for most intents and purposes, both of you can act as though you had gained one use of the DODGE skill for the rest of the current Twin Mask game session. (You cannot use it as a prerequisite for taking other skills, of course.) Importantly, the DANCE LESSON skill does not work unless some kind of music is being played for the full 3-minute duration of your dance—but you may provide the music yourself, perhaps by singing or drumming while you dance.</p> <p>Usage: You must dance to music with another character for 3 minutes, then you may call “Bestow Dodge” on that character and yourself. You must explain that this Dodge lasts for the entire game and Returns with Rest.</p> <p><i>Note—see Bestowed Effects in chapter 5 for more information on how this skill interacts with others.</i></p>		

TRUE GREATNESS Cost: 4 CP each	Prerequisite: —	
	Returns With: Sunrise and Sunset	Call: “Remove Weakness”
<p>You have learned how to understand the true, glorious nature of your own importance: when audiences praise you and your arts, they are not just indulging in flattery. They are simply acknowledging your greatness, and it would be foolish not to believe them. To use this skill, you must spend at least 3 minutes performing a song or other bardic talent that you consider to be among the very finest acts in your repertoire—and you must have <i>at least 3 spectators</i> during your performance. For the 3 hours immediately following your performance, you gain the benefits of a state of “bardic confidence.” While in this state, whenever you receive a verbal compliment of any type, you may immediately call “remove Weakness” on yourself. (This, naturally enough, is an exception to the normal rule that you cannot use any skills while suffering from Weakness.) A fitting compliment can be any kind of positive reinforcement, whether it is directed at your performance, yourself, your hairstyle, your clothes, etc.</p> <p>Usage: You may perform a 3-minute bardic talent in front of at least 3 characters. For 3 hours afterward, you may call “Remove Weakness” on yourself whenever you receive a verbal compliment.</p> <p><i>Note—although bleedout causes characters to suffer from many of the same effects as Weakness, it is not the same, and this skill cannot negate the Weakness-like effects of bleeding out. Compliments will not put any blood back into your body, and you will remain incapacitated.</i></p>		

DRINKING SONG Cost: 6 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You have learned the songs, the rhythms, and the attitude needed to draw vigor and intensity from the rowdy energy of a crowd indulging in food and drink. To use this skill, you must spend at least 3 minutes performing a song or other bardic act that is fitting for a celebration, feast, or drinking session—and you must have <i>at least 3 spectators</i> during your performance. You may use this skill as often as you wish. During the 3 minutes immediately following your performance, the first food item (that is, an item produced by the use of a COOKING skill) you consume will have all its effects doubled in intensity for their full duration. Note that DRINKING SONG only changes the intensity of a food item’s effects; it cannot influence the duration of those effects. As such, it will not affect any bonus duration produced by the “Long-Lasting” property near the top of the Cooking Craft Food Table.</p> <p>Usage: You may perform a 3-minute bardic talent in front of at least 3 characters. For 3 minutes afterward, the first applicable COOKING skill item you consume will have its numerical values doubled. See the COOKING skill for which dishes this skill applies to.</p>		

MEDITATIVE SONG Cost: 10 CP	Prerequisite: MANA FOCUS ×3	
	Returns With: —	Call: “Restore 3 Mana”
<p>You have developed the ability to immerse yourself in the stimulating, flowing precision of music (or dance) to such an impressive extent that you can even refresh your connection to arcane energies through it. To use this skill, you must sing a song (or publicly display some other kind of bardic talent) for at least 3 minutes; immediately afterward, you may call “restore 3 mana” for yourself. After doing so, you may not use this skill again for the next 30 minutes. (Other than this restriction, you may use this skill as often as you wish.) Note that, unlike many bardic skills, MEDITATIVE SONG does not require your performance to have any spectators.</p> <p>Usage: You may perform a 3-minute bardic talent and call “Restore 3 Mana” on yourself. This may not be used more than once every 30 minutes.</p>		

HYMN Cost: 2 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You have studied—or perhaps naturally intuited—various sacred rhythms, gestures, melodies, or words that can call the attention of the gods themselves to the people of Adelfrune. Or, in more stereotypically “bardic” terms: your talent has become so divine that even the gods wish to witness your greatness. This skill is used to aid people who are using the PRAYER skill to connect with their gods. To use HYMN, you must spend at least 3 minutes during the beginning of a PRAYER action to perform a song or other bardic display that is dedicated to the particular god or gods that are being invoked. You must personally embrace (on your character sheet) the faith of the invoked god(s). For the HYMN to work, too, your performance must have <i>at least 3 other spectators</i>, which can include anyone involved in the larger prayer. Once you have performed for at least 3 minutes, the total time needed to complete the communal PRAYER action is reduced by 10 minutes. Note that this skill cannot stack with itself; there is no way to use HYMN to reduce a PRAYER’s duration by more than 10 minutes, even if multiple bards choose to perform. If you have both PRIESTHOOD and HYMN, though, you can actually use this skill as part of your use of PRIESTHOOD, with your 3-minute HYMN serving “double duty” as both prayer and song at the same time. (This is an exception to the normal rule that you cannot perform two different skills at the same time.)</p> <p>Usage: You may perform a 3-minute bardic talent in front of at least 3 characters during the first 3 minutes of a PRAYER—dedicated to a god of your faith—and reduce the duration of the PRAYER from 30 minutes to 20 minutes.</p>		

REQUIEM Cost: 3 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You have honed your skills to such a height that even the spirits of the dead are drawn to the edges of death’s veil to witness your art. To use this skill, you must spend at least 3 minutes performing a song or other bardic act at a funeral, wake, or other memorial to the recently deceased. You may use this skill as often as you wish, but each such performance must have <i>at least 3 spectators</i> to qualify as an effective use of REQUIEM. After your performance is complete, the spirit of the dead person being honored will be able to hear all words spoken for the full duration of the funeral. While this does not provide any direct mechanical benefits to mourners or the departed, it can be invaluable in helping to provide closure as people say their farewells.</p> <p>Usage: You may perform a 3-minute bardic talent in front of at least 3 characters during a funeral or wake to allow the spirit of the dead character in question to hear everything said beyond that point in the ceremony.</p>		

THE MAGICAL ARTS

A “magical art” (also known as a “school of magic”) is an individual discipline of spellcasting. In Twin Mask, there is no “generalist” path for a spellcaster to follow: as your character gains more skills, you must specify the magical arts that they have chosen to develop. Given enough time, characters can advance their skills in two or more magical arts, but training in one art does not provide any help in learning the others. One of the few things that *is* shared between the different magical arts is the pool of energy that spellcasters get from purchasing the MANA FOCUS skill—*mana*, which replenishes at dawn and dusk, is necessary to cast spells. New players only have access to Sorcery, Channeling, Alchemy, Warding, and Divination, but other magical arts are available in game (if your character can find a teacher). For more information about the magical arts, see [Chapter 4: Magic](#).

MANA FOCUS Cost: 1 CP each	Prerequisite: MAGICAL APTITUDE	
	Returns With: Sunrise and Sunset	Call: —
<p>You have developed your ability to sense, and to work with, the invisible threads of magical energy that infuse the world around you. Every time you take the MANA FOCUS skill, your character’s maximum mana capacity goes up by 1. That is, if you have taken the MANA FOCUS skill 5 times, then you have a maximum mana capacity of 5. Every spell you cast depletes your mana by an amount of mana equal to that spell’s level, between 1 and 4 (see chapter 4 for more details). Your mana is replenished to its maximum at sunrise and sunset—and you should always mentally keep track of how much mana you still have available.</p> <p>Usage: You increase your maximum mana by 1.</p>		

APPRENTICE MAGIC: (Specify Magical Art) Cost: 6 CP each	Prerequisite: MANA FOCUS ×5, LORE: (Same Magical Art)	
	Returns With: —	Call: —
<p>Through study and focus, you have learned the basics of a particular magical art (such as Sorcery or Channeling) and can now call up simple effects associated with that art, as long as you have the appropriate scrolls. That is, you can cast 1st-Circle spells of that magical art. Once you have 5 instances of MANA FOCUS, you can purchase this skill multiple times... but each time, you must choose a different magical art (for which you have learned the corresponding LORE skill).</p> <p>Usage: You may cast 1st-Circle spells of one of the available magic schools. You gain access to the 1st-Circle spells of a different magic school every time you purchase this skill.</p> <p><i>Note—1st-Circle spells are also called “apprentice-level” and “first-level.”</i></p>		

JOURNEYMAN MAGIC: (Specify Magical Art) Cost: 6 CP each	Prerequisite: MANA FOCUS ×10, APPRENTICE MAGIC: (Same Magical Art)	
	Returns With: —	Call: —
<p>By standing atop the building blocks of a particular magical art (such as Warding or Alchemy) you have learned how to produce that art’s more complex effects, so long as you have the appropriate scrolls. That is, you can cast 2nd-Circle spells of that magical art. Once you have 10 instances of MANA FOCUS, you can purchase this skill multiple times... but each time, you must choose to learn a different magical art (that you have already learned at the Apprentice level).</p> <p>Usage: You may cast 2nd-Circle spells of one of the available magic schools. You gain access to the 2nd-Circle spells of a different magic school every time you purchase this skill.</p> <p><i>Note—2nd-Circle spells are also called “journeyman-level,” “second-level,” and (occasionally) “adept.”</i></p>		

MASTER MAGIC: (Specify Magical Art) Cost: 6 CP each	Prerequisite: MANA FOCUS ×15, JOURNEYMAN MAGIC: (Same Magical Art)	
	Returns With: —	Call: —
<p>By delving even deeper into the mysteries and practical challenges of a particular magical art, you have begun to harness some of the fundamentally powerful aspects of that art—as long as you have the appropriate scrolls. That is, you can cast 3rd-Circle spells of that magical art. Once you have 15 instances of MANA FOCUS, you can purchase this skill multiple times... but each time, you must choose a different magical art (that you have already learned at the Journeyman level).</p> <p>Usage: You may cast 3rd-Circle spells of one of the available magic schools. You gain access to the 3rd-Circle spells of a different magic school every time you purchase this skill.</p> <p><i>Note—3rd-Circle spells are also called “master-level” and “third-level.”</i></p>		

GRANDMASTER MAGIC: (Specify Magical Art) Cost: 6 CP each	Prerequisite: MANA FOCUS ×20, MASTER MAGIC: (Same Magical Art)	
	Returns With: —	Call: —
<p>Whether through intensive study or powerful intuition, you have passed the limits of your teachers' knowledge of a magical art and are now capable of delving into its most arcane depths... as long as you have the appropriate scrolls. That is, you can cast 4th-Circle spells of that magical art. Once you have 20 instances of MANA FOCUS, you can purchase this skill multiple times... but each time, you must choose a different magical art (that you have already learned at the Master level).</p> <p>Usage: You may cast 4th-Circle spells of one of the available magic schools. You gain access to the 4th-Circle spells of a different magic school every time you purchase this skill.</p> <p><i>Note—4th-Circle spells are also called “grandmaster-level” and “fourth-level.”</i></p>		

WEAPON CASTING Cost: 8 CP	Prerequisite: MAGICAL APTITUDE	
	Returns With: —	Call: <i>Same as spell</i>
<p>You have blended martial discipline and arcane focus into a powerful ability: you can make the magical effects of your spells flow through the weapon you are wielding. With this skill, any spell you can cast that would normally be delivered by packet can instead be delivered with a swing (or throw or shot) of your weapon, with the effect of the spell replacing the damage of your attack. You must still spend the mana for the spell, along with spending the amount of time casting the spell would normally take (so, for instance, casting spells that require multiple seconds of concentration in this way can be tricky). Unlike spells that are delivered by packet, though, spells delivered this way will not work if they hit an opponent's shield or weapon. (If you hit a shield or weapon and your spell produces no effect, you will keep the mana you tried to spend on your spell.) This skill can be used in concert with THROWN WEAPONS or a BOW AND ARROW to produce normally packet-delivered spell effects at range without a packet.</p> <p>Usage: You may deliver a packet spell via a melee or ranged weapon. You must follow all requirements and make the call exactly as you would when delivering it by packet, with the exception that you may add the “Stealth” modifier if you meet all the requirements.</p> <p><i>Note—spells cast in this way can benefit from any Artificing items (see the ARTIFICING skills for more details) that you may be holding in your other hand.</i></p>		

ELEMENTAL FLOURISH Cost: 4 CP	Prerequisite: APPRENTICE MAGIC: SORCERY, GREAT STRIKE	
	Returns With: —	Call: <i>Special</i>
<p>As a Sorcerer, you have wrapped your mind around the most effective elements for combat, with the feel of each of them living like a memory in your fingers. By blending that art with your expertise in combat, you can let a surge of elemental energy flow along with your weapon, whenever you make a truly serious effort to deal a powerful blow. Whenever you use a Great Strike, you may choose one of Sorcery's classic elements—Fire, Ice, Acid, or Lightning—and have your attack take on that element.</p> <p>Usage: Whenever you perform a GREAT STRIKE, you may add Fire, Ice, Acid, or Lightning to that attack in addition to its normal damage.</p>		

ARMORED CASTING Cost: 6 CP	Prerequisite: MAGICAL APTITUDE	
	Returns With: —	Call: —
<p>Through long training and discipline, you have learned how to draw on mana even with the hardened barrier of armor dulling your connection to the world’s magic, or with a shield interfering with your dexterity. You may cast spells while wearing armor or wielding a shield.</p> <p>Usage: You may ignore restrictions from armor and shields when casting spells.</p>		

COMBAT MIMIC Cost: 4 CP each	Prerequisite: WEAPON CASTING	
	Returns With: Rest	Call: “Mimic – (repeat call to be copied)”
<p>You have developed the hard-to-explain ability to feel the ‘energy swirls’ that are caused by powerful or unusual melee attacks used in close proximity to you. By using your familiarity with WEAPON CASTING, you can watch an enemy closely and mimic any weapon-delivered melee attack they perform against you, even if that attack is far beyond your normal capabilities. Within the 3 seconds after an enemy attempts to strike you with an attack, if you are wielding a melee weapon, you may call “mimic” as you make an attack against them or another target, followed by the exact same call that the enemy used for their attack. (The only weapon-based melee attacks that you cannot mimic are those that use the “Greater” modifier.) If you have multiple uses of COMBAT MIMIC, you can make multiple such attacks in a row, all based on the initial attack against you.</p> <p>Usage: You may repeat the call of a non-Greater melee weapon attack targeted at you within the last 3 seconds.</p> <p style="text-align: center;">Restriction: must be actively wielding a melee weapon</p>		

INTERNAL RESERVES Cost: 4 CP	Prerequisite: MANA FOCUS ×10	
	Returns With: —	Call: “Restore 10 Mana”
<p>As a spellcaster, you have learned how to tap into your inner wells of magical power, and, in times of great need, you can even pour an unhealthy amount of your strength into your magical arts. Whenever you choose to use this ability, you must meditate (remaining motionless, with your eyes closed) for 30 seconds. If you do, you can reduce your maximum Health Point total by 1 for the next 3 days in order to immediately call “restore 10 mana” (thereby regaining 10 mana). This reduction in maximum HP total cannot be healed through any normal means, and if you reduce your maximum HP total to 0 in this way, you immediately die.</p> <p>Usage: You may meditate for 30 seconds, then call “Restore 10 mana.” You reduce your maximum HP by 1 for the remainder of the weekend.</p>		

ARCANE TUTELAGE Cost: 10 CP	Prerequisite: GRANDMASTER MAGIC: (Any Magical Art), RESEARCH	
	Returns With: —	Call: “Bestow 10 Mana”
<p>After so much time spent doing magical research and perfecting the art of your spellcasting, you have accumulated a great deal of useful information and advice to share with your fellow magic-users. Once per game, you can spend 30 minutes role-playing through a “magic class” with as many spellcasters as are interested in participating, thereby bestowing on them a special, long-lasting boon of 10 additional mana. The 30-minute ARCANE TUTELAGE class itself can focus on any magic-related or scholarly activities, including lectures or moderated discussions (on abstract magical theory, cosmology, recent arcane events, etc.) or possibly field excursions (involving packet-throwing, healing, herbalism, leylines, etc.). At the end of the class, you may call “bestow 10 mana” to affect all <i>other</i> characters (that is, everyone but you) that were involved in the full duration of the class. If an ARCANE TUTELAGE session is interrupted by unplanned combat, the class does not need to restart—as long as you return to class with a gap of no more than 3 minutes after the end of combat, you can resume the class where you left off. Importantly, the extra 10 mana bestowed by ARCANE TUTELAGE lasts for 3 full days, with the added bonus that it will replenish at sunrise and sunset, just as normal mana generated by the MANA FOCUS skill does. In order to gain any benefit from ARCANE TUTELAGE, a character must be a “spellcaster,” which means that they must have taken at least 1 APPRENTICE MAGIC skill. This must be a formal class; merely engaging in casual conversation about magic-related subjects is not sufficient to meet this skill’s requirements. Twin Mask Staff encourages players who take this skill to use visual aides and require their students to take notes, or perhaps even to make their students do “homework.”</p> <p>Usage: You may perform a 30-minute presentation on magic, then call “Bestow 10 mana.” You must explain to everyone present that this mana works like maximum mana and returns with sunrise/sunset, just like mana on their character sheet.</p> <p><i>Note—see Bestowed Effects in chapter 5 for more information on how this skill interacts with others.</i></p>		

ARCANE REFLECTION Cost: 4 CP	Prerequisite: ARCANE TUTELAGE	
	Returns With: —	Call: —
<p>You have wrestled with the complexities of the magical arts for long enough that you have become an authority and a teacher on the subject—but, as they say, the best way to learn something is to teach it. While instructing others on the finer points of your art, you have been forced to examine your own biases and secret pockets of ignorance. Every time you do so, you realize just a little bit more of your own potential, even if only temporarily. With this skill, when you use the ARCANE TUTELAGE skill, <i>you</i> also gain the 10 bestowed mana you grant students.</p> <p>Usage: You receive the benefit of your own Arcane Tutelage.</p>		

SPELLWRIGHT Cost: 2 CP	Prerequisite: GRANDMASTER MAGIC: (Any Magical Art), RESEARCH	
	Returns With: —	Call: —
<p>You have spent enough time steeped in the arcane arts—both their broad theories and their specific applications—that you have started to put some novel ideas together about how their principles could be combined. With this skill, you gain the ability to pursue original spell research. It make take a lot of work, after your initial brainstorm... but innovation is worth it.</p> <p>Usage: You may pitch and invent new spells using the rules for Researching New Spells in Chapter 4.</p>		

SKULLDUGGERY

DISGUISE Cost: 4 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You have learned enough about the art of disguise to be able to truly convince others of your assumed identity.</p> <p>Players in Twin Mask often play multiple characters, and they mark those characters with different costumes, so it can often be hard to tell if a costume change means that your friend is playing a truly different character, or just the same character dressed up to look different! To clear up this confusion, all Twin Mask players have the option—at ANY time—to briefly go out of character, raise a loose fist above their heads, and quietly ask another player, “CLARIFY, is this [character name] in different clothing, or a different person?” <i>Without</i> this skill, that player must answer truthfully. (Failure to do so is a form of cheating.) With the DISGUISE skill, though, you have the option of lying, which will make your character’s newly assumed identity infinitely more convincing!</p> <p>Using this skill has two primary requirements. First, you must change your costuming <i>significantly</i>, to the point of being unrecognizable as your character while disguised. Do not simply change out one piece of your costume and call it a disguise, placing the burden on other characters to pretend not to recognize you. Second, you cannot successfully disguise yourself as another <i>specific</i> existing character, even another one that you play.</p> <p>Usage: You may don a disguise and attempt to appear unrecognizable as your character without changing your race. If asked OOC by other characters if you are your PC, you may answer “yes” or “no” at your option. You may answer this way both IC and OOC.</p> <p><i>Note—if a character knows that you are wearing a disguise (by using the DETECT DISGUISE skill or similar abilities), they may remove the disguise by role-playing the process for 30 uninterrupted seconds. Of course, if you can interrupt them and therefore foil this process, you are free to do so: this means that the disguise-removal process can only work on people who are tied up, unconscious, asleep, bleeding to death, simply not trying, and so on.</i></p>		

MASTER DISGUISE Cost: 6 CP	Prerequisite: DISGUISE	
	Returns With: —	Call: —
<p>You have mastered the art of appearances, allowing you to masquerade as a member of a different bloodline (as long as that bloodline appears in this rulebook). If you are a human, for example, you've learned how to acquire or create advanced prosthetics that can mimic the horns of a Dragon-Blooded, or the ears of an Effendal. Or perhaps you are a Celestial-Blooded who has found special ways to hide your wings and dim any supernatural glow.</p> <p>This skill works exactly like DISGUISE, except that you may disguise yourself as another bloodline; a human, for instance, could disguise themselves as a dragon-blooded. You will still have to supply your own costume pieces if you want your character to use them, and you still cannot disguise yourself as another specific existing character, even another one you play. This skill does not give you the ability to disguise yourself as non-playable bloodlines or species.</p> <p>Usage: You may don a disguise and attempt to appear unrecognizable as your character <i>with</i> the ability to change your race. If asked OOC by other characters if you are your PC, you may answer “yes” or “no” at your option. You may answer this way both IC and OOC.</p> <p><i>Note—As with a regular disguise, other people can remove your disguise by role-playing that process for 30 uninterrupted seconds, as explained in the DISGUISE skill above.</i></p>		

DETECT DISGUISE Cost: 4 CP	Prerequisite: —	
	Returns With: —	Call: “Detect Disguise”
<p>You are keenly observant and can spot things that seem out of place with greater ease. As long as you have stayed within 3 feet (arm’s reach) of an individual for 3 uninterrupted minutes, you may call “detect disguise,” and that person is required to truthfully state whether or not they are wearing a disguise, even if they have the DISGUISE or MASTER DISGUISE skills. While this skill will tell you whether or not the person is wearing a disguise, it doesn’t let you see beneath: you must still role-play ignorance of their true identity unless or until that disguise is removed. (See the note in the DISGUISE skill for details about how to remove the disguise and reveal their identity.) You may use this skill as often as you wish, so long as you spend the requisite 3 minutes each time.</p> <p>Usage: You must spend 3 uninterrupted minutes within arm’s reach of a character, then may call “Detect Disguise.” They must answer truthfully whether they are in disguise.</p> <p><i>Special—the EFFENDAL SENSES skill reduces the time it takes to use DETECT DISGUISE by 60 seconds, to a total of 2 uninterrupted minutes.</i></p>		

ESCAPE Cost: 3 CP each	Prerequisite: —	
	Returns With: Rest	Call: “Escape”
<p>You are an escape artist, with the practice needed to squirm your way out of any kinds of ropes, chains, shackles, or grappling holds that others might use to try to pin you down. When you use this skill, you call “escape” and may instantly pull yourself free from any kinds of bonds or snares that were trapping your character (including any Bind effects). You can similarly pull yourself out of any character’s grip, even if they are using a Strength effect to hold you.</p> <p>Usage: You may call “Escape” and remove yourself from any effect that <i>physically</i> restricts your movement, like ROPE USE, Bind, shackles, or SUPERNATURAL STRENGTH.</p> <p><i>Note—this skill, just like DODGE and WILLPOWER, will not work on any effects that have the “Greater” modifier.</i></p>		

POISON RESISTANCE Cost: 2 CP each	Prerequisite: —	
	Returns With: Rest	Call: “Resist”
<p>You have been exposed to poisons enough that you have started to develop a tolerance to their effects. When you use this skill, you call “Resist” and immediately end all Poison effects that are currently affecting your character. This call may be made at any point during a Poison count.</p> <p>Usage: You may call “Resist” and prevent or end all Poison effects currently affecting you, regardless of time remaining.</p>		

POISON IMMUNITY Cost: 4 CP	Prerequisite: POISON RESISTANCE ×3	
	Returns With: —	Call: “No Effect”
<p>After constant exposure to poisons, whether as the result of an organized effort on your part or simply through bad luck, you have built up a complete immunity to their effects. Whenever a Poison would affect you, you may instead call “no effect.”</p> <p>Usage: You may call “No Effect” to prevent any Poison effects from affecting you.</p>		

LOCKPICKING: APPRENTICE Cost: 4 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>As a student of the art of larceny, you have also begun to develop the art of picking locks. To use this skill, you must role-play the process of picking a lock (using an actual TAGGED lockpick prop; see the LOCKSMITHING skill) for 3 minutes. Immediately afterward, you may open that lock if it is crafted at an “Apprentice” skill level. (The skill level of any given lock should be listed on its item tag.)</p> <p>Usage: You may spend 3 minutes role-playing picking a lock with a tagged lockpick prop to open an Apprentice-level lock.</p>		

LOCKPICKING: JOURNEYMAN Cost: 4 CP	Prerequisite: LOCKPICKING: APPRENTICE	
	Returns With: —	Call: —
<p>You have continued to develop the art of picking locks. To use this skill, you must role-play the process of picking a lock (using an actual <i>TAGGED</i> lockpick prop; see the LOCKSMITHING skill) for 3 minutes. Immediately afterward, you may open that lock if it is crafted at a “Journeyman” skill level. (The skill level of any given lock should be listed on its item tag.)</p> <p>Usage: You may spend 3 minutes role-playing picking a lock with a tagged lockpick prop to open a Journeyman-level lock.</p>		

LOCKPICKING: MASTER Cost: 4 CP	Prerequisite: LOCKPICKING: JOURNEYMAN	
	Returns With: —	Call: —
<p>You have become truly adept at the art of picking locks. To use this skill, you must role-play the process of picking a lock (using an actual <i>TAGGED</i> lockpick prop; see the LOCKSMITHING skill) for 3 minutes. Immediately afterward, you may open that lock if it is crafted at a “Master” skill level. (The skill level of any given lock should be listed on its item tag.)</p> <p>Usage: You may spend 3 minutes role-playing picking a lock with a tagged lockpick prop to open a Master-level lock.</p>		

LOCKPICKING: GRANDMASTER Cost: 4 CP	Prerequisite: LOCKPICKING: MASTER	
	Returns With: —	Call: —
<p>You have truly mastered the art of picking locks. To use this skill, you must role-play the process of picking a lock (using an actual <i>TAGGED</i> lockpick prop; see the LOCKSMITHING skill) for 3 minutes. Immediately afterward, you may open that lock if it is crafted at a “Grandmaster” skill level. (The skill level of any given lock should be listed on its item tag.)</p> <p>Usage: You may spend 3 minutes role-playing picking a lock with a tagged lockpick prop to open a Grandmaster-level lock.</p>		

GAMBLING Cost: 2 CP each	Prerequisite: —	
	Returns With: Sunrise and Sunset	Call: “Gambling”
<p>You have developed a knack (or perhaps the manual dexterity) for getting dice or cards to fall in your favor. When you are playing an in-character game of chance, you may use this skill to re-draw one hand of cards dealt to you, or re-roll one set of rolled dice that you have thrown. You cannot use the GAMBLING skill again on that hand or that roll of the dice: you are stuck with the new results, even if they are worse. Additionally, GAMBLING can also sometimes prove useful on “mods” that occur away from the main space of the Twin Mask game.</p> <p>Usage: You may call “Gambling” and re-draw one hand of cards dealt to you, or re-roll one set of dice that you threw, which cannot be modified further. You must take the new result no matter the outcome.</p>		

TORTURE Cost: 2 CP each	Prerequisite: —	
	Returns With: Sunrise and Sunset	Call: “Torture”
<p>You are good at gathering information—and in the process, you have gotten enough practice to avoid killing people while still causing them excruciating pain. To use this skill, you must role-play the process of torturing a helpless, captive character for 3 minutes. The torture can consist of any kind of pain-inducing actions you can think of, as long as they would not kill the subject or make that subject unable to speak. In order to be considered “helpless and captive,” a character must be physically restrained, unable to escape or make any attacks. After the 3 minutes of role-playing, you may call “Torture” followed by a single, yes-or-no question. The subject then has a chance to call “Resist” or “no effect” (if they have the TORTURE RESISTANCE or TORTURE IMMUNITY skill), but otherwise they must answer the question truthfully. Every time you use TORTURE, you must spend another 3 minutes role-playing before asking your question.</p> <p>Usage: You spend 3 minutes role-playing torturing a character, then may call “Torture” and ask one “yes” or “no” question. You should briefly explain, out of character, that they need only give you a single truthful “yes” or “no” answer.</p> <p><i>Note—enough use of the TORTURE skill, or even just exposure to the use of it, can eventually increase your “Corruption score,” particularly if the torture is very brutal or used against innocent subjects. Any increases in “Corruption” will be the result of an individual assessment by a Story Staff team member.</i></p>		

KNOWLEDGE

LORE: (Specify Field) Cost: 4 CP each	Prerequisite: —	
	Returns With: —	Call: “Bid – Lore: (Specify Field)”
<p>Whether deep in the library or gathering data in the wider world, you have spent much time studying a particular subject. This entry for the LORE skill actually represents an enormous spread of different possible LORE skills, one for each available field of study—you can choose any of the religions, races, magical arts, creatures, trades, or other categories of Adlrunes. (You may <i>not</i>, however, acquire LORE skills related to the cultures listed in chapter 2. The NATIVE LORE background feature fills that role.) To use this skill, you call “Bid – Lore: Poisons”—or “Bid – Lore: Leylines,” for example, filling in the field you have chosen—to a Twin Mask Staff member, and that Staff member will provide you with whatever <i>immediately relevant</i> information your character would know about the matter at hand. For example: if you have LORE: DEMONS, you could ask a Staff member about the demon you just encountered, to gather information pertinent to that specific demon. (You could <i>not</i> ask Staff members generic questions about Demons during game; a Staff member might, at their discretion, give you access to a Lore document about Demons between Twin Mask game sessions.) In general, the depth of your character’s knowledge scales with the narrowness of the field that you choose. KNOWLEDGE: ANIMALS will give you a good amount of broad knowledge, but KNOWLEDGE:</p>		

BURROWING MAMMALS will give you a lot of very specific knowledge about those particular animals. Additionally, you can use a LORE skill to appraise the monetary value of anything related to your subject. The approved LORE skills that can be taken at character creation are listed in the following table. Other LORES must be learned in-game. You will need training for each LORE skill... the “[skills that you have already learned](#)” exception does not apply here.

Usage: You may call “Bid Lore: (Subject)” and ask a question of a nearby Twin Mask Story Staff member. This question may be as simple as, “Do I know anything about this?” or as specific as you like.

Note—keep in mind that certain LORE skills serve as prerequisites for other skills. In order to take APPRENTICE MAGIC: ALCHEMY, for instance, you must first take LORE: ALCHEMY (and the equivalent is true for the other Magical Arts); in order to take SURGERY, you must first take LORE: ANATOMY.

Starting LORES

Below, you will find listed all of the **specific fields of study** that are available for new Twin Mask characters’ LORE skills. There are huge numbers of other LORE subjects available in Adlruno, but you will need to find somebody to [teach them to you](#) during normal gameplay. Taking one of these LORE skills at character creation means that your character has extensively studied (or lived) the subject matter; it should, therefore, make sense with your backstory.

Magic	Creatures	Religion	History	Miscellaneous
LORE: Alchemy	LORE: Celestials	LORE: The Blood Cauldon	LORE: War of Wine	LORE: Rules of Society
LORE: Blood Magic	LORE: Demons	LORE: The Celestine Faith	LORE: Purges	LORE: Nature
LORE: Channeling	LORE: Fae	LORE: Church of Chorus	LORE: The First Crusade	LORE: Anatomy
LORE: Divination	LORE: Dragons	LORE: Demon Faiths	LORE: The War of Radiance	LORE: Medicine
LORE: Dream Magic	LORE: Undead	LORE: Dragon Worship	LORE: The Second Crusade	LORE: Knighthood
LORE: Necromancy		LORE: The Lady of the Mists	LORE: The War of Giants	
LORE: Sorcery		LORE: the Nameless Faith		
LORE: Summoning		LORE: Old Ways		
LORE: Warding		LORE: Trahazi Zodiac		
LORE: Ritual Magic				

RESTRICTED LORE: (Specify Field) Cost: 4 CP each	Prerequisite: —	
	Returns With: —	Call: “Bid – Lore: (Specify Field)”
<p>This skill functions exactly like LORE: (Specify Field), except that a RESTRICTED LORE cannot be taught by players to other players or NPCs under any circumstances. These LORES can only be taught or signed off by Twin Mask Story Staff members. (See the “Training” section in chapter 5 for more information about learning new skills.)</p> <p>Usage: You may call “Bid Lore: (Subject)” and ask a question of a nearby Twin Mask Story Staff member. This question may be as simple as, “Do I know anything about this?” or as specific as you like.</p>		

RESEARCH Cost: 6 CP	Prerequisite: Non-ILLITERATE	
	Returns With: —	Call: —
<p>By tracking down obscure records of interviews, cross-checking possible errors, and searching through dusty tomes, you have developed your ability to draw a great deal of useful information from various secondary and tertiary sources of knowledge, as long as you have a little help. In order to use this skill, you must 1) have access to a Library item tag or a properly-tagged “Research Object: [Name of Subject]” for your intended field of study; 2) have a LORE skill (which includes possible RESTRICTED LORE or NATIVE LORE skills) that corresponds to the subject you want to study; and 3) have at least 2 “research assistants” to aid you in your efforts. Although those assistants do not need to have any particular skills in order to help, they must be present and engaged during the entire duration of the RESEARCH skill, and their fields of expertise might augment your results. If those conditions are met, then—once per game—you can spend 30 uninterrupted minutes role-playing the process of using the Library or Research Object to investigate your subject (generally, by reading and taking notes, making charts to track correspondences, discussing the subject with your assistants, etc.). It is wise to spend some of this time on deciding exactly what questions you would like to ask Twin Mask Staff members (and perhaps to write those specific questions down)! At the end of that 30-minute period, you may have your assistants sign their names on the provided lines on the back of your character sheet, then take the Library or Research Object item tag to Logistics, where (if you are lucky) you can pose your questions directly to the Story Staff member on duty. More frequently, you will instead write down the LORE skills involved in the research, and your name, on a log sheet that will let a Staff member answer your question later. At the Staff member’s discretion, the additional LORE (or NATIVE LORE, or BARDIC KNOWLEDGE) skills of your assistants may come into play, producing additional insight. For more straightforward uses of RESEARCH, though—generally, progressing along a Research Track (like researching a new spell) or uncovering the properties of a “researchable item”—you will not have to fill out any forms at Logistics.</p> <p>Usage: Once per game, you may spend 30 minutes role-playing researching a specific topic with at least 2 research assistants. You then bring your character sheet (with the signatures of your research assistants on the back) and your Library building tag or tagged Research Object to Logistics. You then fill out either an Open-Ended Research Form for your topic, or have a Staff member on duty sign off on an active research tag.</p>		
<p>Restriction: must have a “Library” or “Research Object” tag matching your LORE skill</p>		

ALCHEMICAL EXAMINATION Cost: 3 CP	Prerequisite: LORE: ALCHEMY	
	Returns With: —	Call: “Detect Alchemy”
<p>You have studied alchemy, and you have used that knowledge to develop tests that can detect alchemical tampering with various foods and materials. When you use this skill, you must spend at least 30 seconds studying something that you suspect of harboring alchemical additives (a category that includes poisons). You can use this skill to investigate foods, drinks, surfaces (like door handles), people, dead bodies, body parts, and so on. After the 30-second investigation period, you may find a Twin Mask Staff member and ask for information about any alchemical effects that influenced your subject. The Staff member may dictate that additional investigation time is needed to determine the answer to your question—but, after that added time, they will provide you with the relevant information.</p> <p>Usage: You may spend 30 seconds role-playing studying an object, then ask a nearby Twin Mask Story Staff member what you learned about the object in question using ALCHEMICAL EXAMINATION.</p>		

INFLUENCE

To fully understand how this set of skills will function in game, consult [Appendix 1: Influence](#). In short, they represent your character’s ability to affect the world of Adelrune beyond the scope of what Twin Mask can simulate during a game session. They allow you to collect interpersonal influence, in the form of a number of Influence Cards of varying types, which can then be spent to recruit particular kinds of allies and to prompt those allies to perform various tasks for you.

ACADEMIC STANDING: RANK 1 Cost: 4 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You have begun to make influential contacts with various scholars, teachers, religious leaders, writers, and experts in many fields. At some point during each Twin Mask game session, you may report to Logistics to gain 1 Academic Influence Card. Generally speaking, you can spend this card to aid in various fields of research, develop new spells and items, gather hidden information, hire spellcasters and scholars to further your concerns, and so on. Consult Appendix 1: Influence for details on how to use Influence cards.</p> <p>Usage: When you collect your Check-In Resources, you receive 1 Academic Influence card. <i>Note—this skill does not give you any official standing in any academic groups.</i></p>		

ACADEMIC STANDING: RANK 2 Cost: 4 CP	Prerequisite: ACADEMIC STANDING: RANK 1	
	Returns With: —	Call: —
<p>This skill is effectively identical to ACADEMIC STANDING: RANK 1, except that you gain 2 Academic Influence Cards during each game instead of 1. This skill supersedes all lower-ranked versions of ACADEMIC STANDING (that is, with multiple ACADEMIC STANDING skills, you will only gain cards equal to the highest rank you have achieved).</p> <p>Usage: When you collect your Check-In Resources, you receive 2 Academic Influence cards.</p>		

ACADEMIC STANDING: RANK 3 Cost: 4 CP	Prerequisite: ACADEMIC STANDING: RANK 2	
	Returns With: —	Call: —
<p>This skill is effectively identical to ACADEMIC STANDING: RANK 1, except that you gain 3 Academic Influence Cards during each game instead of 1. This skill supersedes all lower-ranked versions of ACADEMIC STANDING (that is, with multiple ACADEMIC STANDING skills, you will only gain cards equal to the highest rank you have achieved).</p> <p>Usage: When you collect your Check-In Resources, you receive 3 Academic Influence cards.</p>		

ACADEMIC STANDING: RANK 4 Cost: 4 CP	Prerequisite: ACADEMIC STANDING: RANK 3	
	Returns With: —	Call: —
<p>This skill is effectively identical to ACADEMIC STANDING: RANK 1, except that you gain 4 Academic Influence Cards during each game instead of 1. This skill supersedes all lower-ranked versions of ACADEMIC STANDING (that is, with multiple ACADEMIC STANDING skills, you will only gain cards equal to the highest rank you have achieved).</p> <p>Usage: When you collect your Check-In Resources, you receive 4 Academic Influence cards.</p>		

ECONOMIC STANDING: RANK 1 Cost: 4 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You have begun to make influential contacts with merchants, trading consortiums, and purveyors of specialty goods. At some point during each Twin Mask game session, you may report to Logistics to gain 1 Economic Influence Card. Generally speaking, you can spend this card to make arrangements with NPC merchants, purchase specific types of goods or equipment, repair objects, gather information, and so on. Consult Appendix 1: Influence for details on how to use Influence cards.</p> <p>Usage: When you collect your Check-In Resources, you receive 1 Economic Influence card.</p> <p><i>Note—this skill does not give you any official standing in any economic groups.</i></p>		

ECONOMIC STANDING: RANK 2 Cost: 4 CP	Prerequisite: ECONOMIC STANDING: RANK 1	
	Returns With: —	Call: —
<p>This skill is effectively identical to ECONOMIC STANDING: RANK 1, except that you gain 2 Economic Influence Cards during each game instead of 1. This skill supersedes all lower-ranked versions of ECONOMIC STANDING (that is, with multiple ECONOMIC STANDING skills, you will only gain cards equal to the highest rank you have achieved).</p> <p>Usage: When you collect your Check-In Resources, you receive 2 Economic Influence cards.</p>		

ECONOMIC STANDING: RANK 3 Cost: 4 CP	Prerequisite: ECONOMIC STANDING: RANK 2	
	Returns With: —	Call: —
<p>This skill is effectively identical to ECONOMIC STANDING: RANK 1, except that you gain 3 Economic Influence Cards during each game instead of 1. This skill supersedes all lower-ranked versions of ECONOMIC STANDING (that is, with multiple ECONOMIC STANDING skills, you will only gain cards equal to the highest rank you have achieved).</p> <p>Usage: When you collect your Check-In Resources, you receive 3 Economic Influence cards.</p>		

ECONOMIC STANDING: RANK 4 Cost: 4 CP	Prerequisite: ECONOMIC STANDING: RANK 3	
	Returns With: —	Call: —
<p>This skill is effectively identical to ECONOMIC STANDING: RANK 1, except that you gain 4 Economic Influence Cards during each game instead of 1. This skill supersedes all lower-ranked versions of ECONOMIC STANDING (that is, with multiple ECONOMIC STANDING skills, you will only gain cards equal to the highest rank you have achieved).</p> <p>Usage: When you collect your Check-In Resources, you receive 4 Economic Influence cards.</p>		

POLITICAL STANDING: RANK 1 Cost: 4 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You have begun to make influential contacts with various governors, courtiers, community leaders, diplomats, and other people connected to the political processes of various nations, (sometimes) all the way up to the top. At some point during each Twin Mask game session, you may report to Logistics to gain 1 Political Influence Card. Generally speaking, you can spend this card to gather politically-relevant information, make contact with influential people, organize parties and other gatherings, send messages, learn proper diplomatic protocols, and so on. Consult Appendix 1: Influence for details on how to use Influence cards.</p> <p>Usage: When you collect your Check-In Resources, you receive 1 Political Influence card.</p> <p><i>Note—this skill does not give you any official standing in any political groups.</i></p>		

POLITICAL STANDING: RANK 2 Cost: 4 CP	Prerequisite: POLITICAL STANDING: RANK 1	
	Returns With: —	Call: —
<p>This skill is effectively identical to POLITICAL STANDING: RANK 1, except that you gain 2 Political Influence Cards during each game instead of 1. This skill supersedes all lower-ranked versions of POLITICAL STANDING (that is, with multiple POLITICAL STANDING skills, you will only gain cards equal to the highest rank you have achieved).</p> <p>Usage: When you collect your Check-In Resources, you receive 2 Political Influence cards.</p>		

POLITICAL STANDING: RANK 3 Cost: 4 CP	Prerequisite: POLITICAL STANDING: RANK 2	
	Returns With: —	Call: —
<p>This skill is effectively identical to POLITICAL STANDING: RANK 1, except that you gain 3 Political Influence Cards during each game instead of 1. This skill supersedes all lower-ranked versions of POLITICAL STANDING (that is, with multiple POLITICAL STANDING skills, you will only gain cards equal to the highest rank you have achieved).</p> <p>Usage: When you collect your Check-In Resources, you receive 3 Political Influence cards.</p>		

POLITICAL STANDING: RANK 4 Cost: 4 CP	Prerequisite: POLITICAL STANDING: RANK 3	
	Returns With: —	Call: —
<p>This skill is effectively identical to POLITICAL STANDING: RANK 1, except that you gain 4 Political Influence Cards during each game instead of 1. This skill supersedes all lower-ranked versions of POLITICAL STANDING (that is, with multiple POLITICAL STANDING skills, you will only gain cards equal to the highest rank you have achieved).</p> <p>Usage: When you collect your Check-In Resources, you receive 4 Political Influence cards.</p>		

UNDERWORLD STANDING: RANK 1 Cost: 4 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You have begun to make influential contacts with various smugglers, crime lords, assassins, informants, spies, and resistance groups. At some point during each Twin Mask game session, you may report to Logistics to gain 1 Underworld Influence Card. Generally speaking, you can spend this card to arrange for chances to assassinate people, cause damage and distractions, buy illegal or smuggled goods, have spies gather information for you, and so on. Consult Appendix 1: Influence for details on how to use Influence cards.</p> <p>Usage: When you collect your Check-In Resources, you receive 1 Underworld Influence card.</p> <p><i>Note—this skill does not give you any official standing in any criminal or underworld groups.</i></p>		

UNDERWORLD STANDING: RANK 2 Cost: 4 CP	Prerequisite: UNDERWORLD STANDING: RANK 1	
	Returns With: —	Call: —
<p>This skill is effectively identical to UNDERWORLD STANDING: RANK 1, except that you gain 2 Underworld Influence Cards during each game instead of 1. This skill supersedes all lower-ranked versions of UNDERWORLD STANDING (that is, with multiple UNDERWORLD STANDING skills, you will only gain cards equal to the highest rank you have achieved).</p> <p>Usage: When you collect your Check-In Resources, you receive 2 Underworld Influence cards.</p>		

UNDERWORLD STANDING: RANK 3 Cost: 4 CP	Prerequisite: UNDERWORLD STANDING: RANK 2	
	Returns With: —	Call: —
<p>This skill is effectively identical to UNDERWORLD STANDING: RANK 1, except that you gain 3 Underworld Influence Cards during each game instead of 1. This skill supersedes all lower-ranked versions of UNDERWORLD STANDING (that is, with multiple UNDERWORLD STANDING skills, you will only gain cards equal to the highest rank you have achieved.)</p> <p>Usage: When you collect your Check-In Resources, you receive 3 Underworld Influence cards.</p>		

UNDERWORLD STANDING: RANK 4 Cost: 4 CP	Prerequisite: UNDERWORLD STANDING: RANK 3	
	Returns With: —	Call: —
<p>This skill is effectively identical to UNDERWORLD STANDING: RANK 1, except that you gain 4 Underworld Influence Cards during each game instead of 1. This skill supersedes all lower-ranked versions of UNDERWORLD STANDING (that is, with multiple UNDERWORLD STANDING skills, you will only gain cards equal to the highest rank you have achieved).</p> <p>Usage: When you collect your Check-In Resources, you receive 4 Underworld Influence cards.</p>		

MILITARY STANDING: RANK 1 Cost: 4 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You have begun to make influential contacts with military administrators, mercenary leaders, commanders, and soldiers in the field. At some point during each Twin Mask game session, you may report to Logistics to gain 1 Military Influence Card. Generally speaking, you can spend this card to recruit and train soldiers and knights, help carry out military maneuvers in the field, hire mercenaries, and so on. Consult Appendix 1: Influence for details on how to use Influence cards.</p> <p>Usage: When you collect your Check-In Resources, you receive 1 Military Influence card.</p> <p><i>Note—this skill does not give you any official standing in any military groups.</i></p>		

MILITARY STANDING: RANK 2 Cost: 4 CP	Prerequisite: MILITARY STANDING: RANK 1	
	Returns With: —	Call: —
<p>This skill is effectively identical to MILITARY STANDING: RANK 1, except that you gain 2 Military Influence Cards during each game instead of 1. This skill supersedes all lower-ranked versions of MILITARY STANDING (that is, with multiple MILITARY STANDING skills, you will only gain cards equal to the highest rank you have achieved).</p> <p>Usage: When you collect your Check-In Resources, you receive 2 Military Influence cards.</p>		

MILITARY STANDING: RANK 3 Cost: 4 CP	Prerequisite: MILITARY STANDING: RANK 2	
	Returns With: —	Call: —
<p>This skill is effectively identical to MILITARY STANDING: RANK 1, except that you gain 3 Military Influence Cards during each game instead of 1. This skill supersedes all lower-ranked versions of MILITARY STANDING (that is, with multiple MILITARY STANDING skills, you will only gain cards equal to the highest rank you have achieved).</p> <p>Usage: When you collect your Check-In Resources, you receive 3 Military Influence cards.</p>		

MILITARY STANDING: RANK 4 Cost: 4 CP	Prerequisite: MILITARY STANDING: RANK 3	
	Returns With: —	Call: —
<p>This skill is effectively identical to MILITARY STANDING: RANK 1, except that you gain 4 Military Influence Cards during each game instead of 1. This skill supersedes all lower-ranked versions of MILITARY STANDING (that is, with multiple MILITARY STANDING skills, you will only gain cards equal to the highest rank you have achieved).</p> <p>Usage: When you collect your Check-In Resources, you receive 4 Military Influence cards.</p>		

GATHERING

MINING: RANK 1 Cost: 4 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You have begun to learn, develop, and master efficient ways to extract precious stones and metals from the earth, and you devote some of your time to delving into caves and mines in order to do so. At some point during each Twin Mask game session, you may report to Logistics to gain 1 “Mining Point” to spend on gaining materials from the table below. You cannot save these points between different Twin Mask games—so, for instance, the only way to get Obsidian (a 4-point item) is to have MINING: RANK 4 and then choose to spend all 4 of your resulting points, all</p>		

at once, to receive Obsidian ×1. With this skill at Rank 1, you can get either Coal ×1, Salt ×1, or Stone ×1.

Usage: When you collect your Check-In Resources, you receive 1 point of resources from the MINING list.

Note—in addition to this standard use of the MINING skill, you should be on the lookout for situations related to mining that may come up during “mods” away from the main space of the Twin Mask game. If you mention that you have the MINING skill during such an event, a Staff member may occasionally have the option to let you acquire extra materials or excavate certain areas.

1 Point: Coal, Salt, or Stone

2 Points: Iron, Quartz, Copper, or Marble

3 Points: Mercury, Sulfur, Silver, or Manganese

4 Points: Obsidian, Gold, a Soul Gem, or a Spell Crystal

MINING: RANK 2 Cost: 4 CP	Prerequisite: MINING: RANK 1	
	Returns With: —	Call: —
<p>This skill is effectively identical to MINING: RANK 1, except that you gain 2 “Mining Points” to spend during each game instead of 1. This skill supersedes all lower-ranked versions of MINING (that is, you only get a total of 2 points’ worth of materials, rather than a cumulative sum of all your MINING skills). With this skill, you can get either a single 2-point material (such as iron ×1) or two 1-point materials (such as stone ×2).</p> <p>Usage: When you collect your Check-In Resources, you receive 2 points of resources from the MINING list.</p>		

MINING: RANK 3 Cost: 4 CP	Prerequisite: MINING: RANK 2	
	Returns With: —	Call: —
<p>This skill is effectively identical to MINING: RANK 1, except that you gain 3 “Mining Points” to spend during each game instead of 1. This skill supersedes all lower-ranked versions of MINING (that is, you only get a total of 3 points’ worth of materials, rather than a cumulative sum of all your MINING skills). With this skill, you can get a single 3-point material, such as mercury ×1, or some combination of less valuable materials.</p> <p>Usage: When you collect your Check-In Resources, you receive 3 points of resources from the MINING list.</p>		

MINING: RANK 4 Cost: 4 CP	Prerequisite: MINING: RANK 3	
	Returns With: —	Call: —
<p>This skill is effectively identical to MINING: RANK 1, except that you gain 4 “Mining Points” to spend during each game instead of 1. This skill supersedes all lower-ranked versions of MINING (that is, you only get a total of 4 points’ worth of materials, rather than a cumulative sum of all your MINING skills). With this skill, you can get either a single 4-point material, such as obsidian ×1, or some combination of less valuable materials.</p> <p>Usage: When you collect your Check-In Resources, you receive 4 points of resources from the MINING list.</p>		

HERBALISM: RANK 1 Cost: 4 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You have learned which plants in the surrounding area have value as alchemical reagents and crafting materials, and therefore you spend time ranging through the countryside to find them. At some point during each Twin Mask game session, you may report to Logistics to gain 1 Herb item tag (which contains 5 uses of that particular herb). These herbs are useful for making potions using the STABLE ALCHEMY skill, creating foods with the COOKING skills, and crafting various other objects with other skills. Each herb tag will have one of the following 11 properties, which you should specify when you request your herb tag: <i>Enchantment, Enhancement, Entropic, Hallucination, Healing, Poisonous, Purification, Sedative, Spiritual, Stimulant, and Rejuvenation</i>. While not able to be gained via check-in, specific named herbs may exist within the Twin Mask gamespace that function identically to the ones listed here.</p> <p>Usage: When you collect your Check-In Resources, you receive 1 herb with (at least) one property you specify.</p> <p><i>Note—in addition to this standard use of the HERBALISM skill, you should be on the lookout for herb-gathering opportunities that may come up during “mods” away from the main space of the Twin Mask game. If you mention that you have the HERBALISM skill during such an event, a Staff member may occasionally have the option to let you acquire extra materials.</i></p>		

HERBALISM: RANK 2 Cost: 4 CP	Prerequisite: HERBALISM: RANK 1	
	Returns With: —	Call: —
<p>This skill is effectively identical to HERBALISM: RANK 1, except that you get 2 herb tags each game instead of 1. This skill supersedes all lower-ranked versions of HERBALISM (that is, you only get a total of 2 herbs, rather than a cumulative sum based on all of your HERBALISM skills).</p> <p>Usage: When you collect your Check-In Resources, you receive 2 herbs, each with (at least) one property you specify.</p>		

HERBALISM: RANK 3 Cost: 4 CP	Prerequisite: HERBALISM: RANK 2	
	Returns With: —	Call: —
<p>This skill is effectively identical to HERBALISM: RANK 1, except that you get 3 herb tags each game instead of 1. This skill supersedes all lower-ranked versions of HERBALISM (that is, you only get a total of 3 herbs, rather than a cumulative sum based on all of your HERBALISM skills).</p> <p>Usage: When you collect your Check-In Resources, you receive 3 herbs, each with (at least) one property you specify.</p>		

HERBALISM: RANK 4 Cost: 4 CP	Prerequisite: HERBALISM: RANK 3	
	Returns With: —	Call: —
<p>This skill is effectively identical to HERBALISM: RANK 1, except that you get 4 herb tags each game instead of 1. This skill supersedes all lower-ranked versions of HERBALISM (that is, you only get a total of 4 herbs, rather than a cumulative sum based on all of your HERBALISM skills).</p> <p>Usage: When you collect your Check-In Resources, you receive 4 herbs, each with (at least) one property you specify.</p>		

WOODCUTTING: RANK 1 Cost: 4 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You know how to properly fell trees and saw them into useable planks of wood, and you spend time working through the surrounding woodlands in order to do so. At some point during each Twin Mask game session, you may report to Logistics to gain 1 random, valuable Wood item tag. These planks of wood are useful for crafting various goods and materials, as listed in the crafting skills later in this chapter. Below, there is a representative sample of various different kinds of wood you can get with this skill—there are many more kinds of wood than these. Each plank, however, will consistently have one or more of the following 5 properties: <i>Dense</i>, <i>Durable</i>, <i>Flexible</i>, <i>Lightweight</i>, and <i>Strong</i>.</p> <p>Usage: When you collect Check-In Resources, you receive 1 random “Wood” tagged item.</p> <p><i>Note—if a craft recipe calls for wood that has a combination of properties (such as “Wood (Strong + Durable)”), you can technically use two or more different pieces of wood—one that is Strong and another that is Durable, for instance—to fulfill that requirement. When recipes call for specific wood properties, too, you may also use wood that has additional properties; it is fine to “go over” the minimum requirements. Along with standard uses of the WOODCUTTING skill, you should be on the lookout for wood-gathering opportunities that may come up during “mods” away from the main space of the Twin Mask game. If you mention that you have the WOODCUTTING skill during such an event, a Staff member may occasionally have the option to let you acquire extra materials.</i></p>		
Ash <i>Dense, Durable, Flexible, Strong</i>	Blackwood <i>Dense, Durable, Strong</i>	Chestnut <i>Durable</i>
Fig <i>Flexible</i>	Oak <i>Dense, Durable, Strong</i>	Pear <i>Dense</i>
Pine <i>Flexible, Lightweight</i>	Sycamore <i>Dense, Lightweight, Strong</i>	Willow <i>Flexible, Lightweight</i>

WOODCUTTING: RANK 2 Cost: 4 CP	Prerequisite: WOODCUTTING: RANK 1	
	Returns With: —	Call: —
<p>This skill is effectively identical to WOODCUTTING: RANK 1, except that you get 2 random Wood item tags during each game instead of 1. This skill supersedes all lower-ranked versions of WOODCUTTING (that is, you only get a total of 2 planks of wood, rather than a cumulative sum based on all of your WOODCUTTING skills).</p> <p>Usage: When you collect Check-In Resources, you receive 2 random “Wood” tagged items.</p>		

WOODCUTTING: RANK 3 Cost: 4 CP	Prerequisite: WOODCUTTING: RANK 2	
	Returns With: —	Call: —
<p>This skill is effectively identical to WOODCUTTING: RANK 1, except that you get 3 random Wood item tags during each game instead of 1. This skill supersedes all lower-ranked versions of WOODCUTTING (that is, you only get a total of 3 planks of wood, rather than a cumulative sum based on all of your WOODCUTTING skills).</p> <p>Usage: When you collect Check-In Resources, you receive 3 random “Wood” tagged items.</p>		

WOODCUTTING: RANK 4 Cost: 4 CP	Prerequisite: WOODCUTTING: RANK 3	
	Returns With: —	Call: —
<p>This skill is effectively identical to WOODCUTTING: RANK 1, except that you get 4 random Wood item tags during each game instead of 1. This skill supersedes all lower-ranked versions of WOODCUTTING (that is, you only get a total of 4 planks of wood, rather than a cumulative sum based on all of your WOODCUTTING skills).</p> <p>Usage: When you collect Check-In Resources, you receive 4 random “Wood” tagged items.</p>		

HUNTING: RANK 1 Cost: 4 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You are at home in the woods and fields: silent enough to ambush your prey, lethal enough to bring tough animals down, and dogged enough to follow wounded prey if necessary. The HUNTING skill has two distinct functions. The first is somewhat conditional: it lets you follow the tracks of animals and people when you are heading out of Port Frey. If you are on a “mod” away from the main Twin Mask game space—or on the way to such an adventure—and are accompanied by a Staff member, you can remind that Staff member that you have HUNTING, then ask to look for tracks and possibly follow them. (If you are following a fleeing person or animal in this way, you must begin tracking them within 30 minutes of their leaving in order to have any chance of catching up.) To use this ability at night, you will need some kind of light source.</p> <p>The second function of HUNTING is more clear-cut: at some point during each Twin Mask game session, you may report to Logistics to gain 1 “Hunting Point” to spend on gaining materials from the table below. You cannot save these points between different Twin Mask games—so, for</p>		

instance, the only way to get Fae Blood (a 4-point item) is to have HUNTING: RANK 4 and then choose to spend all 4 of your resulting points, all at once, to receive Fae Blood ×1. With this skill at Rank 1, you can get either Bone ×1, Feathers ×1, Honey ×1, or Food ×1.

Usage: When you collect your Check-In Resources, you receive 1 point of resources from the HUNTING list. You can also inform a Twin Mask Story Staff member on a mod that you would like to track a person or animal using HUNTING.

Note—when you come across situations in which your skill as a hunter would logically be productive, feel free to ask any Staff members if HUNTING can provide you with any extra information or materials. If you kill a foe (such as a giant wolf) that could be skinned, for instance, a Staff member might have the option to let you acquire a pelt or hide.

1 Point: Bone, Feathers, Honey, or Food (with 1-month expiration)

2 Points: Soft Pelt or Demon Blood

3 Points: Large Hide or Celestial Blood

4 Points: Fae Blood

HUNTING: RANK 2 Cost: 4 CP	Prerequisite: HUNTING: RANK 1	
	Returns With: —	Call: —
<p>This skill is effectively identical to HUNTING: RANK 1, except that you gain 2 “Hunting Points” to spend during each game instead of 1. This skill supersedes all lower-ranked versions of HUNTING (that is, you only get a total of 2 points’ worth of materials, rather than a cumulative sum of all your HUNTING skills). With this skill, you can get either a single 2-point material (such as a soft pelt ×1) or two 1-point materials (such as feathers ×2).</p> <p>Usage: When you collect your Check-In Resources, you receive 2 points of resources from the HUNTING list.</p>		

HUNTING: RANK 3 Cost: 4 CP	Prerequisite: HUNTING: RANK 2	
	Returns With: —	Call: —
<p>This skill is effectively identical to HUNTING: RANK 1, except that you gain 3 “Hunting Points” to spend during each game instead of 1. This skill supersedes all lower-ranked versions of HUNTING (that is, you only get a total of 3 points’ worth of materials, rather than a cumulative sum of all your HUNTING skills). With this skill, you can get a single 3-point material, such as celestial blood ×1, or some combination of less valuable materials.</p> <p>Usage: When you collect your Check-In Resources, you receive 3 points of resources from the HUNTING list.</p>		

HUNTING: RANK 4 Cost: 4 CP	Prerequisite: HUNTING: RANK 3	
	Returns With: —	Call: —
<p>This skill is effectively identical to HUNTING: RANK 1, except that you gain 4 “Hunting Points” to spend during each game instead of 1. This skill supersedes all lower-ranked versions of HUNTING (that is, you only get a total of 4 points’ worth of materials, rather than a cumulative sum of all your HUNTING skills). With this skill, you can get a single 4-point material, such as Fae Blood ×1, or some combination of less valuable materials.</p> <p>Usage: When you collect your Check-In Resources, you receive 4 points of resources from the HUNTING list.</p>		

MERCANTILE: RANK 1 Cost: 4 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You have learned where to get excellent prices on your purchases, where to sell different kinds of goods, and whom to talk to when you have to exchange currency or track a shipment. At some point during each Twin Mask game session, you may report to Logistics to gain 1 “Mercantile Point” to spend on gaining materials from the table below. You cannot save these points between different Twin Mask games—so, for instance, the only way to get a Ritual Component (a 4-point item) is to have MERCANTILE: RANK 4 and then choose to spend all 4 of your resulting points, all at once, to receive a Ritual Component ×1. With this skill at Rank 1, you can get either Cloth ×1, Postage ×1, Paper ×1, or Food ×1.</p> <p>Usage: When you collect your Check-In Resources, you receive 1 point of resources from the MERCANTILE list.</p> <p><i>Note—in addition to this standard use of the MERCANTILE skill, you should be on the lookout for mercantile opportunities that may come up during “mods” away from the main space of the Twin Mask game. If you mention that you have the MERCANTILE skill during such an event, a Staff member may occasionally have the option to let you acquire extra materials.</i></p>		
1 Point: Cloth, 5 Postage (Domestic), Paper, or Food (with 1-month expiration)		
2 Points: Glass, Blood Ink, or 5 Postage (Overseas)		
3 Points: Sanctified Water		
4 Points: Ritual Component		

MERCANTILE: RANK 2 Cost: 4 CP	Prerequisite: MERCANTILE: RANK 1	
	Returns With: —	Call: —
<p>This skill is effectively identical to MERCANTILE: RANK 1, except that you gain 2 “Mercantile Points” to spend during each game instead of 1. This skill supersedes all lower-ranked versions of MERCANTILE (that is, you only get a total of 2 points’ worth of materials, rather than a cumulative sum of all your MERCANTILE skills). With this skill, you can get either a single 2-point material (such as blood ink ×1) or two 1-point materials (such as paper ×2).</p> <p>Usage: When you collect your Check-In Resources, you receive 2 points of resources from the MERCANTILE list.</p>		

MERCANTILE: RANK 3 Cost: 4 CP	Prerequisite: MERCANTILE: RANK 2	
	Returns With: —	Call: —
<p>This skill is effectively identical to MERCANTILE: RANK 1, except that you gain 3 “Mercantile Points” to spend during each game instead of 1. This skill supersedes all lower-ranked versions of MERCANTILE (that is, you only get a total of 3 points’ worth of materials, rather than a cumulative sum of all your MERCANTILE skills). With this skill, you can get a single 3-point material (sanctified water ×1) or some combination of less valuable materials.</p> <p>Usage: When you collect your Check-In Resources, you receive 3 points of resources from the MERCANTILE list.</p>		

MERCANTILE: RANK 4 Cost: 4 CP	Prerequisite: MERCANTILE: RANK 3	
	Returns With: —	Call: —
<p>This skill is effectively identical to MERCANTILE: RANK 1, except that you gain 4 “Mercantile Points” to spend during each game instead of 1. This skill supersedes all lower-ranked versions of MERCANTILE (that is, you only get a total of 4 points’ worth of materials, rather than a cumulative sum of all your MERCANTILE skills). With this skill, you can get a single 4-point material (ritual component ×1) or some combination of less valuable materials.</p> <p>Usage: When you collect your Check-In Resources, you receive 4 points of resources from the MERCANTILE list.</p>		

BLACK MARKET: RANK 1 Cost: 4 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You have made several contacts in the underworld; as a result, you can access a thriving system of trade that operates outside of legal channels, acquiring new materials regularly and with relatively little risk to yourself. At some point during each Twin Mask game session, you may report to Logistics to gain 1 “Black Market Point” to spend on gaining materials from the table below. You cannot save these points between different Twin Mask games—so, for instance, the only way to get Zye Blood Parasites (a 4-point item) is to have BLACK MARKET: RANK 4 and then choose to spend all 4 of your resulting points, all at once, to receive Zye Blood Parasites ×1. With this skill at Rank 1, you can only get Bone ×1. And, of course, since making contact with this kind of illicit marketplace is often against the law of the land, there may possibly be in-game consequences for characters who are known to do so.</p> <p>Usage: When you collect your Check-In Resources, you receive 1 point of resources from the BLACK MARKET list.</p>		

Note—in addition to this standard use of the BLACK MARKET skill, you should be on the lookout for mercantile opportunities that may come up during “mods” away from the main space of the Twin Mask game. If you mention that you have the BLACK MARKET skill during such an event, a Staff member may occasionally have the option to let you acquire extra materials.

1 Point: *Bone*

2 Points: *Blood Ink* or *Demon Blood*

3 Points: *Zye Scarab* or *Celestial Blood*

4 Points: *Zye Blood Parasites*, *Fae Blood*, ~~*Child’s Tears*~~*, or *Any 2-Point Item from MINING, HUNTING, or MERCANTILE*

*player action has temporarily made this item unavailable

BLACK MARKET: RANK 2 Cost: 4 CP	Prerequisite: BLACK MARKET: RANK 1	
	Returns With: —	Call: —
<p>This skill is effectively identical to BLACK MARKET: RANK 1, except that you gain 2 “Black Market Points” to spend during each game instead of 1. This skill supersedes all lower-ranked versions of BLACK MARKET (that is, you only get a total of 2 points’ worth of materials, rather than a cumulative sum of all your BLACK MARKET skills). With this skill, you can get either a single 2-point material (demon blood ×1) or two 1-point materials (bone ×2).</p> <p>Usage: When you collect your Check-In Resources, you receive 2 points of resources from the BLACK MARKET list.</p>		

BLACK MARKET: RANK 3 Cost: 4 CP	Prerequisite: BLACK MARKET: RANK 2	
	Returns With: —	Call: —
<p>This skill is effectively identical to BLACK MARKET: RANK 1, except that you gain 3 “Black Market Points” to spend during each game instead of 1. This skill supersedes all lower-ranked versions of BLACK MARKET (that is, you only get a total of 3 points’ worth of materials, rather than a cumulative sum of all your BLACK MARKET skills). With this skill, you can get a single 3-point material (such as sanctified water ×1) or some combination of less valuable materials.</p> <p>Usage: When you collect your Check-In Resources, you receive 3 points of resources from the BLACK MARKET list.</p>		

BLACK MARKET: RANK 4 Cost: 4 CP	Prerequisite: BLACK MARKET: RANK 3	
	Returns With: —	Call: —
<p>This skill is effectively identical to BLACK MARKET: RANK 1, except that you gain 4 “Black Market Points” to spend during each game instead of 1. This skill supersedes all lower-ranked versions of BLACK MARKET (that is, you only get a total of 4 points’ worth of materials, rather than a cumulative sum of all your BLACK MARKET skills). With this skill, you can get a single 4-point material (such as child’s tears ×1) or some combination of less valuable materials.</p> <p>Usage: When you collect your Check-In Resources, you receive 4 points of resources from the BLACK MARKET list.</p>		

CRAFTING—METALWORKING

BLACKSMITHING: APPRENTICE Cost: 6 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You have begun to master the art of working the forge—not in a flashy way, to make shining swords or shields or jewelry, but rather to make things that people need in their everyday lives. A blacksmith helps everyone else do their jobs better. If you expend the necessary materials, you may spend 30 minutes role-playing at a Forge to produce any Blacksmith Craft Item that has a total skill level of 1 from the table below, or from any Blacksmithing craft recipes you are attuned to. More specifically, you will spend 30 minutes at the location of your Forge, then take the “Forge” Structure tag—along with any tagged materials you are expending to make your item—to Logistics, where you will turn in the materials and be given the resulting item card. You don’t need to have any other skills (such as LORE or MAGIC) related to the item you are creating, no matter how esoteric it might be. You are also considered to have “LORE: BLACKSMITHING,” though you cannot teach it as a LORE.</p> <p>Usage: You may spend 30 minutes at a Forge role-playing crafting an item from the Blacksmithing chart or a craft recipe with a total Skill Level of 1, then take your building tag and ingredients to Logistics.</p> <p><i>Note—some crafted items and magical items do not work immediately when you first get them; you must hold them for 30 minutes to let them attune to you. See Attunement in Chapter 5 for more details.</i></p>		

BLACKSMITHING: JOURNEYMAN Cost: 6 CP	Prerequisite: BLACKSMITHING: APPRENTICE	
	Returns With: —	Call: —
<p>You have progressed to Journeyman level as a blacksmith. If you expend the necessary materials, you may spend 30 minutes role-playing at a Forge to produce any Blacksmith Craft Item that has total skill level of 2 or less—or you can add Additional Properties (from the table below) to enhance an <i>existing</i> Blacksmith Craft Item, up to a maximum total skill level of 2.</p> <p>Usage: You may spend 30 minutes at a Forge role-playing crafting an item from the Blacksmithing chart or a craft recipe with a total Skill Level of 2, then take your building tag and ingredients to Logistics.</p>		

BLACKSMITHING: MASTER Cost: 6 CP	Prerequisite: BLACKSMITHING: JOURNEYMAN	
	Returns With: —	Call: —
<p>You have progressed to Master level as a blacksmith. If you expend the necessary materials, you may spend 30 minutes role-playing at a Forge to produce any Blacksmith Craft Item that has total skill level of 3 or less—or you can add Additional Properties (from the table below) to enhance an <i>existing</i> Blacksmith Craft Item, up to a maximum total skill level of 3.</p> <p>Usage: You may spend 30 minutes at a Forge role-playing crafting an item from the Blacksmithing chart or a craft recipe with a total Skill Level of 3, then take your building tag and ingredients to Logistics.</p>		

BLACKSMITHING: GRANDMASTER Cost: 6 CP	Prerequisite: BLACKSMITHING: MASTER	
	Returns With: —	Call: —

You have progressed to Grandmaster level as a blacksmith. If you expend the necessary materials, you may spend 30 minutes role-playing at a **Forge** to produce any Blacksmith Craft Item that has total skill level of 4 or less—or you can add Additional Properties (from the table below) to enhance an *existing* Blacksmith Craft Item, up to a maximum total skill level of 4.

Usage: You may spend 30 minutes at a **Forge** role-playing crafting an item from the **Blacksmithing** chart or a craft recipe with a total Skill Level of 4, then take your building tag and ingredients to **Logistics**.

CRAFTING EXPLANATION

On the table below, calculate the “total skill level” of an item by adding up the Skill Levels involved—the base item, plus all properties you add onto it. Entries marked with a “♦” are Base Items and cannot be combined with other Base Items. Entries marked with a “+” are Additional Properties and can be added to a Base Item. (And those marked with a “++” can be added *multiple* times to the same Base Item.) Unless marked otherwise, each Base Item has an active “life” of 1 year—after that amount of time, it will become useless. If a player already has a prop that they would like to use to represent a Craft Item, you can simply take that prop, work on it for the appropriate amount of time (along with spending the correct materials), and then treat it as a newly-crafted item that will last for 1 year. And, naturally enough, you can use that same prop and “rebuild” the properties of that crafted item after those properties expire. All crafted items require a prop / “phys-rep” to use.

—Blacksmith Craft Item Table—			
Craft Item Name	Skill Level	Materials	Effect
♦ Basic Implement	1	Iron×1, Wood (<i>Durable</i>)×1	Produces a basic tool with no game-mechanics effect, such a shovel
♦ Animal Traps	1	Iron×3	When you use the HUNTING skill to gain your Check-In materials at Logistics, you gain 1 additional <i>Food</i> (<i>with 1-month expiration</i>); each Animal Traps can only be used once per game, and each character may only benefit from one Animal Traps per game
♦ Cooking Pot	1	Copper×3, Wood (<i>Strong + Durable</i>)×1	Whenever you use a COOKING skill to make a food from the Cooking Craft Table, you produce 1 additional serving; you can only use 1 Cooking Pot per COOKING action
♦ Gardener’s Tools	1	Iron×2, Wood (<i>Strong + Durable</i>)×1, Wood (<i>Durable</i>)×1	When you use the HERBALISM skill to collect your Check-In materials at Logistics, you can convert 1 partially expended Herb Item Tag into a full Herb Item Tag with 1 herb property of your choice. Each Gardener’s Tools may only be used once per game, and each character may only benefit from one Gardener’s Tools per game

◆	Mason's Chisel	2	Iron×3, Wood (<i>Strong + Durable</i>)×1	As you use an ENGINEERING skill to produce something from the Engineering Craft Structure Table, you may reduce the total cost of that structure by up to 2 of any Rank-1 crafting materials (<i>such as Stone, Bone, or Paper</i>)
◆	Surgeon's Razor	2	Silver×1, Herb (<i>Purification</i>)×1	Using the SURGERY skill takes 30 seconds less than it normally would
◆	Surgeon's Needle	2	Silver×1, Cloth×1	Your TRAUMA PATCH skill restores +1 HP if you also have the SURGERY skill. Additionally, the FIELD SURGERY application of the SURGERY skill takes 30 seconds less, to a minimum of 1 minute
◆	Repair Tools	2	Iron×3, Wood (<i>Strong + Durable</i>)×1	You may use FIELD REPAIR twice per set of armor every 30 minutes instead of once
◆	Masterwork Tools	3	Iron×2, Cloth×1, Wood (<i>Strong + Durable</i>)×1	Using any Crafting skill other than COOKING or ENGINEERING takes 15 minutes less (this reduction is applied after other modifiers)
◆	Whetstone	3	Stone×4	Produces a tag with 5 uses; each use takes 30 seconds to apply to a weapon and bestows +1 damage for 30 minutes (<i>see Bestowed Effects in chapter 5</i>) <i>Remember: attacks are capped at 10 damage</i>
◆	Throwing Snare	3	Stone×3, Cloth×3, Soft Pelt×1	Up to <i>three times</i> , when you make an attack with the THROWN WEAPONS skill, you may call " Bind " instead of weapon damage, preventing your target from taking steps for 3 seconds. This ability has the "Returns With: Rest" property <i>Note: DO NOT use any thrown weapon that incorporates actual rope or restricts movement</i>
◆	Music Box	4	Copper×3, Gold×1 Bone×1, Paper×1	You may use a genre music box to play music that fulfills some or all of the "Bardic Talent" performance required for many Bard skills. All other requirements and mechanics of the Bardic Skills remain the same, including duration. <i>(The music box must play genre-appropriate, immersive music. Characters that play modern or immersion-breaking songs may have their item tag confiscated.)</i>
++	Lasting	1	Coal×1, Iron×1, Manganese×1	The item endures for 1 additional year <i>(these materials are used to produce steel)</i>
◆	Arsenal: Superior Equipment	1	2 Economic Influence Cards	Produces a tag that can be attached to an Ally card for Battle; increases the Ally's BP by 1*
*See the "Arsenals" section at the end of Appendix 1 for more specific rules regarding these items' use in the Battle system.				

WEAPONSMITHING: APPRENTICE Cost: 6 CP	Prerequisite: —	
	Returns With: —	Call: —

You have begun to dedicate your time to the art of building weapons, learning how to work your forge in a way that will produce truly original, powerful swords and spears and axes—weapons with enough individuality that they deserve personalized names. If you expend the necessary materials, you may spend 30 minutes role-playing at a [Forge](#) to produce any Weaponsmith Craft Item that has a total skill level of 1 from the table below, or from any Weaponsmithing craft recipes you are [attuned](#) to. More specifically, you will spend 30 minutes at the location of your Forge, then take the “Forge” Structure tag—along with any tagged materials you are expending to make your weapon—to Logistics, where you will turn in the materials and be given the resulting weapon item card. You don’t need to have any other skills (such as LORE or MAGIC) related to the item you are creating, no matter how esoteric it might be. You are also considered to have “LORE: WEAPONSMITHING,” though you cannot teach it as a LORE.

Usage: You may spend 30 minutes at a Forge role-playing crafting an item from the Weaponsmithing chart or a craft recipe with a total Skill Level of 1, then take your building tag and ingredients to Logistics.

Note—some crafted items and magical items do not work immediately when you first get them; you must hold them for 30 minutes to let them attune to you. See [Attunement](#) in Chapter 5 for more details.

WEAPONSMITHING: JOURNEYMAN Cost: 6 CP	Prerequisite: WEAPONSMITHING: APPRENTICE	
	Returns With: —	Call: —

You have progressed to Journeyman level as a weaponsmith. If you expend the necessary materials, you may spend 30 minutes role-playing at a [Forge](#) to produce any Weaponsmith Craft Item that has total skill level of 2 or less—or you can add Additional Properties (from the table below) to enhance an *existing* Weaponsmith Craft Item, up to a maximum total skill level of 2.

Usage: You may spend 30 minutes at a Forge role-playing crafting an item from the Weaponsmithing chart or a craft recipe with a total Skill Level of 2, then take your building tag and ingredients to Logistics.

WEAPONSMITHING: MASTER Cost: 6 CP	Prerequisite: WEAPONSMITHING: JOURNEYMAN	
	Returns With: —	Call: —

You have progressed to Master level as a weaponsmith. If you expend the necessary materials, you may spend 30 minutes role-playing at a [Forge](#) to produce any Weaponsmith Craft Item that has total skill level of 3 or less—or you can add Additional Properties (from the table below) to enhance an *existing* Weaponsmith Craft Item, up to a maximum total skill level of 3.

Usage: You may spend 30 minutes at a Forge role-playing crafting an item from the Weaponsmithing chart or a craft recipe with a total Skill Level of 3, then take your building tag and ingredients to Logistics.

WEAPONSMITHING: GRANDMASTER Cost: 6 CP	Prerequisite: WEAPONSMITHING: MASTER	
	Returns With: —	Call: —

You have progressed to Grandmaster level as a weaponsmith. If you expend the necessary materials, you may spend 30 minutes role-playing at a **Forge** to produce any Weaponsmith Craft Item that has total skill level of 4 or less—or you can add Additional Properties (from the table below) to enhance an *existing* Weaponsmith Craft Item, up to a maximum total skill level of 4.

Usage: You may spend 30 minutes at a Forge role-playing crafting an item from the Weaponsmithing chart or a craft recipe with a total Skill Level of 4, then take your building tag and ingredients to Logistics.

CRAFTING EXPLANATION

On the table below, calculate the “total skill level” of an item by adding up the Skill Levels involved—the base item, plus all properties you add onto it. Entries marked with a “♦” are Base Items and cannot be combined with other Base Items. Entries marked with a “+” are Additional Properties and can be added to a Base Item. (And those marked with a “++” can be added *multiple* times to the same Base Item.) Unless marked otherwise, each Base Item has an active “life” of 1 year—after that amount of time, it will become useless. If a player already has a prop that they would like to use to represent a Craft Item, you can simply take that prop, work on it for the appropriate amount of time (along with spending the correct materials), and then treat it as a newly-crafted item that will last for 1 year. And, naturally enough, you can use that same prop and “rebuild” the properties of that crafted item after those properties expire. All crafted items require a prop / “phys-rep” to use.

—Weaponsmith Craft Item Table—				
Craft Item Name		Skill Level	Materials	Effect
♦	Basic Weapon	0	—	Produces any normal melee weapon, ready to have properties applied to it
♦	Basic Bandolier	0		Can have WEAPONSMITH properties applied to it (as a Short Weapon), and holds THROWN WEAPONS; this bandolier allows you to treat all THROWN WEAPONS drawn from it as if they had its same properties
+	Iron	0	Iron×3	When you attack, you call “iron” along with weapon damage*; cannot be combined with Silver, Gold, or Elemental
+	Silver	1	Silver×3, Sanctified Water×1, Herb (<i>Purification</i>)×3	When you attack, you call “silver” along with weapon damage*; cannot be combined with Iron, Gold, or Elemental
+	Gold	1	Gold×3, Sanctified Water×1, Herb (<i>Purification</i>)×3	When you attack, you call “gold” along with weapon damage*; cannot be combined with Iron, Silver, or Elemental
+	Weapon-Casting	1	Mercury×1, Silver×1, Herb (<i>Enhancement</i>)×1	Equivalent of having the WEAPON CASTING skill, but only with this weapon

+	Battering	1	Coal×1, Stone×1, Iron×1, Marble×1, Manganese×1, Herb (<i>Enchantment</i>)×2, Herb (<i>Enhancement</i>)×2	Up to <i>twice</i> , when you hit a target with this weapon, you may call “ Stun ” instead of weapon damage, knocking them reeling for 3 seconds; this ability has the “Returns With: Rest” property
+	Massive	1	Iron×4	Can only be applied to a Two-Handed Weapon; this weapon adds 1 extra damage to all attacks, but only while it is being actively wielded in two hands. This stacks with “Lethal.” <i>(remember: attacks are capped at 10 damage)</i>
+	Ambidextrous	1	Mercury×2, Salt×2	Can only be applied to a Short Weapon; equivalent to having TWO-WEAPON FIGHTING, but only while actively wielding this weapon
++	Lasting	1	Coal×1, Iron×1, Manganese×1	The weapon endures for 1 additional year <i>(these materials are used to produce steel)</i>
+	Crushing	2	Stone×3, Iron×2, Marble×2, Manganese×1, Demon Blood×1, Herb (<i>Enchantment</i>)×2, Herb (<i>Enhancement</i>)×2, Herb (<i>Entropic</i>)×4	Up to <i>twice</i> , when you hit a target’s arm or leg with this weapon, you may call “ Break Arm ” or “ Break Leg ” instead of weapon damage, rendering that specific limb useless until it can be re-set; this ability has the “Returns With: Rest” property
+	Elemental	2	Coal×6, Mercury×2, Sulfur×2, Spell Crystal×1, Herb (<i>Enhancement</i>)×2, Herb (<i>Entropic</i>)×3	Choose <i>Fire, Ice, Lightning, or Acid</i> at time of creation; when you attack, you call that element along with weapon damage*; cannot be combined with Iron, Silver, or Gold
+	Sentinel	2	Salt×1, Iron×1, Manganese×1, Soul Gem×1, Celestial Blood×1, Sanctified Water×1, Herb (<i>Enhancement</i>)×2, Herb (<i>Stimulant</i>)×2	Up to <i>twice</i> , while wielding this weapon, you may call “Parry” to cancel an attack, just as though you had used the PARRY skill; this ability has the “Returns With: Rest” property
+	Lethal	2	Coal×2, Iron×2, Manganese×2	This weapon adds 1 extra damage to all attacks <i>(remember: attacks are capped at 10 damage)</i>
+	Life-Drinking	2	Obsidian×1, Soul Gem×1, Demon Blood×1, Zye Blood Parasite×2, Herb (<i>Entropic</i>)×4, Herb (<i>Spiritual</i>)×4	Up to <i>three times</i> , when you hit a target with this weapon, you may call “ Drain 3 ” instead of weapon damage, damaging their HP directly and transferring it to you; this ability has the “Returns With: Rest” property, and is not affected by bonuses to damage (like “Lethal”)
◆	Arsenal: Iron Weapons	1	1 Economic Influence Card	Produces a tag that can be attached to an Ally card for Battle; increases the Ally’s BP by 2 while it is facing Fae enemies**
◆	Arsenal: Silver Weapons	1	1 Economic Influence Card	Identical to “Iron Weapons,” but effective against Demon enemies rather than Fae**
◆	Arsenal: Gold Weapons	1	2 Economic Influence Cards	Identical to “Iron Weapons,” but effective against Celestial enemies rather than Fae**
◆	Arsenal: Superior Weapons	1	2 Economic Influence Cards	Produces a tag that can be attached to an Ally card for Battle; increases the Ally’s BP by 1**
<p>*Note that, if your weapon can produce multiple damage types (like <i>silver</i> and <i>fire</i>), choose only one to call for each swing. **See the “Arsenals” section at the end of Appendix 1 for more specific rules regarding these items’ use in the Battle system.</p>				

ARMORSMITHING: APPRENTICE Cost: 6 CP	Prerequisite: —	
	Returns With: —	Call: —

You have begun to learn the art of crafting beautiful and functional armor, pushing the forge to produce heavy armors that will be fit for true heroes. If you expend the necessary materials, you may spend 30 minutes role-playing at a [Forge](#) to produce any Armorsmith Craft Item that has a total skill level of 1 from the table below, or from any Armorsmithing craft recipes you are [attuned](#) to. More specifically, you will spend 30 minutes at the location of your Forge, then take the “Forge” Structure tag—along with any tagged materials you are expending to make your armor—to Logistics, where you will turn in the materials and be given the resulting armor item card. You don’t need to have any other skills (such as LORE or MAGIC) related to the item you are creating, no matter how esoteric it might be. You are also considered to have “LORE: ARMORSMITHING,” though you cannot teach it as a LORE.

Usage: You may spend 30 minutes at a Forge role-playing crafting an item from the Armorsmithing chart or a craft recipe with a total Skill Level of 1, then take your building tag and ingredients to Logistics.

Note—it is impossible to wear (and to benefit from) more than 1 “Armor” item at once.

Note—some crafted items and magical items do not work immediately when you first get them; you must hold them for 30 minutes to let them attune to you. See [Attunement](#) in Chapter 5 for more details.

ARMORSMITHING: JOURNEYMAN Cost: 6 CP	Prerequisite: ARMORSMITHING: APPRENTICE	
	Returns With: —	Call: —

You have progressed to Journeyman level as an armorsmith. If you expend the necessary materials, you may spend 30 minutes role-playing at a [Forge](#) to produce any Armorsmith Craft Item that has total skill level of 2 or less—or you can add Additional Properties (from the table below) to enhance an *existing* Armorsmith Craft Item, up to a maximum total skill level of 2.

Usage: You may spend 30 minutes at a Forge role-playing crafting an item from the Armorsmithing chart or a craft recipe with a total Skill Level of 2, then take your building tag and ingredients to Logistics.

Note—it is impossible to wear (and to benefit from) more than 1 “Armor” item at once.

ARMORSMITHING: MASTER Cost: 6 CP	Prerequisite: ARMORSMITHING: JOURNEYMAN	
	Returns With: —	Call: —

You have progressed to Master level as an armorsmith. If you expend the necessary materials, you may spend 30 minutes role-playing at a [Forge](#) to produce any Armorsmith Craft Item that has total skill level of 3 or less—or you can add Additional Properties (from the table below) to enhance an *existing* Armorsmith Craft Item, up to a maximum total skill level of 3.

Usage: You may spend 30 minutes at a Forge role-playing crafting an item from the Armorsmithing chart or a craft recipe with a total Skill Level of 3, then take your building tag and ingredients to Logistics.

Note—it is impossible to wear (and to benefit from) more than 1 “Armor” item at once.

ARMORSMITHING: GRANDMASTER Cost: 6 CP	Prerequisite: ARMORSMITHING: MASTER	
	Returns With: —	Call: —

You have progressed to Grandmaster level as an armorsmith. If you expend the necessary materials, you may spend 30 minutes role-playing at a **Forge** to produce any Armorsmith Craft Item that has total skill level of 4 or less—or you can add Additional Properties (from the table below) to enhance an *existing* Armorsmith Craft Item, up to a maximum total skill level of 4.

Usage: You may spend 30 minutes at a Forge role-playing crafting an item from the Armorsmithing chart or a craft recipe with a total Skill Level of 4, then take your building tag and ingredients to Logistics.

Note—it is impossible to wear (and to benefit from) more than 1 “Armor” item at once.

CRAFTING EXPLANATION

On the table below, calculate the “total skill level” of an item by adding up the Skill Levels involved—the base item, plus all properties you add onto it. Entries marked with a “♦” are Base Items and cannot be combined with other Base Items. Entries marked with a “+” are Additional Properties and can be added to a Base Item. (And those marked with a “++” can be added *multiple* times to the same Base Item.) Unless marked otherwise, each Base Item has an active “life” of 1 year—after that amount of time, it will become useless. If a player already has a prop that they would like to use to represent a Craft Item, you can simply take that prop, work on it for the appropriate amount of time (along with spending the correct materials), and then treat it as a newly-crafted item that will last for 1 year. And, naturally enough, you can use that same prop and “rebuild” the properties of that crafted item after those properties expire.

All crafted items require a prop / “phys-rep” to use.

—Armorsmith Craft Item Table—

Craft Item Name	Skill Level	Materials	Effect
♦ Basic Heavy Armor	0	—	Produces a normal type of heavy armor , with an Armor Value of 15, ready to have properties applied to it; it is impossible to wear (and benefit from) more than 1 Armor at a time
++ Lasting	1	Coal×1, Iron×1, Manganese×1	The armor endures for 1 additional year (<i>these materials are used to produce steel</i>)
+ Reinforced	1	Coal×2, Iron×2, Manganese×2	Increases this armor’s Armor Value by 5
+ Spellcasting	1	Quartz×1, Silver×1, Herb (<i>Enhancement</i>)×1	For purposes of allowing spellcasting , you may act as though you were not wearing this armor
+ Spirit Protection	1	Coal×1, Mercury×2, Silver×2, Sanctified Water×1, Herb (<i>Purification</i>)×1	Up to <i>three times</i> , you may call “ Resist ” to prevent a Drain effect that hits you; this ability has the “Returns With: Rest” property
+ Glyph-Guarded	1	Salt×1, Quartz×1, Ritual Component×1, Herb (<i>Enhancement</i>)×1	You may call “ Resist ” to prevent one Break Limb effect that hits you; this ability has the “Returns With: Rest” property

+	Physically Resistant	2	Coal×4, Iron×2, Manganese×2	You may call “Resist” to prevent any one weapon attack that hits you; this ability has the “Returns With: Rest” property
+	Wakethorn	2	Obsidian×1, Bone×5, Herb (<i>Entropic</i>)×3, Herb (<i>Stimulant</i>)×3, Wood (<i>Flexible</i>)×4	Whenever you would take a Sleep effect, you may call “Resist” and take 2 damage directly to your HP and a Stun effect instead; if the Stun effect is prevented or not taken for any reason, this ability fails
+	Mindshatter	2	Quartz×2, Silver×2, Fae Blood×1, Herb (<i>Hallucination</i>)×3	You may call “Resist” to prevent one Dominate effect; this ability has the “Returns With: Rest” property. Whenever you Dodge, Parry, Willpower, or Resist a Dominate effect, you gain a single use of the BREAK LIMB skill that must be used within 3 seconds.
+	Rageguard	2	Mercury×3, Zye Blood Parasite×1, Herb (<i>Entropic</i>)×3, Herb (<i>Stimulant</i>)×3	You may call “Resist” to prevent one Berserk effect; this ability has the “Returns With: Rest” property. Whenever you Dodge, Parry, Willpower, or Resist a Berserk effect, you gain a single use of the BATTLE RAGE skill that must be used within 3 seconds.
+	Deathward	2	Gold×1, Feather×4, Celestial Blood×2, Sanctified Water×2, Herb (<i>Rejuvenation</i>)×3, Herb (<i>Spiritual</i>)×3	You may call “Resist” to prevent one Death effect; this ability has the “Returns With: Rest” property. Whenever you Dodge, Parry, Willpower, or Resist a Death effect, you may call “Lesser Death” instead of damage for your next weapon attack within 3 seconds
◆	Arsenal: Full Armor	1	3 Economic Influence Cards	Produces a tag that can be attached to an Ally card for Battle; increases the Ally’s BP by 1; whenever the Ally takes damage, this tag is destroyed to Absorb Damage for the attached Ally*
*See the “Arsenals” section at the end of Appendix 1 for more specific rules regarding this item’s use in the Battle system.				

FORTIFY ARMOR Cost: 3 CP	Prerequisite: ARMORSMITHING: APPRENTICE or TAILORING: APPRENTICE	
	Returns With: —	Call: “Bestow (Number) Armor”
<p>You have spent so much time working with armor that you know secret tricks and techniques that can temporarily improve its resistance to damage, perhaps to prepare for a hard weekend.</p> <p>If you have the TAILORING: APPRENTICE skill, you can spend 3 minutes role-playing the process of stitching, tightening, and reinforcing a piece of light armor. You must do so at a Work Table; after those 3 minutes, you may call “Bestow 2 Armor” to improve that light armor’s base Armor Value by 2 for the next 3 days. During those days, whenever that armor is restored through rest or FIELD REPAIR, it will return to the new value rather than the old one.</p> <p>If you have the ARMORSMITHING: APPRENTICE skill, you can spend 3 minutes role-playing the process of hammering, re-articulating, and reinforcing a piece of heavy armor. You must do so at a Forge; after those 3 minutes, you may call “Bestow 4 Armor” to improve that armor’s base Armor Value by the stated amount for the next 3 days. During those days, whenever that armor is restored through rest or FIELD REPAIR, it will return to the new value rather than the old one.</p> <p>This skill may be used any number of times per day, but remember that bestow effects will not stack on the same piece of armor. You can use this skill to fortify armor that is still being worn by someone, as long as that person can stay still (at your Forge or Work Table) long enough for you to fulfill FORTIFY ARMOR’s requirements.</p> <p>Usage: You may spend 3 minutes at a Worktable (Light) or a Forge (Heavy) role-playing reinforcing a set of armor, then call “Bestow 2 Armor” (Light) or “Bestow 4 Armor” (Heavy). You should explain that this bestowed armor lasts the entire weekend and is restored with rest or FIELD REPAIR.</p>		

FIELD REPAIR Cost: 2 CP each	Prerequisite: FORTIFY ARMOR or REPAIR SHIELD	
	Returns With: Sunrise and Sunset	Call: “Restore Armor” or “Restore Shield”
<p>You have worked on armor or shields so much that, even in a battlefield situation, you can find and shore up the specific weak spots that are hindering an armor or shield’s performance, or repair intentional damage. To use this skill, you must role-play the process of repairing a character’s armor or shield for at least 30 seconds, using tools that are appropriate to the job at hand. You must have FORTIFY ARMOR if you want to repair armor, and you must have REPAIR SHIELD if you want to repair shields. You can do so even if somebody is still wearing that suit of armor or holding that shield, as long as they do not move around too much during the process. Once you have spent the necessary 30 seconds, you may call “restore armor” to restore the Armor Value of that suit of armor (or clothing) to its full, maximum total... or “restore shield” to repair a shield that has been broken by BREAK SHIELD. This skill can only be used on any given suit of armor or shield once every 30 minutes.</p> <p>Usage: You may spend 30 seconds role-playing repairing a set of armor or a shield that you have the relevant crafting skill for, then call “Restore Armor” or “Restore Shield.”</p> <p><i>Note—players who consistently fail to spend 30 seconds using this skill, or who cannot role-play the process in a convincing way, will not be allowed to use this skill.</i></p>		

SHIELDSMITHING: APPRENTICE Cost: 6 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>As an apprentice in the art of making shields, you have started a journey toward deflecting more dangerous things than mere swords. If you expend the necessary materials, you may spend 30 minutes role-playing at a Forge to produce any Shieldsmithing Craft Item that has a total skill level of 1 from the table below, or from any Shieldsmithing craft recipes you are attuned to. More specifically, you will spend 30 minutes at your Forge, then take the “Forge” Structure tag—along with any tagged materials you are expending to make your shield—to Logistics, where you will turn in the materials and be given the resulting shield item card. You don’t need to have any other skills (such as LORE or MAGIC) related to the item you are creating, no matter how esoteric it might be. You are also considered to have “LORE: SHIELDSMITHING,” though you cannot teach it as a LORE.</p> <p>Usage: You may spend 30 minutes at a Forge roleplaying crafting an item from the Shieldsmithing chart or a craft recipe with a total Skill Level of 1, then take your building tag and ingredients to Logistics.</p> <p><i>Note—it is impossible to equip (and to benefit from) more than 1 “Shield” item at once. That is, a shield strapped to your back won’t provide any benefits whatsoever; you need to be holding it in your hand.</i></p> <p><i>Note—some crafted items and magical items do not work immediately when you first get them; you must hold them for 30 minutes to let them attune to you. See Attunement in Chapter 5 for more details.</i></p>		

SHIELDSMITHING: JOURNEYMAN Cost: 6 CP	Prerequisite: SHIELDSMITHING: APPRENTICE	
	Returns With: —	Call: —
<p>You have progressed to Journeyman level as a shieldsmith. If you expend the necessary materials, you may spend 30 minutes role-playing at a Forge to produce any Shieldsmith Craft Item that has total skill level of 2 or less—or you can add Additional Properties (from the table below) to enhance an existing Shieldsmith Craft Item, up to a maximum total skill level of 2.</p> <p>Usage: You may spend 30 minutes at a Forge roleplaying crafting an item from the Shieldsmithing chart or a craft recipe with a total Skill Level of 2, then take your building tag and ingredients to Logistics.</p> <p><i>Note—it is impossible to equip (and to benefit from) more than 1 “Shield” item at once. That is, a shield strapped to your back won’t provide any benefits whatsoever; you need to be holding it in your hand.</i></p>		

SHIELDSMITHING: MASTER Cost: 6 CP	Prerequisite: SHIELDSMITHING: JOURNEYMAN	
	Returns With: —	Call: —
<p>You have progressed to Master level as a shieldsmith. If you expend the necessary materials, you may spend 30 minutes role-playing at a Forge to produce any Shieldsmith Craft Item that has total skill level of 3 or less—or you can add Additional Properties (from the table below) to enhance an <i>existing</i> Shieldsmith Craft Item, up to a maximum total skill level of 3.</p> <p>Usage: You may spend 30 minutes at a Forge roleplaying crafting an item from the Shieldsmithing chart or a craft recipe with a total Skill Level of 3, then take your building tag and ingredients to Logistics.</p> <p><i>Note—it is impossible to equip (and to benefit from) more than 1 “Shield” item at once. That is, a shield strapped to your back won’t provide any benefits whatsoever; you need to be holding it in your hand.</i></p>		

SHIELDSMITHING: GRANDMASTER Cost: 6 CP	Prerequisite: SHIELDSMITHING: MASTER	
	Returns With: —	Call: —
<p>You have progressed to Grandmaster level as a shieldsmith. If you expend the necessary materials, you may spend 30 minutes role-playing at a Forge to produce any Shieldsmith Craft Item that has total skill level of 4 or less—or you can add Additional Properties (from the table below) to enhance an <i>existing</i> Shieldsmith Craft Item, up to a maximum total skill level of 4.</p> <p>Usage: You may spend 30 minutes at a Forge roleplaying crafting an item from the Shieldsmithing chart or a craft recipe with a total Skill Level of 4, then take your building tag and ingredients to Logistics.</p> <p><i>Note—it is impossible to equip (and to benefit from) more than 1 “Shield” item at once. That is, a shield strapped to your back won’t provide any benefits whatsoever; you need to be holding it in your hand.</i></p>		

CRAFTING EXPLANATION

On the table below, calculate the “total skill level” of an item by adding up the Skill Levels involved—the base item, plus all properties you add onto it. Entries marked with a “♦” are Base Items and cannot be combined with other Base Items. Entries marked with a “+” are Additional Properties and can be added to a Base Item. (And those marked with a “++” can be added *multiple* times to the same Base Item.) Unless marked otherwise, each Base Item has an active “life” of 1 year—after that amount of time, it will become useless. If a player already has a prop that they would like to use to represent a Craft Item, you can simply take that prop, work on it for the appropriate amount of time (along with spending the correct materials), and then treat it as a newly-crafted item that will last for 1 year. And, naturally enough, you can use that same prop and “rebuild” the properties of that crafted item after those properties expire.

All crafted items require a prop / “phys-rep” to use.

—Shieldsmith Craft Item Table—

Craft Item Name		Skill Level	Materials	Effect
◆	Basic Shield	0	—	Produces a normal shield of any legal size; it is impossible to equip (and benefit from) more than 1 shield at a time
+	Perfect Grip	1	Iron×3, Soft Pelt×1, Wood (<i>Flexible + Durable</i>)×1	You may call “no effect” when others try to Disarm this shield
+	Spellcasting	1	Quartz×1, Silver×1, Herb (<i>Enhancement</i>)×1	For purposes of allowing spellcasting , you may act as though you were not wielding this shield
+	Savior	1	Iron×1, Mercury×1, Manganese×1	You gain the GUARDIAN skill, but only while you are actively wielding this shield
++	Lasting	1	Coal×1, Iron×1, Manganese×1	The shield endures for 1 additional year (<i>these materials are used to produce steel</i>)
+	Unbreakable	2	Salt×1, Quartz×1, Mercury×1, Ritual Component×1, Herb (<i>Enhancement</i>)×1	You may call “no effect” when others hit your shield with BREAK SHIELD effects
+	Elemental Blocking	2	Mercury×1, Sulfur×1, Herb (<i>Enhancement</i>)×1, Wood (<i>Dense + Durable + Strong</i>)×1	Choose <i>Fire, Ice, Lightning, or Acid</i> at time of creation; when this shield is hit by a packet-delivered attack of that element, you take 0 damage from it
+	Spell Reflecting	2	Coal×1, Salt×1, Quartz×1, Copper×2, Manganese×1, Spell Crystal×1, Herb (<i>Enhancement</i>)×1	You may call “Resist” and then return one non-Greater packet-delivered attack that hits this shield; you call “Resist, By My Gesture: [Original Packet Call]” to reflect it against its caster; this ability has the “Returns With: Rest” property
+	Anchor-Weight	2	Coal×4, Iron×2, Manganese×2	You may call “Resist” to prevent up to 3 Attract or Repel effects; this ability has the “Returns With: Rest” property
+	Kinetic	3	Salt×2, Sulfur×2, Obsidian×1, Wood (<i>Dense + Flexible + Strong</i>)×2	Up to <i>three times</i> , when you block a weapon attack with this shield, you store that energy and release it through your weapon; your next melee weapon attack within 3 seconds uses the numerical damage value— <i>totally unmodified</i> —of the attack you blocked. This ability has the “Returns With: Rest” property and has no effect on attacks that do not deal numerical damage.
+	Mirroring	4	Silver×2, Glass×2, Sanctified Water×1, Herb (<i>Purification</i>)×3, Wood (<i>Durable + Dense + Lightweight</i>)×1	This shield reflects all gaze attacks; whenever you would be hit by a gaze-delivered attack, you may call “Resist – reflect gaze,” then call the same effect against your attacker; <i>you should role-play the process of your shield reflecting the attack</i>

REPAIR SHIELD Cost: 3 CP	Prerequisite: SHIELDSMITHING: APPRENTICE	
	Returns With: —	Call: “Restore Shield”
<p>You have spent enough time working with shields to know how to repair any damage they may have taken, in a fraction of the time it would take to make that shield anew. To use this skill, you must have access to a Forge. After 3 minutes of role-playing the process of fixing a broken shield at the Forge, you may restore it to its full function. (This skill is generally used to reverse the BREAK SHIELD skill’s Break effect.) REPAIR SHIELD may be used any number of times per day.</p> <p>Usage: You may spend 3 minutes at a Forge roleplaying the process of repairing a shield, then call “Restore Shield.”</p>		

LOCKSMITHING: APPRENTICE Cost: 6 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You have started to learn the skills necessary to work on some of the most demanding and complex tools that smiths can make: locks and keys. If you expend the necessary materials, you may spend 30 minutes role-playing at a Work Table to produce any Locksmith Craft Item that has a total skill level of 1 from the table below, or from any Locksmithing craft recipes you are attuned to. More specifically, you will spend 30 minutes at your Work Table, then take the “Work Table” Structure tag—along with any tagged materials you are expending to make your lock—to Logistics, where you will turn in the materials and be given the resulting lock item card. You don’t need to have any other skills (such as LORE or MAGIC) related to the item you are creating, no matter how esoteric it might be. You are also considered to have “LORE: LOCKSMITHING,” though you cannot teach it as a LORE.</p> <p>Usage: You may spend 30 minutes at a Work Table roleplaying crafting an item from the Locksmithing chart or a craft recipe with a total Skill Level of 1, then take your building tag and ingredients to Logistics.</p> <p><i>Note—unlike most crafted or magical items, items produced with LOCKSMITHING can be used without having to attune to a person.</i></p>		

LOCKSMITHING: JOURNEYMAN Cost: 6 CP	Prerequisite: LOCKSMITHING: APPRENTICE	
	Returns With: —	Call: —
<p>You have progressed to Journeyman level as a locksmith. If you expend the necessary materials, you may spend 30 minutes role-playing at a Work Table to produce any Locksmith Craft Item that has total skill level of 2 or less—or you can add Additional Properties (from the table below) to enhance an <i>existing</i> Locksmith Craft Item, up to a maximum total skill level of 2.</p> <p>Usage: You may spend 30 minutes at a Work Table role-playing crafting an item from the Locksmithing chart or a craft recipe with a total Skill Level of 2, then take your building tag and ingredients to Logistics.</p>		

LOCKSMITHING: MASTER Cost: 6 CP	Prerequisite: LOCKSMITHING: JOURNEYMAN	
	Returns With: —	Call: —
<p>You have progressed to Master level as a locksmith. If you expend the necessary materials, you may spend 30 minutes role-playing at a Work Table to produce any Locksmith Craft Item that has total skill level of 3 or less—or you can add Additional Properties (from the table below) to enhance an <i>existing</i> Locksmith Craft Item, up to a maximum total skill level of 3.</p> <p>Usage: You may spend 30 minutes at a Work Table role-playing crafting an item from the Locksmithing chart or a craft recipe with a total Skill Level of 3, then take your building tag and ingredients to Logistics.</p>		

LOCKSMITHING: GRANDMASTER Cost: 6 CP	Prerequisite: LOCKSMITHING: MASTER	
	Returns With: —	Call: —
<p>You have progressed to Grandmaster level as a locksmith. If you expend the necessary materials, you may spend 30 minutes role-playing at a Work Table to produce any Locksmith Craft Item that has total skill level of 4 or less—or you can add Additional Properties (from the table below) to enhance an <i>existing</i> Locksmith Craft Item, up to a maximum total skill level of 4.</p> <p>Usage: You may spend 30 minutes at a Work Table roleplaying crafting an item from the Locksmithing chart or a craft recipe with a total Skill Level of 4, then take your building tag and ingredients to Logistics.</p>		

CRAFTING EXPLANATION

On the table below, calculate the “total skill level” of an item by adding up the Skill Levels involved—the base item, plus all properties you add onto it. Entries marked with a “♦” are Base Items and cannot be combined with other Base Items. Entries marked with a “+” are Additional Properties and can be added to a Base Item. (And those marked with a “++” can be added *multiple* times to the same Base Item.) **Unlike other Craft Items, the items in this table do not expire after a limited “life.”**

All crafted items require a prop / “phys-rep” to use.

—Locksmith Craft Item Table—

Craft Item Name	Skill Level	Materials	Effect
♦ Lock	0	Coal×2, Iron×1, and Manganese×1 <i>(plus cost of Keys chosen; see below)</i>	Produces a Lock that cannot be opened without keys made specifically for it; those keys are produced as part of the action taken to make the Lock; also, when you make a Lock, note your current skill level [Apprentice to Grandmaster] in LOCKSMITHING, which determines its LOCKPICKING difficulty
♦ Shackles	0	Iron×3 <i>(plus cost of Keys chosen; see below)</i>	Produces a set of shackles that can lock together any two limbs of a subject; otherwise, same as Lock (above)

◆	Keys	0	Iron×1 <i>or</i> Silver×1 <i>or</i> Gold×1	Produces 2 keys that open the Lock they are built for, as part of the action of producing that Lock; alternatively, you can make 2 copies of a key in your possession; keys will match whatever metal was used to make them, which (for duplicates) must match the original
◆	Lockpick	0	Iron×1 <i>or</i> Silver×1 <i>or</i> Gold×1	Produces a lockpick of whatever metal you chose as its material; will work on any Lock, but may fall prey to different Trap Mechanisms (see below); used in combination with the LOCKPICKING skills
◆	Explosive Key	3	Sulfur×2, Glass×1, Spell Crystal×1, Herb (<i>Entropic</i>)×1	Produces 1 special-looking key that, when inserted into a lock, simply destroys the lock and itself
++	Complex	1	Iron×1	This property can be applied only to Locks or Shackles; this Lock or Shackles take an additional 3 minutes to pick
+	Iron Trap Mechanism	2	Iron×3, Sulfur×1, Herb (<i>Entropic</i>)×3	This property can be applied only to Locks or Shackles; when a non-iron key or a non-iron lockpick is inserted into this item, that key or lockpick is destroyed
+	Silver Trap Mechanism	2	Sulfur×1, Silver×3, Herb (<i>Entropic</i>)×3	This property can be applied only to Locks or Shackles; when a non-silver key or a non-silver lockpick is inserted into this item, that key or lockpick is destroyed
+	Gold Trap Mechanism	2	Sulfur×1, Gold×3, Herb (<i>Entropic</i>)×3	This property can be applied only to Locks or Shackles; when a non-gold key or a non-gold lockpick is inserted into this item, that key or lockpick is destroyed
+	Glyph-Guarded	2	Salt×1, Quartz×1, Mercury×1, Ritual Component×1, Herb (<i>Enhancement</i>)×1	This property can be applied only to Locks or Shackles; this item is immune to Explosive Keys, physical attacks, and all but the most powerful destructive spells

CRAFTING — ARCANES

ENCHANTING: APPRENTICE	Prerequisite: —	
Cost: 6 CP	Returns With: —	Call: —
<p>You have learned how to work with the leather, wire, gems, molten metals, and paper that are the raw materials of many ornaments and curios... but, more importantly, you have also begun to learn the best ways that strands of magic can be coaxed to flow through and around such materials in useful patterns. These are items that can be <i>worn</i>: they will produce magical benefits as long as they are visibly displayed by their bearers. If you expend the necessary materials, you may spend 30 minutes role-playing at a Work Table to produce any Enchanting Item that has a total skill level of 1 from the table below, or from any Enchanting craft recipes you are attuned to. More specifically, you will spend 30 minutes at the location of your Work Table, then take the “Work Table” Structure tag—along with any tagged materials you are expending to make your enchanted item—to Logistics, where you will turn in the materials and be given the resulting item card. You don’t need to have any other skills (such as LORE or MAGIC) related to the item you are creating, no matter how esoteric it might be. You are also considered to have “LORE: ENCHANTING,” though you cannot teach it as a LORE.</p> <p>Usage: You may spend 30 minutes at a Work Table role-playing crafting an item from the Enchanting chart or a craft recipe with a total Skill Level of 1, then take your building tag and ingredients to Logistics.</p> <p><i>Note—some crafted items and magical items do not work immediately when you first get them; you must hold them for 30 minutes to let them attune to you. See Attunement in Chapter 5 for more details.</i></p>		

ENCHANTING: JOURNEYMAN Cost: 6 CP	Prerequisite: ENCHANTING: APPRENTICE	
	Returns With: —	Call: —
<p>You have progressed to Journeyman level as a crafter of magical items. If you expend the necessary materials, you may spend 30 minutes role-playing at a Work Table to produce any Enchanting Item that has total skill level of 2 or less—or you can add Additional Properties (from the table below) to enhance an <i>existing</i> Enchanting Item, up to a maximum total skill level of 2.</p> <p>Usage: You may spend 30 minutes at a Work Table role-playing crafting an item from the Enchanting chart or a craft recipe with a total Skill Level of 2, then take your building tag and ingredients to Logistics.</p>		

ENCHANTING: MASTER Cost: 6 CP	Prerequisite: ENCHANTING: JOURNEYMAN	
	Returns With: —	Call: —
<p>You have progressed to Master level as a crafter of magical items. If you expend the necessary materials, you may spend 30 minutes role-playing at a Work Table to produce any Enchanting Item that has total skill level of 3 or less—or you can add Additional Properties (from the table below) to enhance an <i>existing</i> Enchanting Item, up to a maximum total skill level of 3.</p> <p>Usage: You may spend 30 minutes at a Work Table role-playing crafting an item from the Enchanting chart or a craft recipe with a total Skill Level of 3, then take your building tag and ingredients to Logistics.</p>		

ENCHANTING: GRANDMASTER Cost: 6 CP	Prerequisite: ENCHANTING: MASTER	
	Returns With: —	Call: —
<p>You have progressed to Grandmaster level as a crafter of magical items. If you expend the necessary materials, you may spend 30 minutes role-playing at a Work Table to produce any Enchanting Item that has total skill level of 4 or less—or you can add Additional Properties (from the table below) to enhance an <i>existing</i> Enchanting Item, up to a maximum total skill level of 4.</p> <p>Usage: You may spend 30 minutes at a Work Table role-playing crafting an item from the Enchanting chart or a craft recipe with a total Skill Level of 4, then take your building tag and ingredients to Logistics.</p>		

CRAFTING EXPLANATION

On the table below, calculate the “total skill level” of an item by adding up the Skill Levels involved—the base item, plus all properties you add onto it. Entries marked with a “♦” are Base Items and cannot be combined with other Base Items. Entries marked with a “+” are Additional Properties and can be added to a Base Item. (And those marked with a “++” can be added *multiple* times to the same Base Item.) Unless marked otherwise, each Base Item has an active “life” of 1 year—after that amount of time, it will become useless. If a player already has a prop that they would like to use to represent a Craft Item, you can simply take that prop, work on it for the appropriate amount of time (along with spending the correct materials), and then treat it as a newly-crafted item that will last for 1 year. And, naturally enough, you can use that same prop and “rebuild” the properties of that crafted item after those properties expire.

All crafted items require a prop / “phys-rep” to use.

—Enchanting Item Table—

Craft Item Name	Skill Level	Materials	Effect	
♦	Enchantment-Ready Ornament	0	—	Produces an ornament or object (such as a trinket, belt, ring, charm, necklace, earring, diadem, hat, pair of boots, etc.) that is ready to be enchanted with properties; it must be openly worn (or held) to provide its effect
♦	Secure Tome	1	Quartz×1, Soft Pelt×1, Herb (<i>Enchantment</i>)×2, Herb (<i>Spiritual</i>)×2, Wood (<i>Durable</i>)×1, Paper×2	Can be filled with up to 10 craft recipes or rituals; they become Soulbound : they cannot be stolen, given away, or damaged once committed to this book, unless you choose to break it apart; when a recipe is added, you are <i>immediately</i> attuned to it *
♦	Traveling Spellbook or Scroll Case	1	Quartz×1, Bone×2, Herb (<i>Enchantment</i>)×2, Herb (<i>Spiritual</i>)×2, Wood (<i>Flexible + Lightweight</i>)×1, Paper×2	Can be filled with up to 10 spell scrolls; they become Soulbound : they cannot be stolen, given away, or damaged once committed to this receptacle, unless you choose to break it apart; when a scroll is added, you are <i>immediately</i> attuned to it*
♦	Specialist’s Spellbook or Scroll Case	1	Quartz×1, Bone×2, Soft Pelt×1, Herb (<i>Enchantment</i>)×2, Herb (<i>Spiritual</i>)×2, Wood (<i>Flexible + Lightweight</i>)×2, Paper×2	Can be filled with any number of spell scrolls from a single Magical Art; they become Soulbound : they cannot be stolen, given away, or damaged once committed to this receptacle, unless you choose to break it apart; when a scroll is added, you are <i>immediately</i> attuned to it*
♦	Master Spellbook or Scroll Case	2	Soul Gem×1, Bone×2, Soft Pelt×2, Cloth×2, Herb (<i>Enchantment</i>)×5, Herb (<i>Spiritual</i>)×5, Wood (<i>Flexible + Lightweight</i>)×3, Paper×2	Can be filled with any spell scrolls; they become Soulbound : they cannot be stolen, given away, or damaged once committed to this receptacle, unless you choose to break it apart; when a scroll is added, you are <i>immediately</i> attuned to it*
+	Illuminating	1	Salt×3, Quartz×1, Glass×1, Herb (<i>Purification</i>)×2, Herb (<i>Spiritual</i>)×2	The enchanted object emits light, either constantly or at your command; see the “ Light Sources ” policy for more details

+	Intuitive	1	Bone×1, Demon Blood×1, Herb (<i>Hallucination</i>)×1, Herb (<i>Purification</i>)×1, Any 1 Spell Scroll	You may read any spell scroll, even if you do not possess the relevant LORE skill... but you still cannot cast that spell if you do not have the correct MAGIC skill
++	Lasting	1	Coal×1, Iron×1, Manganese×1	The item endures for 1 additional year (<i>these materials are used to produce steel</i>)
+	Geometer	2	Coal×2, Stone×2, Marble×2, Obsidian×1, Bone×2	You may pick up and move one of your ward stones while it is actively forming a warding line , as long as you constantly keep it within your arm-span's length of another ward stone
+	Poisoned Ring	2	Silver×2, Bone×2, Herb (<i>Poisonous</i>)×5	Can only be formed as a ring. You may touch a person who is not currently in combat, and not intensely wary of you, with your ring-bearing hand and call " Poison ." This ability has the "Returns With: Rest" property
+	Antidote Ring	2	Silver×2, Mercury×1, Herb (<i>Enhancement</i>)×1, Herb (<i>Entropy</i>)×1, Herb (<i>Stimulant</i>)×1	Can only be formed as a ring. You may touch yourself or another person with your ring-bearing hand and call "Remove Poison" to end all Poison effects on them. This ability has the "Returns With: Rest" property.
+	Wakeful	2	Mercury×1, Spell Crystal×1, Feather×1, Ritual Component×1, Herb (<i>Stimulant</i>)×2	Up to <i>three times</i> , you may call " Resist " to prevent a Sleep effect that hits you; this ability has the "Returns With: Rest" property. A character cannot be attuned to more than one item with the "Wakeful" property.
+	Flowing	2	Copper×1, Mercury×2, Spell Crystal×1, Ritual Component×1, Herb (<i>Enhancement</i>)×1, Herb (<i>Entropic</i>)×1, Herb (<i>Stimulant</i>)×3	Up to <i>three times</i> , you may call " Resist " to prevent a Stun OR Paralyze effect that hits you; this ability has the "Returns With: Rest" property. A character cannot be attuned to more than one item with the "Flowing" property.
+	Magically Resistant	2	Coal×1, Salt×1, Quartz×1, Copper×2, Manganese×1, Spell Crystal×1, Herb (<i>Enhancement</i>)×1	You may call " Resist " to prevent any one non-weapon attack that hits you; this ability has the "Returns With: Rest" property. A character cannot be attuned to more than one item with the "Magically Resistant" property.
+	Mind-Shielding	3	Mercury×2, Gold×3, Soft Pelt×1, Celestial Blood×1, Herb (<i>Enhancement</i>)×1, Herb (<i>Purification</i>)×1	Up to <i>three times</i> , you may call " Resist " to prevent a Dominate effect that hits you; this ability has the "Returns With: Rest" property. A character cannot be attuned to more than one item with the "Mind-Shielding" property.
+	Calm	3	Salt×1, Mercury×1, Sulfur×1, Soul Gem×1, Bone×3, Demon Blood×2, Ritual Component×1, Herb (<i>Sedative</i>)×5	Up to <i>three times</i> , you may call " Resist " to prevent a Berserk effect that hits you; this ability has the "Returns With: Rest" property. A character cannot be attuned to more than one item with the "Calm" property.

+	Life-Anchored	4	Salt×1, Mercury×2, Sulfur×1, Silver×1, Soul Gem×1, Bone×1, Celestial Blood×3, Ritual Component×1, Herb (<i>Rejuvenation</i>)×1	Up to <i>three times</i> , you may call “ Resist ” to prevent a Death effect that hits you; this ability has the “Returns With: Rest” property. A character cannot be attuned to more than one item with the “Life-Anchored” property.
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*Spellbooks, scroll cases, and tomes are **Soulbound**—enchanted to be directly connected to you—and cannot be stolen. As such, for logistical rule-enforcement reasons, they must prominently display their ENCHANTING Item tags: 1) on the inside cover of books, or 2) clearly connected to the cap of scroll cases. Additionally, they cannot contain ANY other objects or item tags, except for purely decorative drawings or writings with no mechanical significance. Tucking random money, influence, item tags, or other things into such a scroll case or book is a form of cheating, and it will be dealt with harshly. Scrolls, recipes, and rituals cannot be removed from these items once committed... however, exclusively for purposes of SCROLL SCRIBING, you can loan such a document to a scribe for as long as it takes to copy. [This exception is basically an out-of-character concession to the fact that scribes must gather scrolls and take them to Logistics to make copies. For in-game purposes, your scroll is still bound in your book or case and cannot be stolen.] Once a document is committed to one of these items, it cannot be removed unless you destroy the magic holding together your scroll case or book (and rip up the ENCHANTING Item tag) to release all documents that it once held. (When your character dies, too, you have the option to unbind your book or case and make its contents available to others.)

SCROLL SCRIBING: APPRENTICE Cost: 6 CP	Prerequisite: —	
	Returns With: —	Call: —

Through study and practice in the magical arts, you have begun to develop your ability to write and copy the scrolls that are necessary for all spellcasters to produce magical effects. To use this skill, you must spend 30 minutes role-playing the painstaking process of copying a magical scroll at a **Laboratory**. After that 30-minute period, you may expend 1 vial of blood ink to produce a copy of any 1st-circle (Apprentice) spell scroll in your possession (or spend the costs to make a 1st-level Scribing craft recipe). More specifically, you will spend 30 minutes at the location of your Laboratory, then take the “Laboratory” Structure tag—along with the blood ink and the scrolls to be copied—to Logistics, where you will turn in the blood ink and get the resulting scrolls. You don’t need any other skills (such as LORE or MAGIC) to scribe a scroll; you can copy a scroll even without being able to read it. You are also considered to have “LORE: SCROLL SCRIBING,” though you cannot teach it as a LORE.

Usage: You may spend 30 minutes at a Laboratory role-playing copying any 1st-circle spell scroll or Scribing craft recipe, then take your building tag and ingredients to Logistics.

SCROLL SCRIBING: JOURNEYMAN Cost: 6 CP	Prerequisite: SCROLL SCRIBING: APPRENTICE	
	Returns With: —	Call: —

You have progressed to Journeyman level as a scribe of scrolls. To use this skill, you must spend 30 minutes role-playing the painstaking process of copying a magical scroll at a **Laboratory**. After that 30-minute period, you may expend 2 vials of blood ink to produce a copy of any 2nd-circle (Journeyman) spell scroll in your possession (or spend the costs to make a 2nd-level Scribing craft recipe). You don’t need any other skills (such as LORE or MAGIC) to scribe a scroll; you can copy a scroll even without being able to read it.

Usage: You may spend 30 minutes at a Laboratory roleplaying copying any 2nd-circle spell scroll or Scribing craft recipe, then take your building tag and ingredients to Logistics.

SCROLL SCRIBING: MASTER Cost: 6 CP	Prerequisite: SCROLL SCRIBING: JOURNEYMAN	
	Returns With: —	Call: —
<p>You have progressed to Master level as a scribe of scrolls. To use this skill, you must spend 30 minutes role-playing the painstaking process of copying a magical scroll at a Laboratory. After that 30-minute period, you may expend 3 vials of blood ink to produce a copy of any 3rd-circle (Master) spell scroll in your possession. You don't need any other skills (such as LORE or MAGIC) to scribe a scroll; you can copy a scroll even without being able to read it.</p> <p>Usage: You may spend 30 minutes at a Laboratory roleplaying copying any 3rd -circle spell scroll or Scribing craft recipe, then take your building tag and ingredients to Logistics.</p>		

SCROLL SCRIBING: GRANDMASTER Cost: 6 CP	Prerequisite: SCROLL SCRIBING: MASTER	
	Returns With: —	Call: —
<p>You have progressed to Grandmaster level as a scribe of scrolls. To use this skill, you must spend 30 minutes role-playing the painstaking process of copying a magical scroll at a Laboratory. After that 30-minute period, you may expend 4 vials of blood ink to produce a copy of any 4th-circle (Grandmaster) spell scroll in your possession. You don't need any other skills (such as LORE or MAGIC); you can copy a scroll even without being able to read it.</p> <p>Usage: You may spend 30 minutes at a Laboratory roleplaying copying any 4th-circle spell scroll or Scribing craft recipe, then take your building tag and ingredients to Logistics.</p>		

RECIPE SCRIBING Cost: 2 CP	Prerequisite: SCROLL SCRIBING: APPRENTICE	
	Returns With: —	Call: —
<p>Although your specialty has generally been the complex, arcane tangle of words and symbols that make up spell scrolls... you have certainly built up the skills necessary to copy other complex writings, too. With this skill, by following the normal process of SCROLL SCRIBING, you may copy a craft recipe. The difference lies in the ingredients required to make the copy: you must expend 1 feather, plus 1 paper per crafting level of the recipe to be copied, instead of the normal vials of blood ink.</p> <p>Usage: You may use SCROLL SCRIBING to copy craft recipes (but not rituals). The cost is 1 Feather + 1 Paper per level of the recipe. You must bring the recipe, Laboratory tag, and ingredients to Logistics, just as you do with a scroll.</p>		

NEW EDITION Cost: 3 CP	Prerequisite: SCROLL SCRIBING: APPRENTICE	
	Returns With: —	Call: —
<p>The process of copying magical writings is laborious and sometimes illogical. It is clearly not possible to simply repeat the exact same strokes of a pen, since there is a ritualistic element involving blood ink that must be followed to instill the <i>spirit</i> of the original writing into the new copy. Through long practice, though, you have become adept at a kind of linguistic necromancy, or perhaps “channeling”—you can transfer a scroll's weak or damaged spirit into another copy of</p>		

itself, rejuvenating its physical form in the process. By spending the same time that a new scroll would require, you can use this skill to make a new copy of an existing spell scroll, expending only 1 blood ink (and the original scroll, which can be almost unrecognizably damaged). This skill cannot be used to copy a stolen scroll.

Usage: You may use **SCROLL SCRIBING** to make a replacement copy of a damaged, non-stolen scroll for a single blood ink, regardless of level. You must bring (and surrender) the damaged scroll to Logistics along with the Laboratory tag and ingredients, just like making a new scroll.

ARTIFICING: APPRENTICE Cost: 6 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You have begun to understand the complex ways in which arcane energies can twine, shift, and be magnified through the physical structures and geometric patterns of wands, orbs, books, statuettes, and other arcane implements. These are items that must be <i>held</i>: they will only produce their magical benefits if you are devoting at least one hand to wielding them. If you expend the necessary materials, you may spend 30 minutes role-playing at a Laboratory to produce any Artificing Craft Item that has a total skill level of 1 from the table below, or from any Artificing craft recipes you are attuned to. More specifically, you will spend 30 minutes at the location of your Laboratory, then take the “Laboratory” Structure tag—along with any tagged materials you are expending to make your artifact—to Logistics, where you will turn in the materials and be given the resulting item card. You don’t need to have any other skills (such as LORE or MAGIC) related to the item you are creating, no matter how esoteric it might be. You are also considered to have “LORE: ARTIFICING,” though you cannot teach it as a LORE.</p> <p>Usage: You may spend 30 minutes at a Laboratory role-playing crafting an item from the Artificing chart or a craft recipe with a total Skill Level of 1, then take your building tag and ingredients to Logistics.</p> <p><i>Note—some crafted items and magical items do not work immediately when you first get them; you must hold them for 30 minutes to let them attune to you. See Attunement in Chapter 5 for more details.</i></p>		

ARTIFICING: JOURNEYMAN Cost: 6 CP	Prerequisite: ARTIFICING: APPRENTICE	
	Returns With: —	Call: —
<p>You have progressed to Journeyman level as a worker of magically-infused artifacts. If you expend the necessary materials, you may spend 30 minutes role-playing at a Laboratory to produce any Artificing Craft Item that has total skill level of 2 or less—or you can add Additional Properties (from the table below) to enhance an <i>existing</i> Artificing Craft Item, up to a maximum total skill level of 2.</p> <p>Usage: You may spend 30 minutes at a Laboratory role-playing crafting an item from the Artificing chart or a craft recipe with a total Skill Level of 2, then take your building tag and ingredients to Logistics.</p>		

ARTIFICING: MASTER Cost: 6 CP	Prerequisite: ARTIFICING: JOURNEYMAN	
	Returns With: —	Call: —
<p>You have progressed to Master level as a worker of magically-infused artifacts. If you expend the necessary materials, you may spend 30 minutes role-playing at a Laboratory to produce any Artificing Craft Item that has total skill level of 3 or less—or you can add Additional Properties (from the table below) to enhance an <i>existing</i> Artificing Craft Item, up to a maximum total skill level of 3.</p> <p>Usage: You may spend 30 minutes at a Laboratory role-playing crafting an item from the Artificing chart or a craft recipe with a total Skill Level of 3, then take your building tag and ingredients to Logistics.</p>		

ARTIFICING: GRANDMASTER Cost: 6 CP	Prerequisite: ARTIFICING: MASTER	
	Returns With: —	Call: —
<p>You have progressed to Grandmaster level as a worker of magically-infused artifacts. If you expend the necessary materials, you may spend 30 minutes role-playing at a Laboratory to produce any Artificing Craft Item that has total skill level of 4 or less—or you can add Additional Properties (from the table below) to enhance an <i>existing</i> Artificing Craft Item, up to a maximum total skill level of 4.</p> <p>Usage: You may spend 30 minutes at a Laboratory role-playing crafting an item from the Artificing chart or a craft recipe with a total Skill Level of 4, then take your building tag and ingredients to Logistics.</p>		

CRAFTING EXPLANATION

On the table below, calculate the “total skill level” of an item by adding up the Skill Levels involved—the base item, plus all properties you add onto it. Entries marked with a “♦” are Base Items and cannot be combined with other Base Items. Entries marked with a “+” are Additional Properties and can be added to a Base Item. (And those marked with a “++” can be added *multiple* times to the same Base Item.) Unless marked otherwise, each Base Item has an active “life” of 1 year—after that amount of time, it will become useless. If a player already has a prop that they would like to use to represent a Craft Item, you can simply take that prop, work on it for the appropriate amount of time (along with spending the correct materials), and then treat it as a newly-crafted item that will last for 1 year. And, naturally enough, you can use that same prop and “rebuild” the properties of that crafted item after those properties expire.

All crafted items require a prop / “phys-rep” to use.

—Artificing Craft Item Table—

Craft Item Name	Skill Level	Materials	Effect
♦ Hand-Held Artifact	0	—	Produces an item that can have magical properties (below) added to it; for it to provide any benefits, at least one hand must be exclusively dedicated to holding it, and you cannot benefit from two or more at once. With the exception of staves, these artifacts cannot be used as weapons, shields, or armor.

+	Dichotomous	1	Demon Blood×1, Celestial Blood×1, Herb (<i>Entropic</i>)×3, Herb (<i>Healing</i>)×3	You can concentrate for 3 seconds, then choose “Light” or “Darkness” to imbue your next weapon attack (within 3 seconds) with that element
+	Passing	1	Feathers×3, Glass×1, Sanctified Water×1, Herb (<i>Enchantment</i>)×3, Herb (<i>Purification</i>)×3	Up to <i>twice</i> , you may concentrate and call “Pass Ward” to cross over a SINGLE warding line or glyph without suffering its effects. You must maintain concentration during this effect; this ability has the “Returns With: Rest” property
+	Arcane Detection	1	Salt×2, Quartz×1, Cloth×1, Ritual Component×1, Wood (<i>Dense + Flexible</i>)×2	By concentrating within 3 inches of a target, you may call “ Sense Magic ” to determine if there is magic present in or around it; this ability has the “Returns With: Rest” property
++	Lasting	1	Coal×1, Iron×1, Manganese×1	The artifact endures for 1 additional year (<i>these materials are used to produce steel</i>)
+	Living	2	Soul Gem×1, Bone×1, Feathers×1, Wood (<i>Dense + Durable + Strong</i>)×1, Wood (<i>Flexible + Lightweight</i>)×1	You may use CHANNELING spells as though you were in constant contact with a tree; this item must incorporate (or appear to incorporate) a living plant in its design
+	Detective	2	Quartz×2, Silver×1, Cloth×1, Zye Scarab×1, Herb (<i>Hallucination</i>)×3, Herb (<i>Spiritual</i>)×3	If you have the LORE: DIVINATION skill, you may spend 5 mana to choose one of the following skills and use it for the next 3 minutes: EXAMINE WOUNDS, DETECT POISON, DETECT DISEASE, DETECT DISGUISE, or ALCHEMICAL EXAMINATION. (<i>You must follow all time and RP-related requirements of the skill you use</i>)
+	Power-Focus	2	Quartz×2, Mercury×1, Sulfur×1	When you use a MAGIC skill to cast a spell that deals direct numerical damage (to HP), add 1 to that damage; this does not affect Drain effects (<i>remember: attacks are capped at 10 damage</i>)
+	Healing	2	Bone×2, Celestial Blood×2, Sanctified Water×1, Herb (<i>Healing</i>)×5, Wood (<i>Dense + Strong</i>)×1	While touching any living thing, you can call “Heal 3” to restore 3 HP to that target; this ability has the “Returns With: Rest” property
+	Spell Reflecting	2	Quartz×1, Spell Crystal×1, Soft Pelt×1, Ritual Component×1, Wood (<i>Lightweight</i>)×1	You may call “ Resist ” and then return one non-Greater packet-delivered attack that hits you; you call “Resist, By My Gesture: [Original Packet Call]” to reflect it against its caster; this ability has the “Returns With: Rest” property
+	Dueling	2	Coal×1, Salt×1, Copper×2, Manganese×1, Spell Crystal×1, Herb (<i>Enhancement</i>)×1	This item ONLY functions if you are currently part of a duel that has been initiated with the INVOKE CHALLENGE skill; it ceases functioning immediately upon the duel’s concluding or breaking. Whenever you cast a spell that does numerical damage to HP, add +2 to that damage; this can stack with “Power-Focus” but does not affect Drain effects. (<i>remember: attacks are capped at 10 damage.</i>)

+ Stitching	3	Sulfur×1, Bone×1, Demon Blood×1, Child’s Tears×1, Herb (<i>Poisonous</i>)×2, Herb (<i>Rejuvenation</i>)×2	While touching any corpse, you may concentrate for 3 seconds and then call “ Restore Corpse ,” magically rebuilding its limbs and biological systems; this ability has the “Returns With: Rest” property
+ Translucent	3	Mercury×1, Spell Crystal×1, Feathers×1, Fae Blood×1, Glass×1, Ritual Component×1	After concentrating for 3 seconds, you may call “my body is mist” in order to produce a Mistform effect on yourself, lasting for up to 30 seconds; this ability has the “Returns With: Rest” property
+ Free-Willed	3	Coal×1, Quartz×1, Obsidian×1, Honey×2, Celestial Blood×1, Fae Blood×1, Herb (<i>Hallucination</i>)×8	You may touch any person affected by the Dominate status and call “Remove Dominate” to immediately clear that effect; this ability has the “Returns With: Rest” property
+ Olive-Branch	3	Salt×1, Marble×1, Soul Gem×1, Soft Pelt×1, Demon Blood×1, Cloth×1, Zye Blood Parasite×1, Herb (<i>Sedative</i>)×8	You may touch any person affected by the Berserk status and call “Remove Berserk” to immediately clear that effect; this ability has the “Returns With: Rest” property

CRAFTING — EDIBLE

COOKING: APPRENTICE Cost: 6 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>More than merely <i>enjoying</i> food, you have begun to learn how to combine ingredients, preparation methods, and cooking times into truly flavorful dishes, unlocking the mystical properties of various edible substances by both experimenting and following recipes. If you expend the necessary ingredients, you may spend 3 minutes role-playing food preparation at a Kitchen to produce any Cooking Dish that has a total skill level of 1 from the table below, or from any Cooking craft recipes you are attuned to. More specifically, you will spend 3 minutes at the location of your Kitchen, then set aside the ingredients you used to produce your food to turn in to Logistics later (you may cross off herb tags, but do not rip up single-use tags); when other people spend 30 seconds <i>eating</i> that food (within 30 minutes of it being created), you explain the food’s specific effects. You don’t need to have any other skills (such as LORE or MAGIC) related to the food you are cooking, no matter how strange or powerful it ends up being. You are also considered to have “LORE: COOKING,” though you cannot teach it as a LORE. (<i>Note: Players that fail to return expended single-use tags to Logistics will be considered cheating and dealt with harshly.</i>)</p> <p>Usage: You may spend 3 minutes at a Kitchen role-playing to cook a dish from the Cooking chart or a craft recipe with a total Skill Level of 1.</p> <p><i>Note—unlike some crafted items, you do not need to attune to food. That would be silly.</i></p>		

COOKING: JOURNEYMAN Cost: 6 CP	Prerequisite: COOKING: APPRENTICE	
	Returns With: —	Call: —
<p>You have progressed to Journeyman level as a cook. If you expend the necessary herbs, you may spend 3 minutes role-playing food preparation at a Kitchen to produce any Cooking Craft Food that has a total skill level of 2.</p> <p>Usage: You may spend 3 minutes at a Kitchen role-playing to cook a dish from the Cooking chart or a craft recipe with a total Skill Level of 2.</p>		

COOKING: MASTER Cost: 6 CP	Prerequisite: COOKING: JOURNEYMAN	
	Returns With: —	Call: —
<p>You have progressed to Master level as a cook. If you expend the necessary herbs, you may spend 3 minutes role-playing food preparation at a Kitchen to produce any Cooking Craft Food that has a total skill level of 3.</p> <p>Usage: You may spend 3 minutes at a Kitchen role-playing to cook a dish from the Cooking chart or a craft recipe with a total Skill Level of 3.</p>		

COOKING: GRANDMASTER Cost: 6 CP	Prerequisite: COOKING: MASTER	
	Returns With: —	Call: —
<p>You have progressed to Grandmaster level as a cook. If you expend the necessary herbs, you may spend 3 minutes role-playing food preparation at a Kitchen to produce any Cooking Craft Food that has a total skill level of 4.</p> <p>Usage: You may spend 3 minutes at a Kitchen role-playing to cook a dish from the Cooking chart or a craft recipe with a total Skill Level of 4.</p>		

CRAFTING EXPLANATION

On the table below, calculate the “total skill level” of an item by adding up the Skill Levels involved—the base food (with a skill level of 0), plus all properties you add onto it. The entry marked with a “♦” is the Base Food, which can be any kind of edible object. All entries marked with a “++” are Additional Properties and can be added, multiple times if desired, onto that Base Food.

Unlike other Craft Items, the foods in this table have a very short “life”—if they are not eaten within 30 minutes of being made, they lose their effectiveness. And, once the food is eaten, the resulting effects will **last for 3 hours**. (Adding the same property multiple times will not affect this duration, unless otherwise specified.)

If a player wants to use COOKING skills, they are not actually required to produce real, edible food—role-playing is technically enough. However, we encourage people who take COOKING skills to provide some real food props to help enhance the experience for everyone.

All crafted items require a prop / “phys-rep” to use, edible or not.

—Cooking Craft Food Table—

Craft Item Name		Skill Level	Materials	Effect
◆	Basic Dish	0	—	Produces a dish or beverage with no particular arcane effects; this creates 4 servings, and effects that do not say “immediately” last for 3 hours
+	Long-Lasting	1	Herb (<i>Enchantment</i>)×2	All of this dish’s other effects last for 3 additional hours. Unlike other crafting trees, this property may not be added multiple times. This effect is not modified by DRINKING SONG.
+	Cleansing	1	Herb (<i>Purification</i>)×2	Immediately ends ALL currently active COOKING-based effects (often used as an antidote to ongoing, negative food effects). <i>Special: If a food effect is removed in this way, this briefly causes extreme nausea.</i> This effect is not modified by DRINKING SONG.
+	Restorative	1	Herb (<i>Healing</i>)×2	3 minutes after consuming this dish, you heal 10 HP. This effect cannot be used in combat, and any damage taken or received during the intervening 3 minutes ends the effect prematurely (without any healing). This effect is not modified by DRINKING SONG.
+	Hallucinogen	1	Herb (<i>Hallucination</i>)×2	Your mind becomes a bit unhinged as you hallucinate, preventing anyone else from controlling you; the first time during the duration of this dish that you would take a “ Dominare ” effect, you may call “ Resist ” and call the effect “Self Greater Berserk .” This effect is not modified by DRINKING SONG.
+	Hearty	1	Herb (<i>Enhancement</i>)×2	Your maximum Health Point total is increased by 2, and you are immediately healed by 2 HP to keep pace with the new maximum. (<i>Remember that all cooking effects are Bestowed Effects</i>) This effect is modified by DRINKING SONG.
+	Debilitating	1	Herb (<i>Entropic</i>)×2	Your maximum Health Point total is reduced by 2 ; if this brings your maximum to 0 or less, you immediately die. This effect is modified by DRINKING SONG.
+	Poisonous	2	Herb (<i>Poisonous</i>)×3	You immediately take the “ Poison ” effect. This only happens once, when the dish is initially consumed. Afterward, the effect of the dish, but not the “Poison” condition, ends. This effect is not modified by DRINKING SONG.
+	Rejuvenating	2	Herb (<i>Rejuvenation</i>)×3	Every 30 minutes, you regain 3 mana. This effect is modified by DRINKING SONG.
+	Stabilizing	2	Herb (<i>Sedative</i>)×3	Adds 2 minutes to the length of your bleedout count. This effect is modified by DRINKING SONG.
+	Anchoring	2	Herb (<i>Spiritual</i>)×3	Adds 2 minutes to the length of your death count . This effect is modified by DRINKING SONG.
+	Invigorating	2	Herb (<i>Stimulant</i>)×3	Shortens your Weakness count by 2 minutes. This effect is modified by DRINKING SONG.

+	Contortionist's Curry	3	Green Food Tag×1, Herb (<i>Hallucination</i>)×1, Herb (<i>Entropic</i>)×1	This dish causes an increase in both flexibility and pain tolerance. It bestows 2 uses of the “ESCAPE” skill that may be used at any point in the food’s duration. This effect is modified by DRINKING SONG.
+	Catered Food	3	Green Food Tag×1, Herb (<i>Purification</i>)×1, Herb (<i>Stimulant</i>)×1	This dish can only be cooked as part of the “Well Planned Event” influence action . Anyone who consumes this dish may call “No Effect” to “Poison” effects while they attend the Well-Planned Event. This benefit ends as soon as they leave the designated event space. This effect is not modified by DRINKING SONG.
+	Sacred Libations	3	Green Food Tag×1, Sanctified Water×1	You must have the PRIESTHOOD: RANK 1 skill to prepare this dish. Consuming this dish adds +1 to the level of your next Religious Rite, just as if you had performed a sacrifice. See the Divine Magic section of Chapter 4. This effect is modified by Drinking Song.
+	Fightin’ Curds	4	Green Food Tag×1, Celestial Blood×1, Herb (<i>Enhancement</i>)×2	Your maximum Health Point total is increased by 4, and you are immediately healed by 4 HP (to keep pace with the new maximum). (<i>Remember that all cooking effects are Bestowed Effects</i>) This effect is modified by DRINKING SONG.
+	Heavy Macaroni	4	Green Food Tag×1, Stone ×1, Herb (<i>Enchantment</i>)×2, Herb (<i>Enhancement</i>)×2	At any point during the duration of this dish, you can choose to take a 3-minute Slow effect. This effect cannot be prevented or removed by any means. If you choose to take this effect, you cannot be moved against your will by most effects for the duration of the Slow: you may call “Resist” to any Repel, Attract, Strength , or similar calls that attempt to move you. You may do this as often as you wish while this dish’s effects are active, taking a new 3-minute Slow every time. This effect is not modified by DRINKING SONG.
+	Honey Tea	4	Green Food Tag×1, Honey ×1, Herb (<i>Rejuvenation</i>)×2, Herb (<i>Stimulant</i>)×2	If you have ARCANE TUTELAGE or MILITARY DRILL , you may perform that skill once during the duration of this effect, <i>even if you have already used it</i> . A character may only benefit from this dish once per game. This effect is not modified by DRINKING SONG.
<p><i>Note—all effects in the above table are “bestow” effects; see Bestowed Effects in chapter 5 for more information on how they interact with other effects. If you eat another serving of the same food (or a similar one), it will not increase the effect, although it can “top up” the effect’s ongoing duration</i></p>				

GRAND FEAST Cost: 6 CP	Prerequisite: COOKING: GRANDMASTER	
	Returns With: —	Call: <i>Special</i>
<p>Sharing food with other people is a fundamental part of what a community means: it is a kind of immutable, irreplaceable tradition that brings together an almost magical kind of power. By organizing an extended and large-scale meal for many people, you and up to 2 other cooks can harness that power to dramatically amplify the effect of any food that is cooked and consumed as part of that feast. You may spend at least 30 minutes hosting a feast; during that time, any food that you and your assistant chefs prepare—and that people eat during the event, as long as they stay the whole time—will have its numerical effects doubled, exactly like the function of the DRINKING SONG skill.</p>		

Usage: You spend 30+ minutes role-playing hosting a feast for any number of people. You and up to 2 other cooks you choose may cook any number of dishes from the COOKING tree as part of the feast. You should explain that any food cooked AND consumed during the event by a participant that is there for the full 30 minutes gains the benefit of DRINKING SONG. See the COOKING skill for which dishes DRINKING SONG applies to.

STABLE ALCHEMY: APPRENTICE Cost: 6 CP	Prerequisite: LORE: ALCHEMY	
	Returns With: —	Call: —

Even without the spur of magical power, you are fascinated by the process of combining herbs, reagents, and complex liquids into powerful alchemical potions. This skill does not work like other Crafting skills: to make anything with STABLE ALCHEMY, you must have **attuned** to a spell scroll for a MAGIC: ALCHEMY spell (or an alchemical craft recipe). You are considered to know all the “**Core Spells**” for the appropriate level of Stable Alchemy and may use those as recipes, plus any other scrolls you have attuned to. See chapter 4’s **Alchemy** section for a list of Core Spells. Each one has a “crafting” list of herb properties, and if you are advanced enough in the art of STABLE ALCHEMY, you can combine the necessary herbs to make the potion described on the scroll—with the added feature that your STABLE ALCHEMY potion will last indefinitely until it is used, and it will often contain 5 “doses.” With this skill, you can spend 30 minutes role-playing the process of mixing materials in a **Laboratory** (and expend the necessary ingredients) to produce the potion described on a Circle 1 (Apprentice-level) scroll or craft recipe. More specifically, you will spend 30 minutes at the location of your Laboratory, then take the “Laboratory” Structure tag—along with the scroll/recipe and any herbs or other materials you are expending to make your potion—to Logistics, where you will turn in the herbs/materials and be given the resulting potion item card. You don’t need to have any other skills (beyond LORE: ALCHEMY) related to the potion you are creating, no matter how esoteric it might be.

A character may only drink 3 Stable Alchemy “Heal” or “Restore Mana” doses per rest (note that a “dose” is usually 1/5 of a full potion tag).

Usage: You may spend 30 minutes at a **Laboratory** role-playing crafting a potion from an **Alchemy** scroll of 1st Circle or lower you’re **attuned** to (or an attuned craft recipe), then take your building tag and ingredients to Logistics.

*Note—to consume a potion, characters must either drink an actual liquid you have prepared... or pantomime drinking from a prop bottle. If pantomimed, drinking the potion takes 3 seconds; if physically drinking a prepared liquid, they may finish faster. It is impossible to force-feed a potion to someone unless they are **asleep**, in **bleedout**, or **dead**. A person (or corpse) needs an intact head and throat to ingest a potion. Unlike some crafted or magical items, you do not need to attune to a potion before drinking it.*

STABLE ALCHEMY: JOURNEYMAN Cost: 6 CP	Prerequisite: STABLE ALCHEMY: APPRENTICE	
	Returns With: —	Call: —
<p>You have progressed to Journeyman level as a practitioner of STABLE ALCHEMY. (See STABLE ALCHEMY: APPRENTICE for more details.) With this skill, you can spend 30 minutes role-playing the process of mixing materials in a Laboratory (and expend the necessary ingredients) to produce the potion described on a Circle 2 (Journeyman-level) Core Spell or scroll that you're attuned to. Potions produced with STABLE ALCHEMY last indefinitely until they are used and generally contain 5 "doses."</p> <p>Usage: You may spend 30 minutes at a Laboratory role-playing crafting a potion from an Alchemy scroll of 2nd Circle or below that you're attuned to (or an attuned craft recipe), then take your building tag and ingredients to Logistics.</p>		

STABLE ALCHEMY: MASTER Cost: 6 CP	Prerequisite: STABLE ALCHEMY: JOURNEYMAN	
	Returns With: —	Call: —
<p>You have progressed to Master level as a practitioner of STABLE ALCHEMY. (See STABLE ALCHEMY: APPRENTICE for more details.) With this skill, you can spend 30 minutes role-playing the process of mixing materials in a Laboratory (and expend the necessary ingredients) to produce the potion described on a Circle 3 (Master-level) Core Spell or scroll that you're attuned to. Potions produced with STABLE ALCHEMY last indefinitely until they are used and generally contain 5 "doses."</p> <p>Usage: You may spend 30 minutes at a Laboratory role-playing crafting a potion from an Alchemy scroll of 3rd Circle or below that you're attuned to (or an attuned craft recipe), then take your building tag and ingredients to Logistics.</p>		

STABLE ALCHEMY: GRANDMASTER Cost: 6 CP	Prerequisite: STABLE ALCHEMY: MASTER	
	Returns With: —	Call: —
<p>You have progressed to Grandmaster level as a practitioner of STABLE ALCHEMY. (See STABLE ALCHEMY: APPRENTICE for more details.) With this skill, you can spend 30 minutes role-playing the process of mixing materials in a Laboratory (and expend the necessary ingredients) to produce the potion described on a Circle 4 (Grandmaster-level) Core Spell or scroll that you're attuned to. Potions produced with STABLE ALCHEMY last indefinitely until they are used and generally contain 5 "doses."</p> <p>Usage: You may spend 30 minutes at a Laboratory role-playing crafting a potion from an Alchemy scroll of 4th Circle or below that you're attuned to (or an attuned craft recipe), then take your building tag and ingredients to Logistics.</p>		

CRAFTING—OTHER

TAILORING: APPRENTICE Cost: 6 CP	Prerequisite: —
	Returns With: — Call: —
<p>You are beginning to develop the art of working with fabric and leather, learning how to craft durable pieces that can flow and move as their wearers’ bodies do—and can, in the case of light armor, actually provide meaningful protection in a fight. If you expend the necessary materials, you may spend 30 minutes role-playing at a Work Table to produce any Tailoring Craft Item that has a total skill level of 1 from the table below, or from any Tailoring craft recipes you are attuned to. More specifically, you will spend 30 minutes at the location of your Craft Table, then take the “Craft Table” Structure tag—along with any tagged materials you are expending to make your clothing—to Logistics, where you will turn in the materials and be given the resulting clothing item card. You don’t need to have any other skills (such as LORE or MAGIC) related to the item you are creating, no matter how esoteric it might be. You are also considered to have “LORE: TAILORING,” though you cannot teach it as a LORE.</p> <p>Usage: You may spend 30 minutes at a Worktable role-playing crafting an item from the Tailoring chart or a craft recipe with a total Skill Level of 1, then take your building tag and ingredients to Logistics.</p> <p><i>Note—it is impossible to wear (and to benefit from) more than 1 “Armor” item at once.</i></p> <p><i>Note—some crafted items and magical items do not work immediately when you first get them; you must hold them for 30 minutes to let them attune to you. See Attunement in Chapter 5 for more details.</i></p>	

TAILORING: JOURNEYMAN Cost: 6 CP	Prerequisite: TAILORING: APPRENTICE
	Returns With: — Call: —
<p>You have progressed to Journeyman level as a tailor. If you expend the necessary materials, you may spend 30 minutes role-playing at a Work Table to produce any Tailoring Craft Item that has total skill level of 2 or less—or you can add Additional Properties (from the table below) to enhance an <i>existing</i> Tailoring Craft Item, up to a maximum total skill level of 2.</p> <p>Usage: You may spend 30 minutes at a Worktable role-playing crafting an item from the Tailoring chart or a craft recipe with a total Skill Level of 2, then take your building tag and ingredients to Logistics.</p> <p><i>Note—it is impossible to wear (and to benefit from) more than 1 “Armor” item at once.</i></p>	

TAILORING: MASTER Cost: 6 CP	Prerequisite: TAILORING: JOURNEYMAN	
	Returns With: —	Call: —
<p>You have progressed to Master level as a tailor. If you expend the necessary materials, you may spend 30 minutes role-playing at a Work Table to produce any Tailoring Craft Item that has total skill level of 3 or less—or you can add Additional Properties (from the table below) to enhance an <i>existing</i> Tailoring Craft Item, up to a maximum total skill level of 3.</p> <p>Usage: You may spend 30 minutes at a Worktable role-playing crafting an item from the Tailoring chart or a craft recipe with a total Skill Level of 3, then take your building tag and ingredients to Logistics.</p> <p><i>Note—it is impossible to wear (and to benefit from) more than 1 “Armor” item at once.</i></p>		

TAILORING: GRANDMASTER Cost: 6 CP	Prerequisite: TAILORING: MASTER	
	Returns With: —	Call: —
<p>You have progressed to Grandmaster level as a tailor. If you expend the necessary materials, you may spend 30 minutes role-playing at a Work Table to produce any Tailoring Craft Item that has total skill level of 4 or less—or you can add Additional Properties (from the table below) to enhance an <i>existing</i> Tailoring Craft Item, up to a maximum total skill level of 4.</p> <p>Usage: You may spend 30 minutes at a Worktable role-playing crafting an item from the Tailoring chart or a craft recipe with a total Skill Level of 4, then take your building tag and ingredients to Logistics.</p> <p><i>Note—it is impossible to wear (and to benefit from) more than 1 “Armor” item at once.</i></p>		

CRAFTING EXPLANATION			
<p>On the table below, calculate the “total skill level” of an item by adding up the Skill Levels involved—the base item, plus all properties you add onto it. Entries marked with a “♦” are Base Items and cannot be combined with other Base Items. Entries marked with a “+” are Additional Properties and can be added to a Base Item. (And those marked with a “++” can be added <i>multiple</i> times to the same Base Item.) Unless marked otherwise, each Base Item has an active “life” of 1 year—after that amount of time, it will become useless. If a player already has a prop that they would like to use to represent a Craft Item, you can simply take that prop, work on it for the appropriate amount of time (along with spending the correct materials), and then treat it as a newly-crafted item that will last for 1 year. And, naturally enough, you can use that same prop and “rebuild” the properties of that crafted item after those properties expire.</p> <p>All crafted items require a prop / “phys-rep” to use.</p>			

—Tailoring Craft Item Table—				
	Craft Item Name	Skill Level	Materials	Effect
♦	Basic Clothing	0	—	Produces any normal type of clothing, with an Armor Value of 0; it is impossible to wear (and benefit from) more than 1 Armor at a time

◆	Basic Light Armor	0	—	Produces any normal type of light armor , with an Armor Value of 7; it is impossible to wear (and benefit from) more than 1 Armor at a time
++	Lasting	1	Coal×1, Iron×1, Manganese×1	The gear endures for 1 additional year (<i>these materials are used to produce steel</i>)
+	Reinforced	1	Large Hide×2, Cloth×2	Increases the Armor Value of the clothing or armor by 3
+	Spellcasting	1	Quartz×1, Silver×1, Herb (<i>Enhancement</i>)×1	For purposes of allowing spellcasting , you may act as though you were not wearing this armor
+	Disguise	1	Soft Pelt×2, Cloth×2	While wearing this clothing or armor, you are considered to have the DISGUISE skill (see the description of that skill; you will still have to wear a convincing costume for this to do anything)
+	Spirit Protection	1	Mercury×1, Silver×3, Soft Pelt×1, Sanctified Water×1, Herb (<i>Purification</i>)×1	Up to <i>three times</i> , you may call “ Resist ” to prevent a Drain effect that hits you; this ability has the “Returns With: Rest” property
+	Glyph-Guarded	1	Salt×1, Quartz×1, Mercury×1, Ritual Component×1, Herb (<i>Enhancement</i>)×1	You may call “ Resist ” to prevent one Break Limb effect that hits you; this ability has the “Returns With: Rest” property
+	Physically Resistant	2	Honey×4, Large Hide×2	You may call “ Resist ” to prevent any one weapon attack that hits you; this ability has the “Returns With: Rest” property
+	Wakethorn	2	Obsidian×1, Bone×3, Large Hide×1, Herb (<i>Entropic</i>)×3, Herb (<i>Stimulant</i>)×3	Whenever you would take a Sleep effect, you may call “ Resist ” and take 2 damage directly to your HP and a Stun effect instead; if the Stun effect is prevented or not taken for any reason, this ability fails
+	Mindshatter	2	Quartz×1, Silver×1, Soft Pelt×1, Fae Blood×1, Herb (<i>Hallucination</i>)×3	You may call “ Resist ” to prevent one Dominate effect; this ability has the “Returns With: Rest” property. Whenever you Dodge, Parry, Willpower, or Resist a Dominate effect, you gain a single use of the BREAK LIMB skill that must be used within 3 seconds.
+	Rageguard	2	Mercury×2, Zye Blood Parasite×1, Herb (<i>Entropic</i>)×3, Herb (<i>Stimulant</i>)×3	You may call “ Resist ” to prevent one Berserk effect; this ability has the “Returns With: Rest” property. Whenever you Dodge, Parry, Willpower, or Resist a Berserk effect, you gain a single use of the BATTLE RAGE skill that must be used within 3 seconds.
+	Deathward	2	Gold×1, Feather×3, Celestial Blood×2, Sanctified Water×1, Herb (<i>Rejuvenation</i>)×3, Herb (<i>Spiritual</i>)×3	You may call “ Resist ” to prevent one Death effect; this ability has the “Returns With: Rest” property. Whenever you Dodge, Parry, Willpower, or Resist a Death effect, you may call “ Lesser Death ” instead of damage for your next weapon attack within 3 seconds

FLETCHING: APPRENTICE Cost: 6 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You have not only learned how to make true-flying arrows—you have also learned how to infuse powerful magical charms into the quivers that hold those arrows, granting certain powers to any arrows that are drawn from them. If you expend the necessary materials, you may spend 30 minutes role-playing at a Work Table to produce any Fletching Craft Item that has a total skill level of 1 from the table below, or from any Fletching craft recipes you are attuned to. More specifically, you will spend 30 minutes at the location of your Work Table, then take the “Work Table” Structure tag—along with any tagged materials you are expending to make your arrows—to Logistics, where you will turn in the materials and be given the resulting “quiver” item card. You don’t need to have any other skills (such as LORE or MAGIC) related to the item you are creating, no matter how esoteric it might be. You are also considered to have “LORE: FLETCHING,” though you cannot teach it as a LORE.</p> <p>Usage: You may spend 30 minutes at a Worktable role-playing crafting an item from the Fletching chart or a craft recipe with a total Skill Level of 1, then take your building tag and ingredients to Logistics.</p> <p><i>Note—some crafted items and magical items do not work immediately when you first get them; you must hold them for 30 minutes to let them attune to you. See Attunement in Chapter 5 for more details.</i></p>		

FLETCHING: JOURNEYMAN Cost: 6 CP	Prerequisite: FLETCHING: APPRENTICE	
	Returns With: —	Call: —
<p>You have progressed to Journeyman level as a fletcher (crafter of arrows). If you expend the necessary materials, you may spend 30 minutes role-playing at a Work Table to produce any Fletching Craft Item that has total skill level of 2 or less—or you can add Additional Properties (from the table below) to enhance an <i>existing</i> Fletching Craft Item, up to a maximum total skill level of 2.</p> <p>Usage: You may spend 30 minutes at a Worktable role-playing crafting an item from the Fletching chart or a craft recipe with a total Skill Level of 2, then take your building tag and ingredients to Logistics.</p>		

FLETCHING: MASTER Cost: 6 CP	Prerequisite: FLETCHING: JOURNEYMAN	
	Returns With: —	Call: —
<p>You have progressed to Master level as a fletcher (crafter of arrows). If you expend the necessary materials, you may spend 30 minutes role-playing at a Work Table to produce any Fletching Craft Item that has total skill level of 3 or less—or you can add Additional Properties (from the table below) to enhance an <i>existing</i> Fletching Craft Item, up to a maximum total skill level of 3.</p> <p>Usage: You may spend 30 minutes at a Worktable role-playing crafting an item from the Fletching chart or a craft recipe with a total Skill Level of 3, then take your building tag and ingredients to Logistics.</p>		

FLETCHING: GRANDMASTER Cost: 6 CP	Prerequisite: FLETCHING: MASTER	
	Returns With: —	Call: —
<p>You have progressed to Grandmaster level as a fletcher (crafter of arrows). If you expend the necessary materials, you may spend 30 minutes role-playing at a Work Table to produce any Fletching Craft Item that has total skill level of 4 or less—or you can add Additional Properties (from the table below) to enhance an <i>existing</i> Fletching Craft Item, up to a maximum total skill level of 4.</p> <p>Usage: You may spend 30 minutes at a Worktable role-playing crafting an item from the Fletching chart or a craft recipe with a total Skill Level of 4, then take your building tag and ingredients to Logistics.</p>		

CRAFTING EXPLANATION
<p>On the table below, calculate the “total skill level” of an item by adding up the Skill Levels involved—the base item, plus all properties you add onto it. Entries marked with a “♦” are Base Items and cannot be combined with other Base Items. Entries marked with a “+” are Additional Properties and can be added to a Base Item. (And those marked with a “++” can be added <i>multiple</i> times to the same Base Item.) Unless marked otherwise, each Base Item has an active “life” of 1 year—after that amount of time, it will become useless. If a player already has a prop that they would like to use to represent a Craft Item, you can simply take that prop, work on it for the appropriate amount of time (along with spending the correct materials), and then treat it as a newly-crafted item that will last for 1 year. And, naturally enough, you can use that same prop and “rebuild” the properties of that crafted item after those properties expire.</p> <p>All crafted items require a prop / “phys-rep” to use.</p>

—Fletching Craft Item Table—			
Craft Item Name	Skill Level	Materials	Effect
♦ Basic Quiver of Arrows	0	—	Produces a normal quiver of arrows with no special properties; if properties are added, though, all arrows drawn from this quiver gain those properties
♦ Bundle of Venom Arrows	1	Feathers×1, Herb (<i>Poisonous</i>)×5	Creates a tag of 5 special arrows; you may fire one of these arrows and call “ Poison ” instead of damage (<i>you should mark off one use for each arrow that hits its target</i>)
♦ Bundle of Messenger Arrows	1	Feathers×1, Wood (<i>Lightweight</i>)×1	Creates a tag of 5 special arrows; you may fire one of these arrows to deliver a written message accurately up to 1 mile away (<i>you should mark off one use for each arrow that you use to deliver a message</i>)
♦ Bundle of “Bricks on Sticks”	2	Stone×1, Wood (<i>Dense</i>)×1	Creates a tag of 5 special arrows; you may fire one of these arrows and call “ Lesser Sleep ” instead of damage (<i>you should mark off one use for each arrow that hits its target</i>)

◆	Bundle of Harpoon Arrows	2	Iron×1, Wood (<i>Durable</i>)×1	Creates a tag of 5 special arrows; you may fire one of these arrows and call “ Attract ” instead of damage (<i>you should mark off one use for each arrow that hits its target</i>)
◆	Bundle of Grappling Arrows	3	Feathers×1, Wood (<i>Strong</i>)×1	Creates a tag of 5 special arrows; you may fire one of these arrows, then, within 3 seconds of hitting a target, use the LEAP skill in the direction of that target (<i>you should mark off one use for each arrow that hits its target</i>)
◆	Bundle of Blessed Arrows	3	Feathers×1, Sanctified Water×1	Creates a tag of 5 special arrows; you may fire one of these arrows and call “ Destroy Lesser Undead ” instead of damage (<i>you should mark off one use for each arrow that hits its target</i>)
◆	Bundle of Marking Arrows	4	Zye Scarab×1, Wood (<i>Flexible</i>)×1	Creates a tag of 5 special arrows; you may fire one of these arrows and call “0, Bestow Self 2 Damage,” letting you deal +2 damage with a bow against that target only, for the next 30 minutes (<i>you should mark off one use for each arrow that hits its target</i>)
+	Iron	0	Iron×1, Feathers×1, Wood (<i>Lightweight</i>)×1	When you attack with this arrow, you call “iron” along with arrow damage*; cannot be combined with Silver, Gold, or Elemental
+	Silver	1	Silver×1, Feathers×1, Sanctified Water×1, Herb (<i>Purification</i>)×3, Wood (<i>Lightweight</i>)×1	When you attack with this arrow, you call “silver” along with arrow damage*; cannot be combined with Iron, Gold, or Elemental
+	Gold	1	Gold×1, Feathers×1, Sanctified Water×1, Herb (<i>Purification</i>)×3, Wood (<i>Lightweight</i>)×1	When you attack with this arrow, you call “gold” along with arrow damage*; cannot be combined with Iron, Silver, or Elemental
+	Arrow-Casting	1	Mercury×1, Silver×1, Herb (<i>Enhancement</i>)×1	Equivalent of having the WEAPON CASTING skill, but only with this weapon
++	Lasting	1	Coal×1, Iron×1, Manganese×1	The quiver or bundle endures for 1 additional year (<i>these materials are used to produce steel</i>)
+	Elemental	2	Coal×2, Mercury×2, Sulfur×2, Spell Crystal×1, Feathers×1, Herb (<i>Enhancement</i>)×2	Choose <i>Fire, Ice, Lightning, or Acid</i> at time of creation; when you attack, you call that element along with arrow damage*; cannot be combined with Iron, Silver, or Gold
+	Life-Drinking	2	Obsidian×1, Soul Gem×1, Demon Blood×1, Zye Blood Parasite×2, Herb (<i>Entropic</i>)×4, Herb (<i>Spiritual</i>)×4,	Up to <i>three times</i> , when you hit a target with this weapon, you may call “ Drain 3 ” instead of weapon damage, damaging their HP directly and transferring it to you; this ability has the “Returns With: Rest” property, and is not affected by bonuses to damage (like “Lethal”)
+	Lethal	2	Coal×2, Iron×2, Manganese×2	Arrows add 1 extra damage to all attacks (<i>remember: attacks are capped at 10 damage</i>)
*Note: if your weapon can somehow produce multiple damage types (like <i>iron</i> and <i>ice</i>), choose only 1 to call for each attack.				

ENGINEERING: APPRENTICE Cost: 6 CP	Prerequisite: —	
	Returns With: —	Call: —
<p>You have begun to master the most literally “foundational” of all the crafting skills: the ability to plan and then actually perform the work needed to construct large-scale structures. Without your talents, your town would not be able to get very much done. If you expend the necessary materials, you may spend 30 minutes role-playing in an area of town to produce an Engineering Craft Structure from the table below, or from an Engineering craft recipe you are attuned to, with a total Skill Level of 1. That structure will remain usable for 4 years before it must be refurbished (that is, essentially rebuilt). More specifically, you will spend 30 minutes at the appropriate location, then take any tagged materials needed to build the structure to Logistics, where you will be given the resulting, blue “Structure” card. You don’t need any other skills (such as LORE or MAGIC) related to the item you are creating, no matter how esoteric it might be. You are also considered to have “LORE: ENGINEERING,” though you cannot teach it as a LORE.</p> <p>Usage: You may spend 30 minutes at a location role-playing crafting an item from the Engineering chart or a craft recipe with a total Skill Level of 1, then take your ingredients to Logistics.</p> <p><i>Note: When you first build any structure other than a ship, choose an unoccupied location for it on the Twin Mask campsite. You must provide some kind of physical representation of that structure. At the beginning of every subsequent game, you must choose a place for that structure to occupy, on a “first-come-first-served” basis. Once placed, your structure cannot be moved for the duration of the game. Structures cannot be stolen. Also, unlike other crafted items, you do not need to attune to structures before using them.</i></p>		

ENGINEERING: JOURNEYMAN Cost: 6 CP	Prerequisite: ENGINEERING: APPRENTICE	
	Returns With: —	Call: —
<p>You have progressed to Journeyman level as an engineer. If you expend the necessary materials, you may spend 30 minutes role-playing in an area of town to produce an Engineering Craft Structure from the table below, or from an Engineering craft recipe you are attuned to, with a Skill Level of 2. For more details about structures, see the ENGINEERING: APPRENTICE skill.</p> <p>Usage: You may spend 30 minutes at a location role-playing crafting an item from the Engineering chart or a craft recipe with a total Skill Level of 2, then take your ingredients to Logistics.</p>		

ENGINEERING: MASTER Cost: 6 CP	Prerequisite: ENGINEERING: JOURNEYMAN	
	Returns With: —	Call: —
<p>You have progressed to Master level as an engineer. If you expend the necessary materials, you may spend 30 minutes role-playing in an area of town to produce an Engineering Craft Structure from the table below, or from an Engineering craft recipe you are attuned to, with a Skill Level of 3. For more details about structures, see the ENGINEERING: APPRENTICE skill.</p> <p>Usage: You may spend 30 minutes at a location role-playing crafting an item from the Engineering chart or a craft recipe with a total Skill Level of 3, then take your ingredients to Logistics.</p>		

ENGINEERING: GRANDMASTER Cost: 6 CP	Prerequisite: ENGINEERING: MASTER	
	Returns With: —	Call: —

You have progressed to Journeyman level as an engineer. If you expend the necessary materials, you may spend 30 minutes role-playing in an area of town to produce an Engineering Craft Structure from the table below, or from an Engineering craft recipe you are [attuned](#) to, with a Skill Level of 4. For more details about structures, see the ENGINEERING: APPRENTICE skill.

Usage: You may spend 30 minutes at a location role-playing crafting an item from the Engineering chart or a craft recipe with a total Skill Level of 4, then take your ingredients to Logistics.

—Engineering Craft Structure Table—				
Craft Structure Name		Skill Level	Materials	Effect
◆	Forge	1	Coal×20, Stone×10, Iron×10	Necessary for the use of BLACKSMITHING, WEAPONSMITHING, ARMORSMITHING, and SHIELDSMITHING skills
◆	Kitchen	1	Coal×8, Salt×10, Stone×8, Iron×4, Marble×2, Herb (<i>Purification</i>)×5, Wood (<i>Dense + Durable</i>)×8	Necessary for the use of COOKING skills
◆	Shrine	1	Stone×4, Sanctified Water×1, Herb (<i>Purification</i>)×3	Necessary for the use of PRIESTHOOD and RITE MASTERY skills; see the Divine Magic section of chapter 4 for more details
◆	Work Table	1	Iron×8, Large Hide×3, Wood (<i>Dense + Durable</i>)×10	Necessary for the use of LOCKSMITHING, ENCHANTING, TAILORING, and FLETCHING skills
◆	Laboratory	1	Coal×4, Salt×2, Copper×2, Marble×1, Mercury×3, Sulfur×6, Spell Crystal×1, Herb (<i>Poisonous</i>)×3, Herb (<i>Purification</i>)×3	Necessary for the use of ARTIFICING, SCROLL SCRIBING, and STABLE ALCHEMY skills
◆	Jail	1	Stone×20, Iron×10	Allows for the detainment of captured NPCs; can hold up to 10
◆	Wooden Fortified Building	1	Iron×4, Glass×1, Wood (<i>Durable</i>)×15	Those inside this building cannot be affected by any effects delivered “by voice” (even if, out of character, those effects are heard)
◆	Library	2	Iron×2, Feathers×3, Paper×10, Wood (<i>Durable</i>)×10	When used with the RESEARCH skill, serves as a “Research Object” for all possible fields of study
◆	Tavern	2	Stone×15, Food (any variety)×8, Glass×2, Wood (any variety)×15	After every 30 minutes of rest (no combat or strenuous activity) inside this building, you regain 2 mana

◆	Hideout	2	Iron×4, Wood (<i>Durable</i>)×15	The first 5 people who enter this building every day cannot be located, until the next sunrise, by others using HUNTING to follow tracks. Also, this building's obscurity makes it impossible to use scrying magic to listen to conversations held within. ("Greater" Divination spell effects could still work, and nonmagical listening does too.)
◆	Mobile Triage Tent	2	Large Hide×3, Cloth×2, Herb (<i>Healing</i>)×8, Herb (<i>Purification</i>)×4, Herb (<i>Rejuvenation</i>)×2, Herb (<i>Sedative</i>)×2, Herb (<i>Stimulant</i>)×4	Functions exactly as a Healer's Tent, but may only be set up once per game and provides its benefit for 3 hours; setup takes 3 minutes in one location, and it takes an additional 3 minutes to disassemble and reclaim the Building Tag. You should phys-rep a small healer's area (you do not need a physical tent) with a very basic shelter and a place to tend wounds.
◆	Ship	2	Workers×10, Iron×2, Cloth×6, Wood (<i>Durable</i>)×10	Allows you and your chosen guests to travel by sea to any ocean-accessible location; your path cannot be tracked while you are traveling this way; the Workers "spent" during construction become the ship's crew
◆	Alchemical Distillery	3	Quartz×2, Copper×1, Marble×2, Glass×5, Herb (<i>Enchantment</i>)×2, Herb (<i>Enhancement</i>)×2, Herb (<i>Entropic</i>)×2, Herb (<i>Hallucination</i>)×2, Herb (<i>Healing</i>)×2, Herb (<i>Poisonous</i>)×2, Herb (<i>Purification</i>)×2, Herb (<i>Sedative</i>)×2, Herb (<i>Spiritual</i>)×2, Herb (<i>Stimulant</i>)×2, Herb (<i>Rejuvenation</i>)×2, Wood (<i>Flexible</i>)×5	Whenever you use a STABLE ALCHEMY skill, you may also instantly make 2 additional potions based on ANY recipes you have access to (you must still expend all necessary materials for those additional potions)
◆	Healer's Tent	3	Large Hide×5, Cloth×3, Herb (<i>Healing</i>)×10, Herb (<i>Purification</i>)×5, Herb (<i>Rejuvenation</i>)×3, Herb (<i>Sedative</i>)×3, Herb (<i>Stimulant</i>)×5	After 30 minutes of rest (no combat or strenuous activity) inside this building, you are healed to full health; this effect only changes HP, not broken or missing limbs
◆	Stone Fortified Building	3	Wooden Fortified Building ×1, Stone×15, Iron×6	Functions identically to a Wooden Fortified Building; additionally, cannot be burned down or easily damaged
◆	Soul of the Musician	4	Soul Gem×4, Ritual Component×1, Wood (<i>Lightweight + Strong</i>)×2, Wood (<i>Dense + Durable</i>)×2,	This allows you to use a hidden speaker to play soft music within a building. This music should only contain genre-appropriate instruments and should NOT contain lyrics. This music MUST NOT be covers or renditions of well-known modern songs, be interrupted by commercials or ads, or do anything else to break immersion. Failure to maintain these standards may result in confiscation of this building tag. SPECIAL: If this building tag affects the same building space as a Tavern building tag, the amount of mana restored by the Tavern is increased by +1, but only while the music is playing.

◆	Enhanced Furnace	4	Forge ×1, Coal×4, Stone×1, Iron×2, Wood (<i>Strong + Durable</i>)×2	Functions as a Forge ; in addition, whenever you use a BLACKSMITHING skill to make a new item using this Furnace, you may choose to add one copy of the “Lasting” property without spending any materials
◆	Printing Press	4	Iron×2, Paper×15, Wood (<i>Durable</i>)×10	Whenever you use a SCROLL SCRIBING skill, you may also instantly make 2 copies of ANY scrolls in your possession (you must still expend Blood Ink for those scrolls)
◆	Dungeon	4	Jail ×1, Stone×20, Iron×10, Herb (<i>Healing</i>)×5, Herb (<i>Poisonous</i>)×5	Functions as a Jail ; can hold up to 100 people, and captured NPCs may not use ESCAPE or LOCKPICKING skills; you may employ double your normal uses of TORTURE on captured NPCs
◆	Warship		Ship ×1, Iron×6, Manganese×2, Cloth×4, Wood (<i>Strong</i>)×4	Functions as a Ship ; in addition, is superior in naval combat, providing 3 BP (see the end of Appendix 1 for Battle rules)
◆	Cargo Ship		Ship ×1, Iron×3, Cloth×4, Wood (<i>Dense</i>)×4, Wood (<i>Strong</i>)×4	Functions as a Ship ; in addition, use at Logistics to gain 2 Points worth of goods from the MERCANTILE skill table; each Cargo Ship can only be used once per game
◆	Fishing Ship		Ship ×1, Iron×2, Cloth×4, Wood (<i>Dense</i>)×5, Wood (<i>Strong</i>)×5	Functions as a Ship ; in addition, use at Logistics to gain 3 “Fish” food item tags with 1-month expiration; each Fishing Ship can only be used once per game
◆	Smuggler’s Skiff		Ship ×1, Iron×2, Manganese×2, Cloth×8, Wood (<i>Lightweight</i>)×4	Functions as a Ship ; in addition, may sneak up to 10 extra people (or equivalent goods) past a blockade, guard checkpoint, or similar obstacle
◆	Luxury Ship		Ship ×1, Silver×4, Gold×3, Cloth×3, Glass×3, Wood (<i>Flexible</i>)×7	Functions as a Ship ; in addition, this vessel is extravagant and opulent to an unheard-of degree. ... This ship looks <i>very</i> pretty.

RECONSTRUCT Cost: 1 CP	Prerequisite: ANY CRAFTING Skill: APPRENTICE	
	Returns With: —	Call: —
<p>Whether mending a tattered jacket, reforging a blunted sword, or dry-docking a leaky ship, you have learned how to refurbish something that has fallen into disrepair and make it new again. With this skill, you can take an expired crafted item tag and use it as a material when you create the same item tag again. The expired tag replaces a number of other materials equal to the item’s rank, of your choosing. For instance, a Master-level sword (made with the third rank of WEAPONSMITHING) with the “Silver” and “Crushing” properties could be remade with three fewer materials: perhaps two fewer Silver and one fewer Demon Blood, or without three particularly hard-to-find herbs. The newly created item must have all of the exact same properties as the expired item. An item with properties not in the current rulebook cannot be remade this way, nor can consumable items such as whetstones, potions, or cooked dishes.</p> <p>(Note: ENGINEERING items that are built upon other crafted structures <i>do</i> consider the initial item as an ingredient, so for example, you can count “Ship” as one crafting material for purposes of this skill toward refurbishing a “Warship.”)</p> <p>Usage: You may remake a crafting item with the exact same, rulebook-legal properties listed on the original tag with one fewer listed ingredient of your choice per rank of the original item.</p>		

INVENTOR Cost: 2 CP	Prerequisite: Any CRAFTING Skill: GRANDMASTER, RESEARCH	
	Returns With: —	Call: —
<p>You are more than a master of your craft: with your long experience, you have also begun to see opportunities that nobody else has considered. Designing never-before-seen objects takes both creativity and practicality, and you have more than enough of both. With this skill, you have the ability to propose and do research on entirely new craft recipes.</p> <p>Usage: You may pitch and invent new craft recipes using the rules for Researching New Craft Items in Chapter 4.</p>		

RESTRICTED HUMAN SKILLS

Note that these skills do not require training... as long as you spend 30 minutes during game, role-playing the process of teaching them to yourself.

UNBURDENED Cost: 3 CP	Prerequisite: Must be Human	
	Returns With: —	Call: —
<p>As a human, you have a shorter memory than people of longer-lived races do, and you place greater emphasis on pushing to achieve what you can in the short term. This means that, as a Returned, your spirit is less weighed down by death and by your misdeeds—you find it easy to forgive yourself and to justify your actions. Taking this skill reduces your character’s “Corruption score” by 1. (See the CORRUPTED background flaw for more details on corruption as a game mechanic.)</p> <p>Usage: Your Corruption decreases by 1.</p> <p><i>Note—this skill can only ever be taken once.</i></p>		

GOOD ENOUGH Cost: 4 CP	Prerequisite: Must be Human	
	Returns With: —	Call: —
<p>As a human, your sense of time is much narrower than that of other races, and you are therefore much more willing to put up with things that are merely “good enough” rather than perfect. If you have this skill, you may subtract 5 minutes (to a minimum of 10 minutes) from the time required to use any of the following skills: BLACKSMITHING, WEAPONSMITHING, ARMORSMITHING, SHIELDSMITHING, LOCKSMITHING, ENCHANTING, SCROLL SCRIBING, ARTIFICING, STABLE ALCHEMY, TAILORING, FLETCHING, or ENGINEERING. (That is, all crafting skills except for COOKING.)</p> <p>Usage: You may reduce the crafting time of non-COOKING crafting skills by 5 minutes.</p>		

PILLAR OF THE COMMUNITY Cost: 2 CP	Prerequisite: Must be Human	
	Returns With: —	Call: —
<p>As a human, you have inherited a social drive that pushes you to think of culture as something that must be actively built and maintained rather than merely inherited or taken for granted. In order to use this skill, you must have a recognized, official position in the government or maintenance of Solace. The qualifying positions include (but are not limited to) Governor, Lieutenant Governor, Ambassador, Executioner, Herald, Town Cryer, and member of the Guard. Other official positions may also grant access to this skill, as specified when you receive that position. (Feel free to ask a Staff member for clarification.) At some point during each Twin Mask game session, you may report to Logistics to gain either 1 Academic Influence, 1 Economic Influence, 1 Political Influence, 1 Underworld Influence, or 1 Military Influence.</p> <p>Usage: When you collect your Check-In Resources, you receive 1 Influence card of your choice.</p> <p><i>Note—positions of authority in independent guilds or organizations do not qualify as a sufficient for the use of this skill.</i></p>		

FORCE OF WILL Cost: 4 CP each	Prerequisite: Must be Human	
	Returns With: Rest	Call: “Willpower”
<p>Humans are often, at a fundamental level, used to having the advantage of numbers. Extending beyond military contexts into social and emotional ones, it is deeply comforting and meaningful for a human to have the support of others. With backup, a human can resist the most terrifying things. This skill effectively grants you a more efficient version of the WILLPOWER skill, but it can only be used if you are close to—that is, within arm’s reach of—multiple other allies.</p> <p>Usage: You may call “Willpower” if you are within arm’s reach of at least two other allies.</p>		

PURSUIT OF KNOWLEDGE Cost: 4 CP	Prerequisite: Must be Human	
	Returns With: —	Call: —
<p>Curiosity is one of the hallmarks of various human cultures: the wide world of Adetrune is so full of fascinating options and ideas that it can often seem very tempting indeed to learn as much as you can. With this skill, you may essentially acquire 3 different LORE or RESTRICTED LORE skills, covering different topics, for the price of 1.</p> <p>Usage: You may purchase this skill, then write “0” for the CP cost of the next 3 LORE or RESTRICTED LORE skills that you learn.</p>		

RESTRICTED EFFENDAL SKILLS

Note that these skills do not require training... as long as you spend 30 minutes during game, role-playing the process of teaching them to yourself.

EFFENDAL SENSES Cost: 2 CP	Prerequisite: Must be Effendal	
	Returns With: —	Call: “Effendal Senses”
<p>As an Effendal, your sight, hearing, touch, taste, and smell are much keener than a human’s, particularly when you are focusing intently on the natural world. Along with the opportunity for some entertaining role-playing, this skill enhances your ability to pursue creatures and people when using the HUNTING skill to follow tracks. When you are using that function of HUNTING, you may also call “Effendal senses” to the Twin Mask Staff member who is attending your efforts, and you will receive more information than you otherwise would. You can track with no light source, you can tell the relative weights of anyone you are tracking, you can determine their speed with more accuracy, and so on. EFFENDAL SENSES also reduces the time needed to utilize the DETECT DISGUISE skill.</p> <p>Usage: You may call “Bid: Effendal Senses” to a Twin Mask Story staff member to potentially gain additional information.</p> <p><i>Note—in addition to this standard use of the EFFENDAL SENSES skill, you should be on the lookout for situations that may come up during “mods” away from the main space of the Twin Mask game. If you mention that you have the EFFENDAL SENSES skill during such an event, a Staff member may occasionally have the option to give you additional information based on your perceptions.</i></p>		

EFFENDAL AGILITY Cost: 5 CP	Prerequisite: Must be Effendal	
	Returns With: Rest	Call: “Dodge” (or “Bid: Effendal Agility”)
<p>As an Effendal, you are light on your feet and can perform acrobatic maneuvers that would be impossible for people of any other race. The primary function of this skill is to function just like DODGE; you can use it to call “Dodge” and avoid any one attack that could be evaded by that defense. Your agility also has multiple other functions, though. It enhances your use of the LEAP skill: whenever you become Airborne with that skill, you may take 4 total steps to represent the distance of your jump, rather than just 3. When you are facing challenges that require agility and there is a Story Staff member present, you can call “Bid: Effendal Agility” to see if there is some way that your acrobatics or flexibility would be helpful in the situation. And, of course, this skill can simply serve as a catalyst for good role-playing.</p> <p>Usage: You may call “Dodge” once to avoid anything that can be physically avoided; you take 4 steps in any one direction when you use LEAP; and you can call “Bid: Effendal Agility” to a Twin Mask Story staff member.</p> <p><i>Note—in addition to this standard use of the EFFENDAL AGILITY skill, you should be on the lookout for opportunities that may come up during “mods” away from the main space of the Twin Mask game. If you run into a situation that might call for impressive agility, you should mention that you have the EFFENDAL AGILITY skill to the attending Staff member, and they will sometimes be able to give you additional options based on that fact.</i></p>		

PATIENCE Cost: 4 CP	Prerequisite: Must be Effendal	
	Returns With: —	Call: —
<p>As an Effendal, you have extra time in which to focus on any crafts that you decide to learn. With this skill, you may choose to double the amount of time required to use any of the following skills: BLACKSMITHING, WEAPONSMITHING, ARMORSMITHING, SHIELDSMITHING, LOCKSMITHING, ENCHANTING, SCROLL SCRIBING, ARTIFICING, COOKING, STABLE ALCHEMY, TAILORING, FLETCHING, or ENGINEERING. (That is, all Crafting skills.) If you do, then you may use the appropriate skill as though you were 1 level more accomplished than you actually are, up to an effective level of Grandmaster. You must be of at least Apprentice level in a crafting skill in order to use PATIENCE to enhance that skill, and PATIENCE has no effect if you are already of Grandmaster level in the chosen skill.</p> <p>Usage: You may multiply the base time required to perform a crafting skill by 2, then perform that crafting skill as though you were 1 rank higher.</p> <p><i>Note—when this skill is combined with BLACKSMITHING items (or any effects that reduce the time required to use various crafting skills), the crafting time is first doubled by PATIENCE, then reduced by the amount that the time-reduction effect would normally save. (Often, this means that crafting will take 45 minutes, as the 30-minute base time is doubled to 1 hour, then reduced by 15 minutes.)</i></p>		

WEAPON MASTER Cost: 6 CP	Prerequisite: Must be Effendal	
	Returns With: —	Call: —
<p>As an Effendal, you have spent some of your long life practicing the ability to wield various weapons, with the result that your breadth of proficiency is well beyond what most humans ever achieve. This skill gives you the ability to use any weapon, although it does not grant any skill in two-weapon fighting. (That is, WEAPON MASTER is the equivalent of the following skills: SHORT WEAPONS, ONE-HANDED WEAPONS, TWO-HANDED WEAPONS, OVERSIZED WEAPON USE, THROWN WEAPONS, and BOW AND ARROW.)</p> <p>Usage: You may function as though you had the skills SHORT WEAPONS, ONE-HANDED WEAPONS, TWO-HANDED WEAPONS, OVERSIZED WEAPON USE, THROWN WEAPONS, and BOW AND ARROW on your character sheet.</p>		

SCION OF THE LAND Cost: 4 CP	Prerequisite: Must be Effendal	
	Returns With: Sunrise and Sunset	Call: “My Body Merges with the Tree”
<p>As an Effendal, you are the distant descendant of powerful, magical entities who have long been connected with the magical nature of Adadrune. By teaching yourself to accept and embrace your supernatural affinity for the living things of this world, you can quietly slip away from danger by stepping into the heart of a tree, protected and out of phase with the world outside, though retaining the ability to perceive it. It takes 30 seconds to initiate the merging, and you can stay in this strange and quiet state for up to 30 minutes before you step back out and re-engage with</p>		

Adelrune. While you are merged with the tree, you are Out of Character but can still see and hear everything around you.

Usage: You may touch a tree for 30 uninterrupted seconds and call, “My Body Merges with the Tree.” You then place your hand on your head to signify that you are Out-of-Character and may remain this way for up to 30 minutes if you never move farther than arm’s reach from that tree. You see and hear everything as your character normally would during this time. You must call, “My Body Emerges from the Tree” at the end of the effect and immediately go back In-Character.

Note: A suitable tree for the purposes of this skill must be living, rooted, and at least six feet tall. You do not need to have your hand on the tree for the entire time, but you must remain within arm’s reach of the tree for as long as you remain merged, or the skill ends.

RESTRICTED FAE-BLOODED SKILLS

Note that these skills do not require training... as long as you spend 30 minutes during game, role-playing the process of teaching them to yourself.

SLIPPERY Cost: 7 CP	Prerequisite: Must be Fae-Blooded	
	Returns With: —	Call: “Escape”
As a descendant of the Fae, you have inherited a facility for being elusive, such that it is near-impossible to capture or bind you. Whenever you use this skill, you call “escape” and instantly pull yourself free from any bonds or snares that were trapping your character (including Bind effects caused by, for instance, The Binding Spell). This lets you “ Escape ” from any character’s grip, even if they are using a Strength effect to hold you. You may use SLIPPERY as often as you wish.		
Usage: You may call “Escape” as often as you wish, as per the ESCAPE skill.		

MAGIC-RESISTANT Cost: 5 CP each	Prerequisite: Must be Fae-Blooded	
	Returns With: Rest	Call: “Resist”
As a descendant of the Fae, you have a natural affinity for the flow of magic in the world around you; by “leaning in” to that flow, you can cause any magical effect to slip past you with no effect. When you would be affected by any non-weapon attack, you may instead use this skill and call “ Resist ” to avoid suffering any effects from that attack.		
Usage: You may call “Resist” against any non-weapon attack (any effect that could be countered by Willpower) or against any packet-delivered attack.		
<i>Note—remember that effects with the “Greater” modifier cannot be prevented in this way.</i>		

CHARMED MISSTEP Cost: 3 CP each	Prerequisite: Must be Fae-Blooded	
	Returns With: Rest	Call: “By My Gesture, Attract” or “By My Gesture, Repel”
<p>As a descendant of the Fae, you have inherited the ability to play upon the unconscious elements of people’s minds, using magical gestures to cause people to either stumble toward you or be pushed awkwardly away. When you use this skill, you make a “come hither” gesture at someone and call “By My Gesture, Attract,” which forces them to take an Attract effect, or a dismissive, forceful hand gesture and call “By My Gesture, Repel,” which forces them to take a Repel effect.</p> <p>Usage: You may call “By My Gesture, Attract” or “By My Gesture, Repel.”</p>		

GLAMOUR Cost: 7 CP	Prerequisite: Must be Fae-Blooded	
	Returns With: —	Call: —
<p>Like the magical tricksters from whom you descend, the magic of your bloodline gives you the ability to significantly change how you appear to others. Mechanically, this skill functions exactly like having both the DISGUISE and MASTER DISGUISE skills, with all the same limitations to your character.</p> <p>Usage: You may disguise yourself as if you had the DISGUISE and MASTER DISGUISE skills. See those skills for more detail on the function of GLAMOUR.</p>		

DOMINATING GESTURE Cost: 8 CP each	Prerequisite: Must be Fae-Blooded	
	Returns With: Rest	Call: “By My Gesture, Lesser Dominate”
<p>As a descendant of the Fae, you have inherited the ability to influence the minds and bodies of those around you by manipulating the strands of reality. When you use this skill, you point at someone and call “by my gesture, lesser Dominate,” which means that the affected creature or person must do your bidding for 3 minutes. Keep in mind that, since this is a “Lesser” effect, it will not work on any Returned or other “major” characters.</p> <p>Usage: You may call “By My Gesture: Lesser Dominate.”</p>		

RESTRICTED CELESTIAL-BLOODED SKILLS

Note that these skills do not require training... as long as you spend 30 minutes during game, role-playing the process of teaching them to yourself. Also, remember that Celestial-blooded characters have access to the [Supernatural Strength](#) skill.

RALLYING CRY Cost: 3 CP each	Prerequisite: Must be Celestial-Blooded	
	Returns With: Rest	Call: “By My Voice, Remove Weakness”
<p>As a person with Celestial blood, you have inherited the ability to channel positive emotions through your voice, inspiring and invigorating those around you. When you use this skill, you call “by my voice, remove Weakness,” thereby producing a Remove Weakness effect on everyone within earshot.</p> <p>Usage: You may call “By My Voice: Remove Weakness.”</p>		

HEALING TOUCH Cost: 6 CP each	Prerequisite: Must be Celestial-Blooded	
	Returns With: Rest	Call: “Heal 10”
<p>As a person with Celestial blood, you have inherited the ability to channel positive energy through your hands, closing even the most grievous wounds with your touch. You may touch a person or creature and call “heal 10” once.</p> <p>Usage: You may touch a character and call “Heal 10.”</p>		

RESURRECTION Cost: 10 CP each	Prerequisite: Must be Celestial-Blooded	
	Returns With: Rest	Call: “Life”
<p>As a person with Celestial blood, you have inherited the ability to reach after a person’s departing spirit and use a powerful burst of energy to pull them back into the world. To use this skill, you must touch a dead body, role-play a moment of painful exertion, and call “Life,” which returns your subject to their full Health Point total (although they must still endure a 3-minute Weakness count because of the shock of resurrection). Using this skill reduces your maximum Health Point total by 2 for the next 3 days; this reduction in maximum HP total cannot be healed through any normal means, and if you reduce your maximum HP total to 0 in this way, you immediately die.</p> <p>Usage: You may touch a dead character and call “Life.” Your maximum HP decreases by 2 for the remainder of the current Twin Mask game.</p>		

RISE TOWARD THE LIGHT Cost: 5 CP	Prerequisite: Must be Celestial-Blooded	
	Returns With: —	Call: “Bestow Light”
<p>As a person with Celestial blood, you can feel (even if only slightly) the call of the Golden Realms, where the stern Celestials connected to your heritage sing in constant radiance. With this skill, you can focus on that connection and temporarily let the light of those Realms flow through you, enabling you to smite your enemies with furious righteousness. Once per Twin Mask game, you may give a 3-second verbal proclamation about Celestial light and justice. Then, you may call “bestow light” on yourself... which begins a 3-minute period during which all your weapon attacks function as GREAT STRIKES. Additionally, all weapon attacks you make will be infused with the “light” element, enabling you to call “light” for each such attack in addition to damage. During this period, you should role-play a feeling of glorious ascendancy.</p> <p>Usage: Once per game, you may loudly and verbally proclaim a 3-second phrase about light or righteousness and call “Bestow Light.” Your weapon attacks all function as GREAT STRIKES, and can add the “Light” element, for 3 minutes.</p>		

RESTRICTED DEMON-BLOODED SKILLS

Note that these skills do not require training... as long as you spend 30 minutes during game, role-playing the process of teaching them to yourself. Also, remember that Demon-blooded characters have access to the [Supernatural Strength](#) skill.

DRAINING TOUCH Cost: 5 CP	Prerequisite: Must be Demon-Blooded	
	Returns With: —	Call: “Drain 1”
<p>As a person with Demon blood, you have inherited an affinity for draining the energy of those around you in subtle but persistent ways. To use this skill, you must touch a person or creature and call “Drain 1.” Unless this effect is negated, they lose 1 Health Point (regardless of armor) and you regain 1 Health Point. You can use this skill as often as you wish, but you must wait 30 seconds in between uses, and you can even use it while you are in bleedout or suffering from a Weakness effect. This is an exception to the normal rule that you cannot use any skills while in bleedout or suffering from Weakness.</p> <p>Usage: You may touch a character and call “Drain 1” once every 30 seconds, even in bleedout or Weakness.</p>		

ABHORRENT SIGN Cost: 3 CP each	Prerequisite: Must be Demon-Blooded	
	Returns With: Rest	Call: “By My Gesture, Stun by Pain”
<p>As a person with Demon blood, you have inherited the ability to trace a hellish sigil in the air between you and an opponent, thereby rending their spirit and causing immense pain. To use this skill, you must gesture at your target and call “by my gesture, Stun by pain,” causing them to take a “Stun” effect and reel in agony for 3 seconds.</p> <p>Usage: You may point at a character and call “By My Gesture: Stun by Pain”</p>		

CAPTIVATING GAZE Cost: 8 CP each	Prerequisite: Must be Demon-Blooded	
	Returns With: Rest	Call: “By My Gaze, Lesser Dominate”
<p>As a person with Demon blood, you have inherited the ability to bend weak-willed people or creatures to your will, whether through raw domination or allure. To use this skill, you call “by my gaze, lesser Dominate,” producing a 3-minute Dominate effect on the creature or person. Keep in mind that, since this is a “lesser” effect, it will not work on any Returned or other “major” characters.</p> <p>Usage: You may call “By My Gaze, Lesser Dominate.”</p>		

SINK INTO DARKNESS Cost: 5 CP	Prerequisite: Must be Demon-Blooded	
	Returns With: —	Call: “Bestow Darkness”
<p>As a person with Demonic blood, you can feel (even if only slightly) the call of the Abyss, where the scheming and ravaging demons connected to your heritage weave plots of deepest darkness. With this skill, you can focus on that connection and temporarily let the shadows of the Abyss flow through you, enabling you to cut down your enemies with terrifying, brutal effectiveness. Once per Twin Mask game, you may give a 3-second verbal proclamation about Demonic darkness and malice. Then, you may call “bestow darkness” on yourself... which begins a 3-minute period during which all of your weapon attacks will function as GREAT STRIKES. Additionally, all weapon attacks you make will be infused with the “darkness” element, enabling you to call “darkness” for each attack in addition to damage. During this period, you should role-play a feeling of malicious savagery.</p> <p>Usage: Once per game, you may loudly and verbally proclaim a 3-second phrase about darkness or malice and call “Bestow Darkness.” Your weapon attacks all function as GREAT STRIKES, and can add the “Darkness” element, for 3 minutes.</p>		

RESTRICTED DRAGON-BLOODED SKILLS

Note that these skills do not require training... as long as you spend 30 minutes during game, role-playing the process of teaching them to yourself. Also, note that Dragon-blooded characters have access to the **Supernatural Strength** skill.

NATURAL ARMOR Cost: 7 CP	Prerequisite: Must be Dragon-Blooded	
	Returns With: Rest	Call: —
<p>As a person with Draconic blood, you have inherited the scaled skin of your forebears, with the result that you are much more resistant to damage than people of other races. You have 5 points of Armor Value that stack with all other forms of armor. Just like normal armor, this NATURAL ARMOR is automatically restored to its full Armor Value whenever you Rest (spend 30 minutes with no combat or strenuous activity), and is also restored by FIELD REPAIR or other effects that restore your full Armor Value.</p> <p>Usage: You have 5 points of armor that stack with all other armor.</p> <p><i>Note—NATURAL ARMOR is not considered “armor” for purposes of skill restrictions or effects. That is, you can use it in tandem with skills that have an armor restriction, such as ARMORED FOREARMS, STEALTH ATTACK, and LEAP.</i></p>		

IRON STOMACH Cost: 4 CP	Prerequisite: Must be Dragon-Blooded	
	Returns With: Rest	Call: “Resist”
<p>As a person with Draconic blood, you have inherited the incredibly hardy and versatile digestive system of your draconic forebears, such that you can eat foods that weaker people would be unable to stomach, in addition to being able to handle more potions than others can. When you eat or otherwise ingest something (such as food, potions, herbs, poisons, etc.) and it turns out that the substance was harmful in any way, you may choose to call “Resist” and ignore those ill effects. This part of the IRON STOMACH skill can only be used once before you must rest and let it recover. Additionally, IRON STOMACH gives you the ability to eat <i>expired food items</i>, which are otherwise completely useless. This second part of the skill can be used as often as you wish. Thirdly, you may drink and benefit from 4 Stable Alchemy “Heal” or “Restore Mana” doses per rest, instead of the 3 that all other characters are limited to.</p> <p>Usage: You may call “Resist” to one ingested effect, you may treat expired food tags as unexpired food tags, and you may drink 4 “Heal” or “Restore Mana” potion doses per rest.</p> <p><i>Note—just because an expired food item is palatable and useful to you does not make it appetizing.</i></p>		

DRACONIC ROAR Cost: 4 CP each	Prerequisite: Must be Dragon-Blooded	
	Returns With: Rest	Call: “By My Voice, Stun”
<p>As a person with Draconic blood, you have inherited the commanding presence and hardened vocal cords of your forebears; as a result, you can let out a roar that will temporarily knock everyone around you into a reeling, overwhelmed state. To use this skill, you must (loudly) call “by my voice, Stun,” which will make everyone within earshot incapable of using skills, attacking, or defending themselves for 3 seconds.</p> <p>Usage: You may call “By My Voice: Stun.”</p>		

BONES OF THE EARTH Cost: 8 CP each	Prerequisite: Must be Dragon-Blooded	
	Returns With: Rest	Call: “Resist”
<p>As a person with Draconic blood, you are surprisingly tough. It is not merely that your skin is scaled and hardened... it is also that you have a bone-deep connection to the resilience of Adlruno itself. With this skill, you have developed your ability to shrug off all kinds of attacks that might be lethal to others. Immediately after you are hit by an attack, you may call “Resist” to avoid suffering any effects from that attack.</p> <p>Usage: You may call “Resist” to avoid <i>any</i> non-Greater effect.</p> <p><i>Note—remember that effects with the “Greater” modifier cannot be prevented in this way.</i></p>		

SUPERNATURAL STRENGTH

Note that this skill does not require training... as long as you spend 30 minutes during game, role-playing the process of teaching it to yourself.

SUPERNATURAL STRENGTH Cost: 10 CP	Prerequisite: Must be Celestial-Blooded, Demon-Blooded, or Dragon-Blooded	
	Returns With: —	Call: “Strength”
<p>As the scion of a race with the capability to manifest great physical strength, you can do things that mere humans or Effendal are absolutely incapable of. With this skill, you can produce Strength effects whenever you wish. See the “Other Effects” section of chapter 5 for specifics regarding the limits and possibilities of Strength effects.</p> <p>In addition to the “standard” uses of SUPERNATURAL STRENGTH, you should be on the lookout for creative opportunities to use your physical might: if you are near a Story Staff member, you can always propose an interesting use of your ability... and if that Staff member allows it, you can follow through on your idea in that particular instance. Similarly, opportunities for unusual Strength effects may come up during “mods” away from the main space of the Twin Mask game. If you mention that you have this skill during such an event, a Staff member may allow you to perform some truly impressive feats.</p> <p>Usage: You may call “Strength” and describe the effect you are accomplishing.</p>		

RESTRICTED NEWBORN DREAM SKILLS

Note that these skills do not require training... as long as you spend 30 minutes during game, role-playing the process of teaching them to yourself.

GRASP OF THE WAKING Cost: 4 CP	Prerequisite: Must be a Newborn Dream	
	Returns With: —	Call: “Remove Sleep”
<p>You just woke up, yourself. Having sprung from the Dreaming, you have a natural ability to dispel the hold of sleep on living things with a touch, to instill them with a vibrant wakefulness that banishes drowsiness with the promise of a fresh day of action and heroics. Even if you are temporarily lost in sleep yourself, you can bring yourself back to the waking world, just as you did when you first sprang into existence. Once every 30 seconds, you may touch yourself or another person and dispel the Sleep condition. This is an exception to the normal rule that you cannot use any skills while asleep.</p> <p>Usage: You may touch a character and call “Remove Sleep.” You may use this on yourself if you are under the influence of a Sleep effect. This ability may not be used more than once every 30 seconds.</p>		

METHOD IN MADNESS Cost: 4 CP	Prerequisite: Must be a Newborn Dream	
	Returns With: Rest	Call: <i>Special</i>
<p>As a creature of story, myth, and imagination, you are powerfully enmeshed with the idea of shared experience: after all, storytelling is the truest way to teach empathy. By maintaining contact with another person and delving into your “narrative nature” for long enough to share one of your vivid memories with them, you can gift them with some of your essence, allowing them to use your expertise and talent as though <i>they</i> were the protagonist of your story. The touched person may use one of your skills for 30 minutes as though they possessed it themselves. The process, though, is strangely unsettling and thrilling to you, as you temporarily give up a facet of yourself. For the same 30 minutes that the other person can use your skill, you will be deeply strange and alienated from your normal self in some way related to the memory you transferred, and you will be unable to use that same skill.</p> <p>Usage: You may touch a willing character and role-play 30 seconds of describing a memory linked to one of your non-Bloodline skills that is immediately available for you to use (this skill cannot be currently recharging with Rest). You then call “Bestow [Skill Name]” to give the character use of that skill for the next 30 minutes. This counts as using the skill for purposes of “per rest,” “per sunrise/sunset,” or “per game” skills. You completely lose access to this skill, or one use of it (if it can be taken multiple times), for 30 minutes. You must roleplay some form of insanity for the next 30 minutes.</p>		

DRAWN TO THE MUSE Cost: 3 CP	Prerequisite: Must be a Newborn Dream	
	Returns With: —	Call: —
<p>The Dreaming is a place where all the feelings, impressions, and arts of thinking creatures swirl into strange new configurations, unmoored from their original creators and given a strange kind of life. As a scion of that energy, you can respond more powerfully to artistic expression than almost anyone else, and you can draw deep inspiration from others' efforts. Whenever you have the chance to experience music or poetry, or learn a new dance—via the SERENADE or DANCE LESSON skills—you gain double the benefits from that art.</p> <p>Usage: When you are the target of the SERENADE or DANCE LESSON skill, you receive 2 uses of the bestowed skill per rest for the full game's duration, instead of just 1.</p>		

INFINITE POSSIBILITY Cost: 4 CP	Prerequisite: Must be a Newborn Dream	
	Returns With: —	Call: “Bid Lore: [Subject]”
<p>Somebody must know the answer, right? And, if you think about it... that person might as well be you. Because you have sprung into existence “trailing clouds of glory” from the Dreaming—where all knowledge and ideas can swirl into new combinations—you have the ability to reach back into that chaotic well of information and hopefully draw out something useful. When you use this skill, you will be stunned for 30 seconds as your mind navigates the chaos of your birthplace, but then you will temporarily be able to draw upon knowledge relating to almost any subject at all, bidding a dizzying range of possible LORE. You may only use this skill once per game, and you cannot use it to use the RESEARCH skill: it is a burst of insight rather than lasting expertise.</p> <p>Usage: Once per game, you may take a 30 second Stun effect, then call “Bid Lore: [Subject]” to ask a question using a LORE skill that you do not possess. You may NOT use this skill to access RESTRICTED LORES. If a Twin Mask Story Staff member is unsure whether a LORE is restricted or not, you must wait for an answer.</p>		

SLUMBER SIGHT Cost: 8 CP each	Prerequisite: Must be a Newborn Dream	
	Returns With: Rest	Call: “By My Gaze, Lesser Sleep”
<p>As a strange kind of link between Adelfrune and the Dreaming, you have learned how to control and harness that connection. By letting your eyes glaze with power and emotion, you can make them appear like deep, still scrying pools, with the flickering dream-logic of sleep shining through them. Most people, if caught by that gaze, will immediately crumple into an enchanted Sleep.</p> <p>Usage: You may call “By My Gaze, Lesser Sleep.”</p>		

CHAPTER 4: MAGIC

“They say there is a style of magic for every hour of the day, but, truth be told, the more you learn about these so-called ‘magi,’ the more you learn that their craft is little different than most other sciences. For instance, to the Effendal, a ballista or catapult might seem like a monstrous and magical contraption, capable of hurling boulders over mountains. They may think that we employ huge hulking beasts in our armies, but we would laugh at such statements. So too would most magicians find humor in most people’s fearful and uninformed assumptions about their craft.

Each of the magical arts vary dramatically in how they ‘cast,’ ‘perform,’ or ‘invoke’ their magic, but there are often commonalities between them as well. Some arts are purely Alchemical and academic, some tap into native ley lines that are common to places or events, and others use their own form and life’s blood to manipulate the world around them.”

— EXCERPT FROM *The World of Ruin* by Loremaster Cejel Nenulio



ARCANE MAGIC

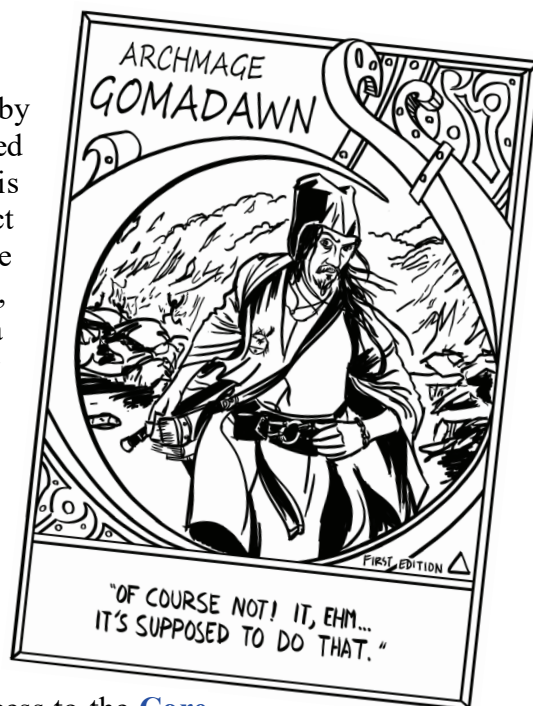
Many mages throughout history have introduced their arts by pointing out that “magic is feared by the peasantry... but exploited by the nobility.” There is a lot of truth to this sentiment, as it is unusual for the common people of Adlruno to come into contact with a spellcaster, and it is natural to fear the strange and the unknown. Also, there are enough necromancers, blood mages, and summoners with evil intentions to warrant any fear that a peasant might have. For this reason among others, many practitioners of magic keep to themselves.

In Twin Mask, many Returned characters choose to pursue the magical arts: **Alchemy**, **Channeling**, **Divination**, **Sorcery**, **Warding**, **Dream Magic**, **Blood Magic**, **Necromancy**, and **Summoning**. To do so, they will need to acquire skills and scrolls, all while learning some of the complex theories and concepts of magic through their **training**.

When you first start out as a spellcaster, you will only have access to the **Core Spells**, detailed later in this chapter. These represent the most fundamental effects of each magical art, and you can do some good work with them. Each magical art, though, also has many other spells that you can cast, if you can acquire the scrolls detailing those spells. (For instance, there are zero 4th-Circle (Grandmaster) spells that qualify as Core Spells.) In order to cast any non-Core spell in Twin Mask, **you must carry a scroll detailing that spell**—if you do not have the scroll on your person (in a spellbook, in a scroll case, or otherwise traveling with you), then you cannot cast the spell. Once you get a new scroll, you must wait 30 minutes with it in your possession, to attune to it... but then you may immediately begin casting the spell it describes, as long as you possess that scroll. And, of course, you must have purchased the skills necessary to cast spells of that school and level. For instance, to cast Journeyman-level Sorcery spells, you must have the following skills: **MAGICAL APTITUDE**, **LORE: SORCERY**, 10 instances of **MANA FOCUS**, **APPRENTICE MAGIC: SORCERY**, and **JOURNEYMAN MAGIC: SORCERY**.

The other major restriction is your **mana**. Mana is replenished at sunrise and sunset, and it fuels all arcane spellcasting: if your character is skilled in both Warding and Alchemy, for instance, they use the same pool of mana to cast spells of both schools. A spell’s mana cost is equal to its level. That is, Circle 1 (Apprentice-Level) spells cost 1 mana to cast, Circle 2 (Journeyman-Level) spells cost 2 mana, Circle 3 (Master-Level) spells cost 3 mana, and Circle 4 (Grandmaster-Level) spells cost 4 mana.

Magic-using characters can cast spells while holding weapons, but they cannot cast spells while wearing armor or wielding a shield (unless they bypass these restrictions by purchasing the **ARMORED CASTING** skill). Even if you have purchased that skill, any spells that require “**concentration**” are interrupted and ended when you or your armor take damage.



Spells can be delivered by one of the following methods, depending on the details explained on each individual scroll: Touch, Packet, Gesture, Voice, Ward, Elixir, Gaze, or Weapon.

STARTING SCHOOLS OF MAGIC

There are 9 magical arts, but only 5 of them are available for new characters to enter the game with. The “dark magics” of Blood Magic, Necromancy, and Summoning are steeped in mystery and danger, while some people—including many legal authorities—consider the art of Dream Magic to be the most dangerous of all.

For the purposes of character creation, here are summaries of the 5 available magical arts:

Alchemy: A magical art that involves mixing unstable chemicals to create amazing effects. It is important to realize that there are two basic forms of alchemy in Adelfrune: Magical Alchemy (which is sometimes also known as “unstable alchemy”), and a more long-term, chemical-focused version (which is generally known as STABLE ALCHEMY). Magical alchemists have the most efficient form of healing magic, but the unstable potions they create will lose their potency fairly quickly—usually within 30 minutes.

Channeling: Channelers take life energy from one source, channel it through their very being, and deliver it to another. Channelers generally focus their abilities on healing and empowering others, such that they are often said to be workers of miracles, yet their spells always come with a cost.

Warding: Wardens manipulate ley lines to produce connections between the ward-stones they carry—and are then able to trigger certain effects whenever creatures cross the resulting line of connection. Additionally, they can draw wards directly on a person’s skin to provide beneficial augmentations.

Sorcery: Sorcery is the most common form of magic; its practitioners can produce a variety of effects but often focus on relatively straightforward destructive magic, hurled at enemies in the form of wrapped, cloth packets that become bolts of magical energy.

Divination: Diviners focus on using magic to learn more about the past, present, and future. They can detect the traces of magic and strong emotion on objects and in areas, and they can see portents of the future in order to protect both themselves and others from various dangers.

RITUAL MAGIC

Beyond the “normal” magical arts, there are innumerable magical effects that you can produce—if you can bring the right people and ingredients together to perform a ritual. To do so, you need to have a Ritual Scroll (a magical description of the ritual’s requirements, steps, and effects), whatever that Scroll requires, and a **Story Staff member** to oversee and enable the process.

CORE SPELLS

These spells are available to all spellcasters with the appropriate MAGIC skills (APPRENTICE, JOURNEYMAN, MASTER, GRANDMASTER) in each specific Magical Art. You may act as though you were carrying these scrolls with you, as long as you are capable of casting them. *Many* additional spells are available to characters interested in collecting spell scrolls.

ALCHEMY

Healing Draught 1
Remove Weakness Potion
Waking Potion
Magic Draught 1
Healing Draught 2
Antidote
Acid
Healing Draught 3
Concentrated Elemental Paste

CHANNELING

The Mending Spell 1
Transfer Magic
Detect Poison
Slow Poison
The Mending Spell 2
Remove Weakness
Transfer Poison
The Mending Spell 3
Remove Dominate

DIVINATION

Foretell Danger
Sense the Arcane
Divinatory Light
Strike of Light
Predict Danger
Sense Passage
Defensive Portent
Eyes of the Stars
Meditative Defense

SORCERY

Sustained Elemental Blast
The Binding Spell
Sorcerous Light
Elemental Strike
Elemental Blast 2
The Repelling Spell
The Attracting Spell
Elemental Blast 3
Mist Form

WARDING

Elemental Ward 1
Halting Ward
Sanguine Ward
Pass Ward
Elemental Ward 2
Arcane Ward
Minor Sight Ward
Elemental Ward 3
Deflection Ward

DREAM MAGIC

Awaken
Startle
Sleep Augury
Charge
Shared Dream of Truth
Phantasmagoria
Manifest Magic 1
Shared Dream of Falsehood
Lesser Sleep

BLOOD MAGIC

Bladethirst 1
Seize Limb
Transfer Poison
Congeal Self
Drain Life 1
Blood Healing
Transfer Berserk
Bladethirst 2
The Blood Paralysis Spell

NECROMANCY

Basic Animation
Imbue Fortitude
Corpse Sight
Decay Corpse
Improved Animation
Entropic Stun
Halt Death
Defender Animation
Entropic Paralysis

SUMMONING

Bee Spirit
Commune with Spirit
Flower Spirit
Detect Possession
Bear Spirit
Stag Spirit
Crow Spirit
Hero's Spirit
Child's Spirit

ALCHEMY

*“There’s stable alchemy, and then there’s **TRUE** alchemy. With the magical version, you actually have to know what you’re doing: you can’t just spend hours in your little study mixing your potions together. You need to know, in the heat of battle, what to throw together in the pot to be able to heal your fallen companions, awaken the sleeping warrior that was supposed to help guard you, or restore your friend’s mana in a pinch. I’m one of the most important people at the beginning of a big fight. Everyone crowds around me to get one of my bottles to use later.”*

—Bernia Karsson, Master Alchemist

Alchemists use potions to administer a variety of effects. To do so, they must cast the appropriate spell (expending mana as normal), and they must *also* work with different ingredients and bottles to produce a potion. If they can do so safely and hygienically, **they can combine actual liquids and ingredients in a bottle**, even if only on a very small scale. This allows them to **skip the 30-second requirement** listed on almost all Alchemy scrolls: if they can actually mix real ingredients into a drinkable potion, they can cast spells as fast as they can finish that process.

However, considering the difficulty of keeping things clean at the site of Twin Mask, alchemists can instead spend 30 seconds using real, physical bottles to simply *pantomime* the mixing of a potion (a sealed bottle of actual, interesting-looking liquid). Once an alchemist has produced a potion in this way, **it will be potent for 30 minutes...** if somebody consumes the potion within that time limit, its effects will immediately activate. If the potion has *not* been consumed at the end of the 30 minutes, the mana spent on it will be **refunded** as the potion expires. Of course, hygiene and safety are important here, too, so it is generally wise to pantomime drinking the physical potion bottle for 3 seconds rather than actually consuming it. (Technically, if a person actually drinks an elixir, they can do so faster than 3 seconds, gaining its full benefits.) Note that **it is impossible to force-feed a potion to someone unless they are asleep, in bleedout... or dead**. A person (or corpse) also needs an intact head and throat in order to ingest a potion.

When you actually mix a drinkable potion, it must contain 1 different ingredient per “Circle” (level) of the spell it represents. If you want to challenge yourself by making drinkable potions, begin with a clean (sterile) bottle containing water or another non-objectionable liquid, then use food coloring, Pop Rocks, decorative sugar, and other similar ingredients (if approved by Staff). For each of these, you may count separate colors as separate ingredients.

It is important to note, too, that Alchemy scrolls (and Core Spells) are the foundation of **Stable Alchemy** as well. Each one contains a recipe that can be used to make a version of the same potion that lasts indefinitely, rather than just for 30 minutes.

As spellcasters progress in the art of Alchemy, they generally find that their concoctions—and the exercise of magical energy needed to give those elixirs life—can become **addictive**. The higher the level of Alchemists’ craft, the more appealing their potions often seem, at least from their own perspectives. Many a Grandmaster Alchemist has become problematically obsessed with mixing and drinking from their own supply.



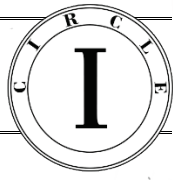


Spell Scroll

—LORE: ALCHEMY is required to understand what this spell does—

HEALING DRAUGHT 1

ALCHEMY
DELIVERY: ELIXIR



—CASTING—

You spend 30 seconds mixing (or pantomime-mixing) a potion with 1 ingredient. Whoever drinks that potion within 30 minutes will gain its benefits.

—CALL—

"Heal 2"

—DESCRIPTION & EFFECTS—

By unlocking the hidden properties within Adelrune's materials, you can push a body to mend itself with amazing rapidity. This is the simplest version of a healing draught, often created by apprentice Alchemists to heal relatively minor wounds.

—STABLE ALCHEMY CRAFTING RECIPE—

1× Healing, 1× Rejuvenation



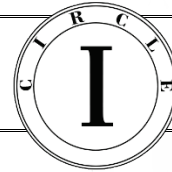


Spell Scroll

—LORE: ALCHEMY is required to understand what this spell does—

REMOVE WEAKNESS POTION

ALCHEMY
DELIVERY: ELIXIR



—CASTING—

You spend 30 seconds mixing (or pantomime-mixing) a potion with 1 ingredient. Whoever drinks that potion within 30 minutes will gain its benefits.

—CALL—

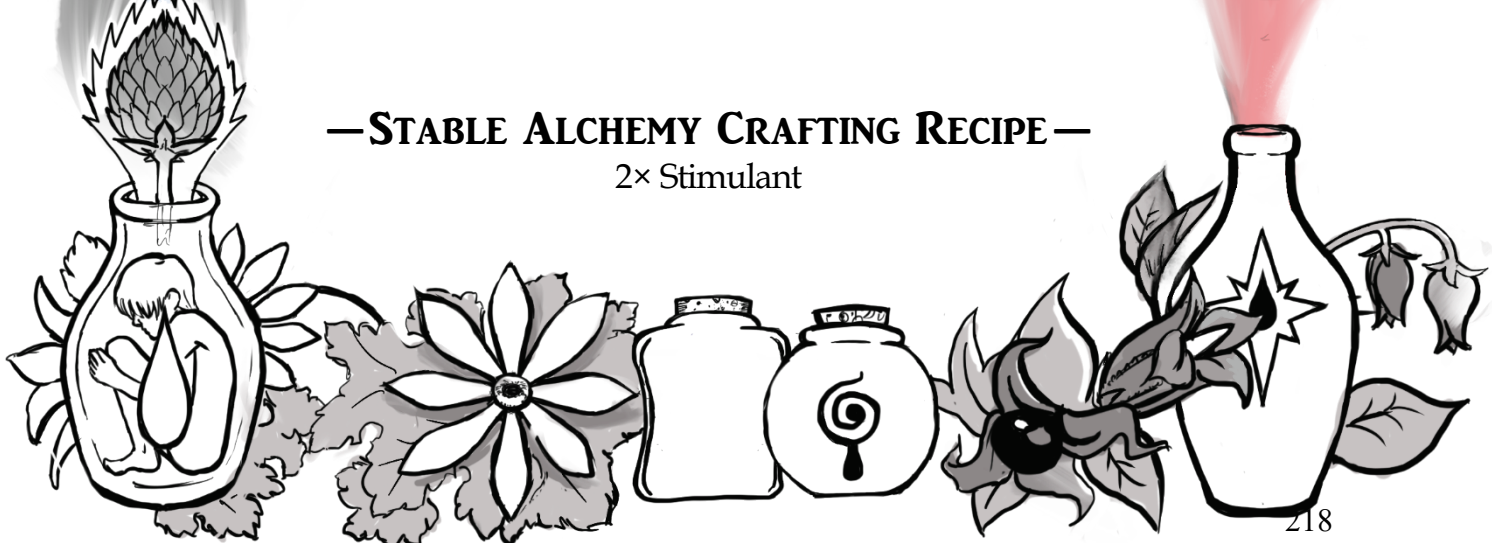
“Remove Weakness”

—DESCRIPTION & EFFECTS—

This potion, sometimes compared to smelling salts, invigorates and spurs to action whoever drinks it. Through the admixture of the magical essences of reagents associated with focused motivation, you can create a surge of activity in anyone whose energy has been depleted. It is excellent at removing hangovers or any other kind of temporary Weakness.

—STABLE ALCHEMY CRAFTING RECIPE—

2× Stimulant



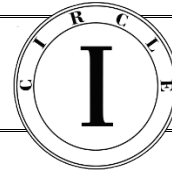


Spell Scroll

—LORE: ALCHEMY is required to understand what this spell does—

WAKING POTION

ALCHEMY
DELIVERY: ELIXIR



—CASTING—

You spend 30 seconds mixing (or pantomime-mixing) a potion with 1 ingredient. Whoever drinks that potion within 30 minutes will gain its benefits.

—CALL—

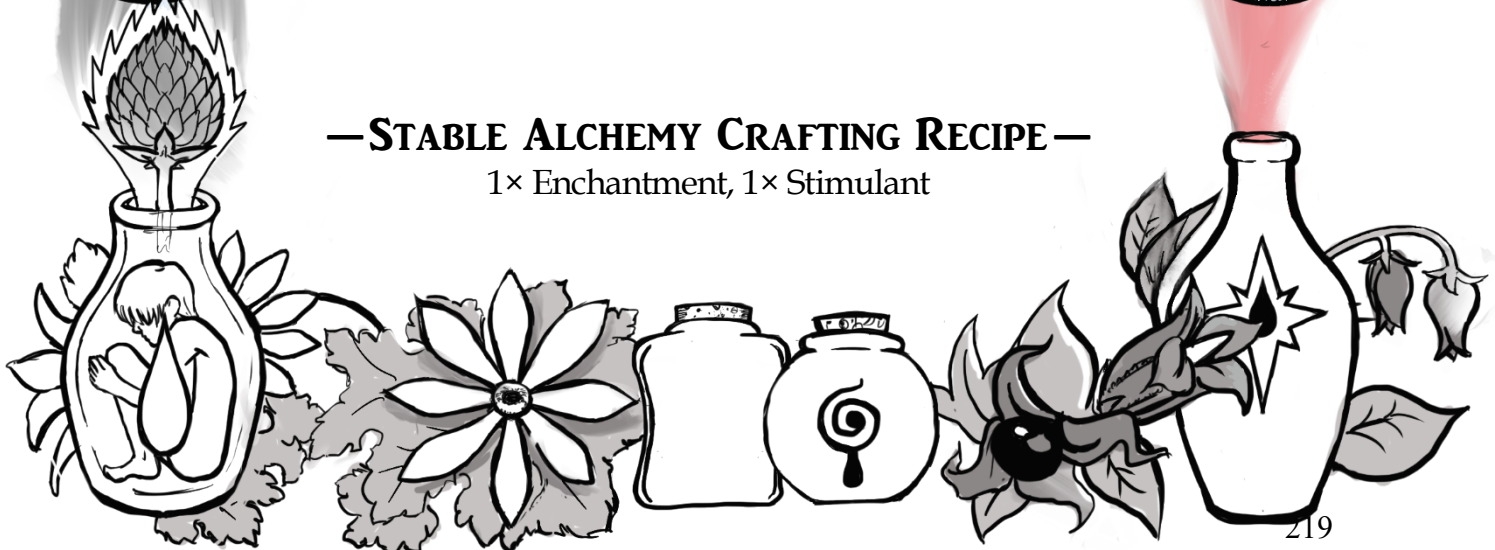
“Remove Sleep”

—DESCRIPTION & EFFECTS—

Combining the inherent properties of bracing and vitalizing ingredients, this potion serves to wake anyone from magical or drugged slumber, bringing them back to full consciousness immediately. It also works to wake people from normal sleep.

—STABLE ALCHEMY CRAFTING RECIPE—

1× Enchantment, 1× Stimulant



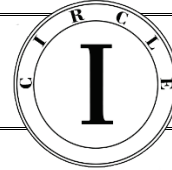


Spell Scroll

—LORE: ALCHEMY is required to understand what this spell does—

MAGIC DRAUGHT 1

ALCHEMY
DELIVERY: ELIXIR



—CASTING—

You spend 30 seconds mixing (or pantomime-mixing) a potion with 1 ingredient. Whoever drinks that potion within 30 minutes will gain its benefits.

—CALL—

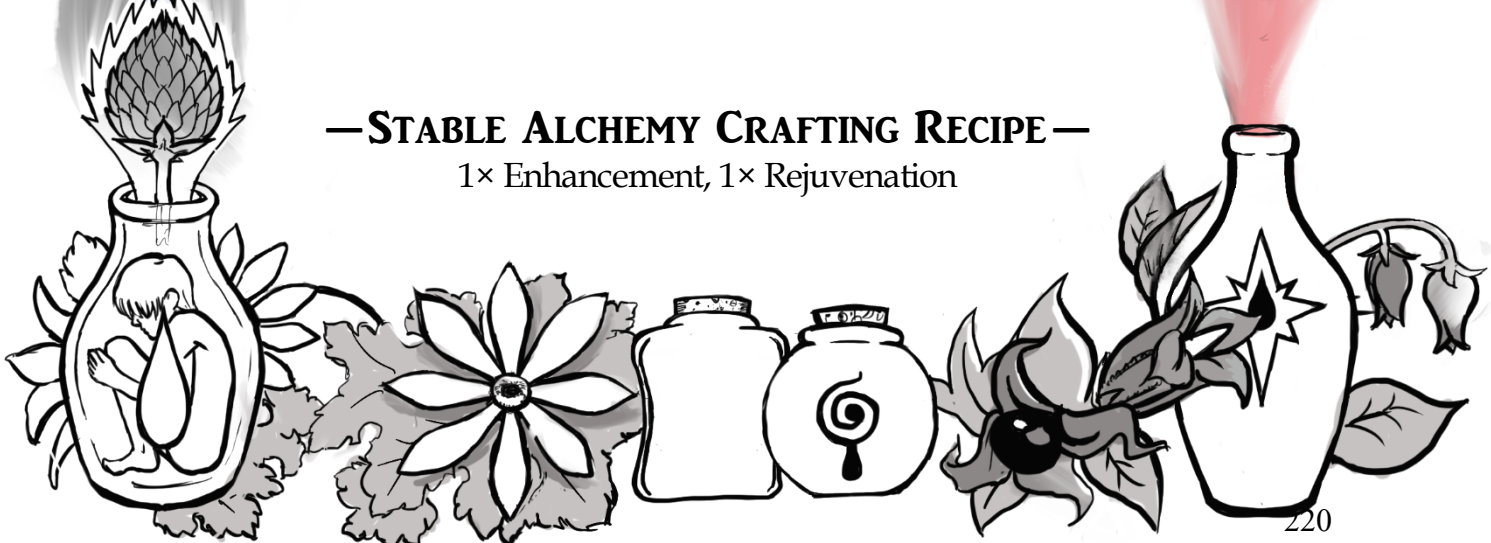
“Restore 1 Mana”

—DESCRIPTION & EFFECTS—

The physical herbs and alchemical reagents found in Adelrune are linked to energies much larger than themselves, and by blending them properly, you can release a bit of that power, even to the point of aiding spellcasters in refocusing on the manipulation of magical energies. This is the simplest version of a mana-restoring draught, often created by apprentice Alchemists to prepare for days when they or others will have to exert their minds a bit more than normal.

—STABLE ALCHEMY CRAFTING RECIPE—

1× Enhancement, 1× Rejuvenation



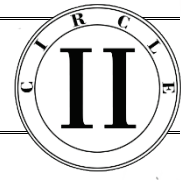


Spell Scroll

—LORE: ALCHEMY is required to understand what this spell does—

HEALING DRAUGHT 2

ALCHEMY
DELIVERY: ELIXIR



—CASTING—

You spend 30 seconds mixing (or pantomime-mixing) a potion with 2 ingredients. Whoever drinks that potion within 30 minutes will gain its benefits.

—CALL—

“Heal 5”

—DESCRIPTION & EFFECTS—

With a greater understanding of how Adelrune’s materials are interlinked with energies that create and sustain life, you can brew a potion that will bring people back from the brink of death. This is the most commonly used version of a healing draught, often created by Alchemists of all skill levels to heal serious wounds.

—STABLE ALCHEMY CRAFTING RECIPE—

1× Healing, 1× Purification, 1× Rejuvenation



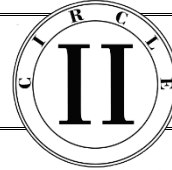


Spell Scroll

—LORE: ALCHEMY is required to understand what this spell does—

ANTIDOTE

ALCHEMY
DELIVERY: ELIXIR



—CASTING—

You spend 30 seconds mixing (or pantomime-mixing) a potion with 2 ingredients. Whoever drinks that potion within 30 minutes will gain its benefits.

—CALL—

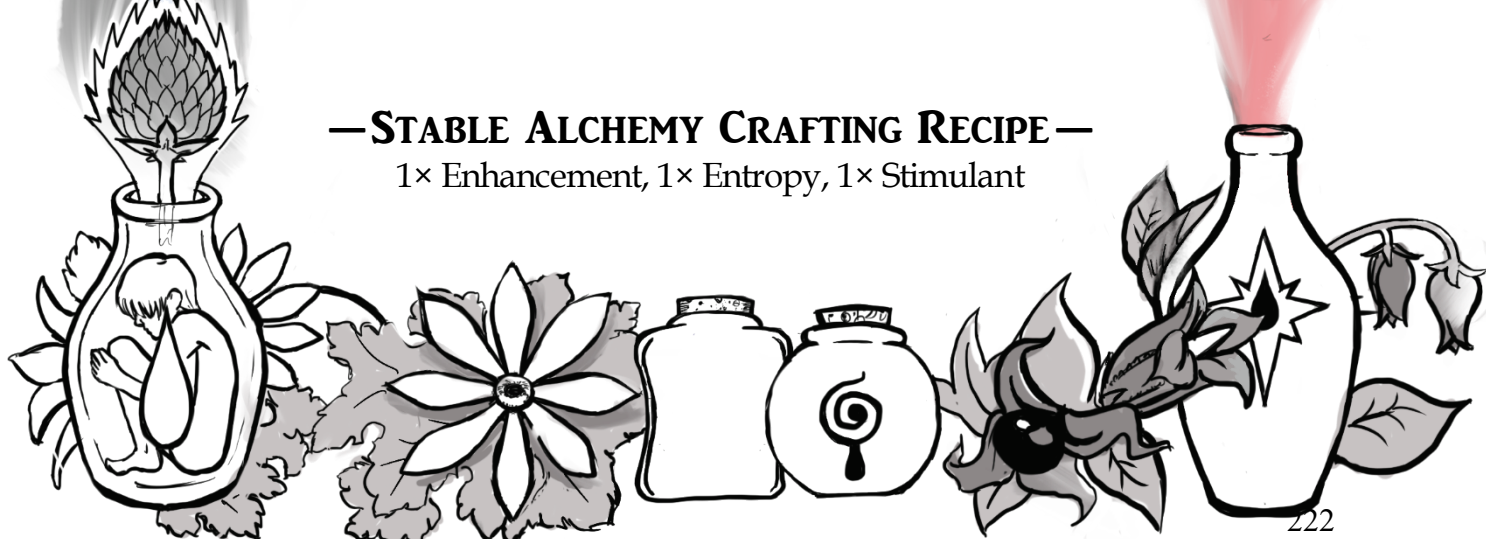
“Remove Poison”

—DESCRIPTION & EFFECTS—

Knowing the ways that poisonous reagents can interact with people’s bodies, you have the expertise needed to create a remedy that can neutralize them. This potion courses through the veins and tissues of whoever drinks it, scouring Poison from their body. It eliminates all common toxins—but it does not work on imbibed alcohol, and certain exotic or unknown poisons might be beyond its power.

—STABLE ALCHEMY CRAFTING RECIPE—

1× Enhancement, 1× Entropy, 1× Stimulant



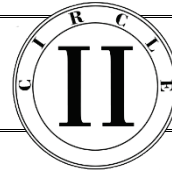


Spell Scroll

—LORE: ALCHEMY is required to understand what this spell does—

ACID

ALCHEMY
DELIVERY: ELIXIR



—CASTING—

You spend 30 seconds mixing (or pantomime-mixing) a potion with 2 ingredients. Whoever drinks that potion within 30 minutes will take the listed attack.

—CALL—

“Stealth 5 Acid”

—DESCRIPTION & EFFECTS—

Blended from a synergistic combination of powerfully caustic ingredients, this spell produces a powerful acid that could be used for various utilitarian purposes, but its small dose is probably best used as a stealthy attack: if you can convince anyone to drink it, they will suffer a major wound that bypasses most defenses and armor. Because of the acid’s reactive properties, it cannot be added to food or drink.

—STABLE ALCHEMY CRAFTING RECIPE—

3× Entropic



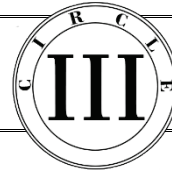


Spell Scroll

—LORE: ALCHEMY is required to understand what this spell does—

HEALING DRAUGHT 3

ALCHEMY
DELIVERY: ELIXIR



—CASTING—

You spend 30 seconds mixing (or pantomime-mixing) a potion with 3 ingredients. Whoever drinks that potion within 30 minutes will gain its benefits.

—CALL—

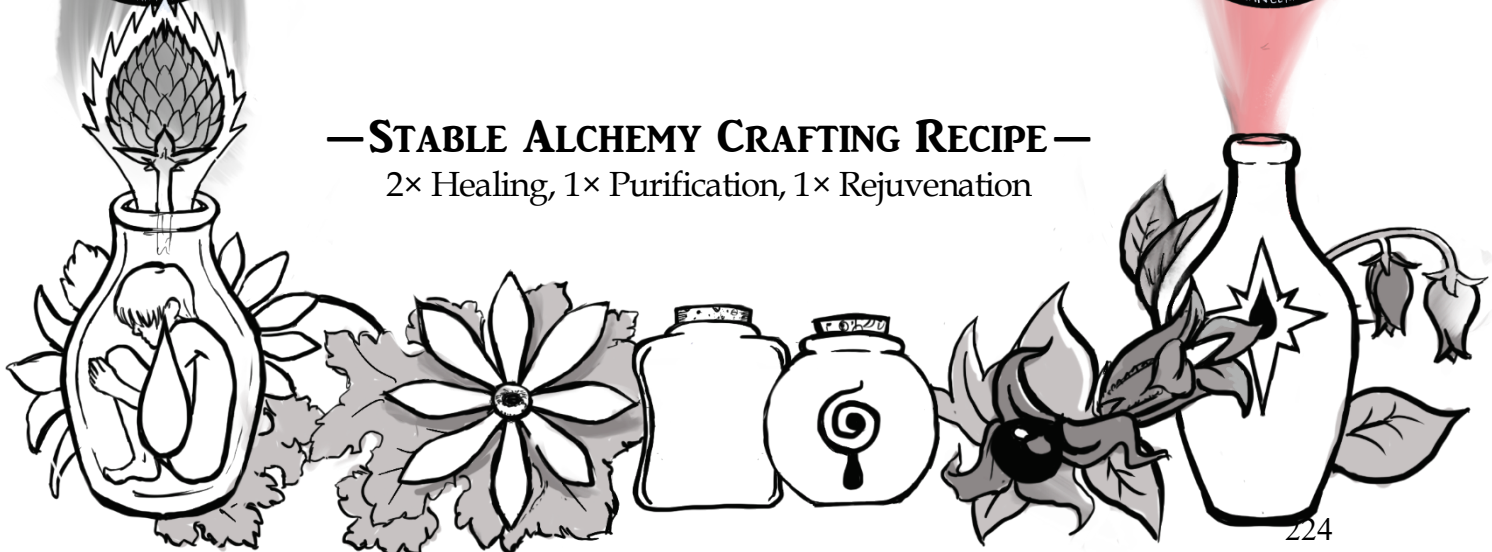
“Heal 10”

—DESCRIPTION & EFFECTS—

The elements of life are many and varied, with strange combinations working to maintain a healthy body in ways that most people would never expect. With your knowledge, you can combine your understanding of life’s strangeness with your mastery of alchemical ingredients to practically rebuild an entire living body. This is the most complex and powerful version of a standard healing draught, created by Alchemists to heal even the most grievous wounds.

—STABLE ALCHEMY CRAFTING RECIPE—

2× Healing, 1× Purification, 1× Rejuvenation



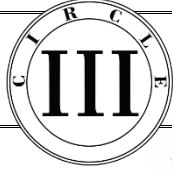


Spell Scroll

—LORE: ALCHEMY is required to understand what this spell does—

CONCENTRATED ELEMENTAL PASTE

ALCHEMY
DELIVERY: ELIXIR



—CASTING—

You spend 30 seconds mixing (or pantomime-mixing) a potion with 3 ingredients. Then, you can apply it to a weapon, taking as long to apply as it does to explain and call this spell's effect.

—CALL—

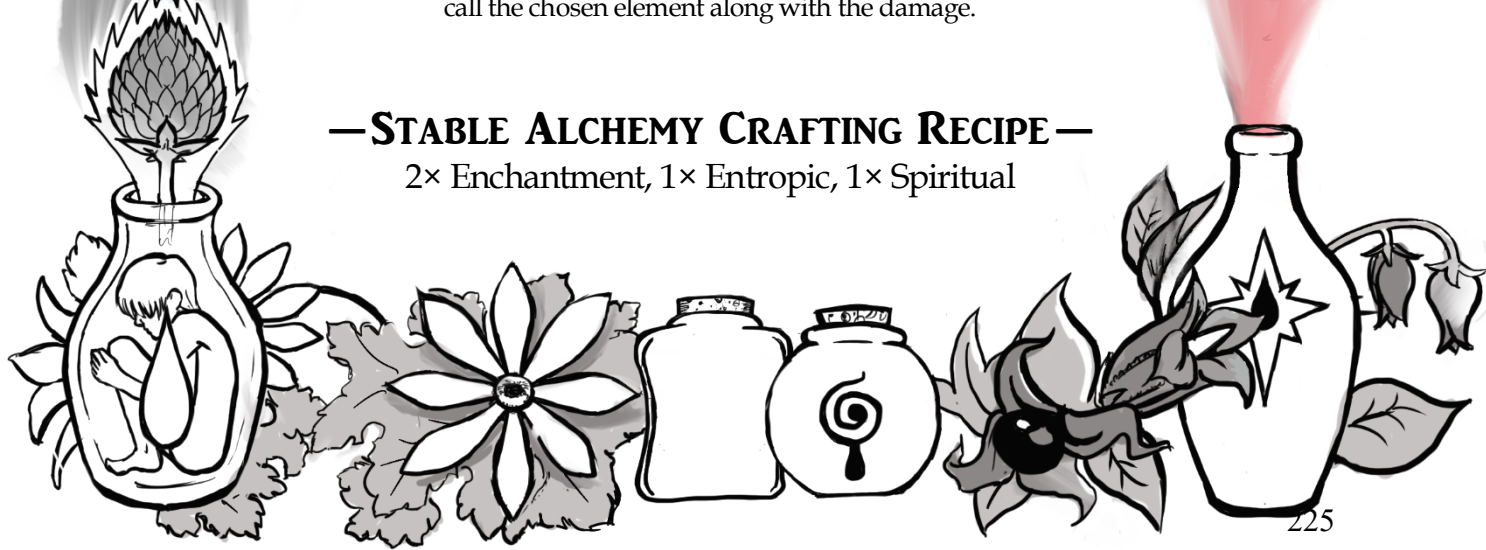
“Imbue [Fire, Ice, Lightning, OR Acid]”

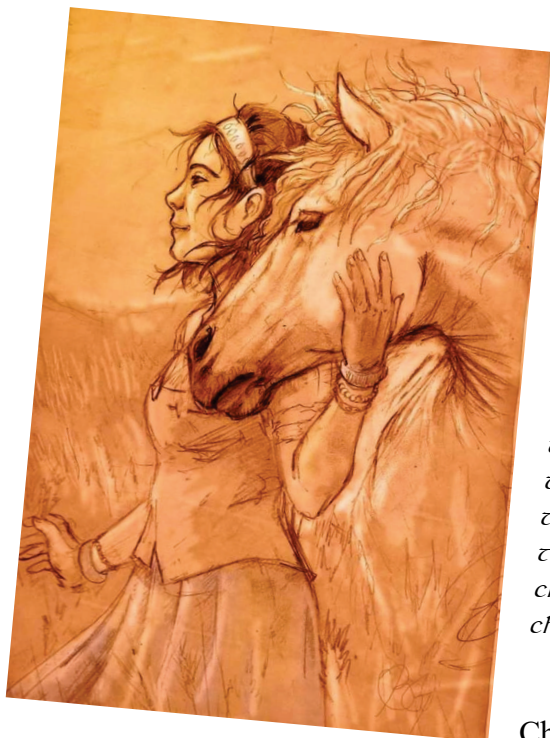
—DESCRIPTION & EFFECTS—

This magical paste is effervescent with energy, created by drawing out the properties of reagents matching an element that you choose during casting: **Fire, Ice, Lightning, or Acid**. When applied to a weapon, it enables a powerful blow that will strike with the properties of the chosen element. The next attack made with that weapon counts as a **GREAT STRIKE**, as per the skill, dealing 2 extra damage and enabling any effects that **GREAT STRIKE** would normally trigger. When that attack is made, the attacker should also call the chosen element along with the damage.

—STABLE ALCHEMY CRAFTING RECIPE—

2× Enchantment, 1× Entropic, 1× Spiritual





CHANNELING

“As a channeler, you become more sensitive to the subtle forces that flow through every living thing. You become especially aware of how mana and life force can be manipulated or even transferred from one body to another. Of course, the bodies that you deal with do not have to be those of people; energy is inherent in every form of life, even the earth itself. Actually, most channelers use the earth as a source of power, taking from it in order to give to the injured and the sick. There are some among us that believe this to be a crime against nature, however, because no one ever thinks to give back the essence that is taken. It is for the individual channeler to decide where the balance lies. With each taking, or channeling, of power, a wound is left behind... remember that.”

—Lorraine Delfine

Channelers move energy between living things, generally by drawing life from a tree or the earth itself and then using that energy to heal the people around them. To draw energy from the earth, they must be able to **physically touch earth (like dirt or unworked stone) or a large, living plant (like a tree) with some part of their bodies**; shoes or gloves are enough to block the connection, and materials like concrete or brick are not valid sources of energy.

Because an active Channeler’s body and mind are the conduit for enormous amounts of energy, it is natural for them to suffer some “wear and tear.” As spellcasters progress in the art of Channeling, they generally find that their joints begin to ache, they suffer from increased numbers of headaches, and they are more susceptible to various ailments because of how “open” they have been with their physical vessel. Many a Grandmaster Channeler has become surprisingly **frail**, prematurely bent with old age’s weaknesses.

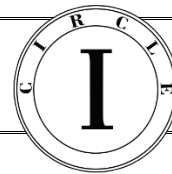


Spell Scroll

—LORE: CHANNELING is required to understand what this spell does—

THE MENDING SPELL 1

CHANNELING
DELIVERY: TOUCH



—CASTING—

You concentrate for 1 second while touching both raw earth or stone (or a living entity such as a creature or tree) *and* the target to be healed, then call the effect.

—CALL—

“Heal 1” (and/or “Drain 1”)

—DESCRIPTION & EFFECTS—

By opening yourself as a conduit for life energy and using your magical skill to make that energy flow, you can heal yourself or anyone you touch by drawing health from the ground (or a tree, etc.).

If you are drawing energy from an entity with Health Points, you should instead call “Drain 1” to signify that they are losing HP. To do so, you must touch them in a way that they can feel; the Drain can work through armor, but they must know they are being affected. Unlike other Drain effects, it is possible for somebody other than you to gain the HP that is Drained; in that case, you should also say “Heal 1” to notify them.

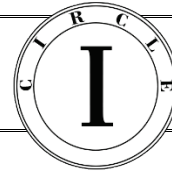


Spell Scroll

—LORE: CHANNELING is required to understand what this spell does—

TRANSFER MAGIC

CHANNELING
DELIVERY: TOUCH



—CASTING—

You concentrate for 1 second while touching two living, **willing** entities (one of which can be yourself), then call the effect.

—CALL—

“Transfer Mana, [Specify Amount]”

—DESCRIPTION & EFFECTS—

By connecting to the well of ambient magicka within living things, you allow mana to flow from one source to another. This spell can only be used to channel mana from a willing source, and that source must possess mana. It will lose an amount of mana that you specify, and the other touched entity will gain that same amount of mana. (You will lose 1 mana from casting this spell, in any case.)

The source entity cannot give more mana than it currently possesses, and the recipient cannot take more mana than it has capacity for.



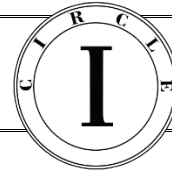


Spell Scroll

—LORE: CHANNELING is required to understand what this spell does—

DETECT POISON

CHANNELING
DELIVERY: TOUCH



—CASTING—

You touch any person, substance, or surface, then call the effect.

—CALL—

“Detect Poison”

—DESCRIPTION & EFFECTS—

By opening your life energy enough to get a metaphysical “taste” of a potentially dangerous or poisoned person or object, you can determine whether there are toxins present. If used on a creature, they must tell you whether they are suffering from the “Poison” condition. If used on an object, you should inform a nearby Story Staff member, and you can instantly tell if the touched subject contains toxins that could cause the “Poison” effect.

Other information about various toxins may also be available, at the discretion of the Staff member responding to the spell. Except in very rare circumstances, this spell protects its caster from any toxic or poisonous effects that touching the subject would normally cause.

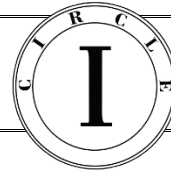


Spell Scroll

—LORE: CHANNELING is required to understand what this spell does—

SLOW POISON

CHANNELING
DELIVERY: TOUCH



—CASTING—

You concentrate for 1 second while touching both raw earth or stone (or a living entity such as a creature or tree) *and* a person suffering from Poison, then call the effect.

—CALL—

“Slow Poison”

—DESCRIPTION & EFFECTS—

By drawing out some of the toxicity present in a person’s body and directing it to diffuse into another location, you can delay the death that would normally come from that poison. This spell postpones the final effect of the Poisoned status by **3 minutes**, and you can cast it multiple times to make a “Poison count” last even longer.

If you cast this spell to direct the poison into a person rather than a plant or the earth, that person should roleplay discomfort and mild illness for 30 minutes, although that roleplaying will not have any mechanical effects.



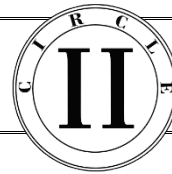


Spell Scroll

—LORE: CHANNELING is required to understand what this spell does—

THE MENDING SPELL 2

CHANNELING
DELIVERY: TOUCH



—CASTING—

You concentrate for 2 seconds while touching both raw earth or stone (or a living entity such as a creature or tree) *and* the target to be healed, then call the effect.

—CALL—

“Heal 3” (and/or “Drain 3”)

—DESCRIPTION & EFFECTS—

By opening yourself as a more powerful conduit for life energy and using your magical skill to make that energy flow, you can heal yourself or anyone you touch by drawing significant amounts of health from the ground (or a tree, etc.).

If you are drawing energy from an entity with Health Points, you should instead call “Drain 3” to signify that they are losing HP. To do so, you must touch them in a way that they can feel; the Drain can work through armor, but they must know they are being affected. Unlike other Drain effects, it is possible for somebody other than you to gain the HP that is Drained; in that case, you should also say “Heal 3” to notify them.



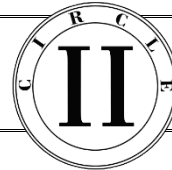


Spell Scroll

—LORE: CHANNELING is required to understand what this spell does—

REMOVE WEAKNESS

CHANNELING
DELIVERY: TOUCH



—CASTING—

You concentrate for 2 seconds while touching a person, then call the effect.

—CALL—

“Remove Weakness”

—DESCRIPTION & EFFECTS—

By connecting your own life energy briefly with that of a weakened person, you can infuse them with vigor, restoring their ability to move and fight under their own power. This spell has no effect on a person in bleedout—although that state has *similarities* to Weakness, they are distinct conditions.



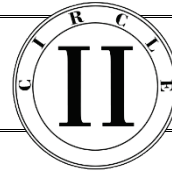


Spell Scroll

—LORE: CHANNELING is required to understand what this spell does—

TRANSFER POISON

CHANNELING
DELIVERY: TOUCH



—CASTING—

You concentrate for 2 seconds while touching two living, **willing** entities (one of which can be yourself), then call the effect.

—CALL—

“Transfer Poison”

—DESCRIPTION & EFFECTS—

By manipulating the magical energies of toxins in a person’s body, you can shift a deadly poison from one entity to another. You remove the Poisoned condition from one of the touched entities, while the other entity gains that same condition. This “resets” the 3-minute duration of the effect.



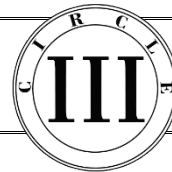


Spell Scroll

—LORE: CHANNELING is required to understand what this spell does—

THE MENDING SPELL 3

CHANNELING
DELIVERY: TOUCH



—CASTING—

You concentrate for 3 seconds while touching both raw earth or stone (or a living entity such as a creature or tree) *and* the target to be healed, then call the effect.

—CALL—

“Heal 5” (and/or “Drain 5”)

—DESCRIPTION & EFFECTS—

By opening yourself as a strong conduit for life energy and using your magical skill to make that energy flow, you can heal yourself or anyone you touch by drawing impressive amounts of health from the ground (or a tree, etc.).

If you are drawing energy from an entity with Health Points, you should instead call “Drain 5” to signify that they are losing HP. To do so, you must touch them in a way that they can feel; the Drain can work through armor, but they must know they are being affected. Unlike other Drain effects, it is possible for somebody other than you to gain the HP that is Drained; in that case, you should also say “Heal 5” to notify them.



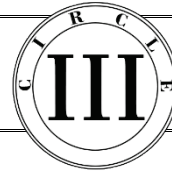


Spell Scroll

—LORE: CHANNELING is required to understand what this spell does—

REMOVE DOMINATE

CHANNELING
DELIVERY: TOUCH



—CASTING—

You concentrate for 3 seconds while touching the target.

—CALL—

“Remove Dominate”

—DESCRIPTION & EFFECTS—

Through your growing mastery of life energies, you are able to clear various magical influences from a person’s mind by fortifying their natural will. You must maintain contact with the target for 3 full seconds before producing this effect, which can be challenging if they are resisting your efforts.



DIVINATION

“As any one of them can tell you, diviners are among the most intelligent of spell casters—but it just so happens that many of them are insane. They can use their magic to look at any situation and spot important details that others have missed, but the powerful visions that give them such power can also overwhelm them. While diviners are certainly not all-knowing (though some would have you believe otherwise), they are certainly useful as aides and advisors.”

— Archmagister Lanith

Divination is a magical art that focuses on gathering hidden or forgotten information, and therefore many of its spells allow you to consult with the “portents” and “auras” that surround all the different aspects of the world. Practically speaking, this often means that diviners will often have to speak with Twin Mask Staff after casting a spell, since Staff members are generally the only ones who know that “hidden” information. This can be intimidating for newer players: if you do not have a good feel for how to get in touch with Story Staff members during the normal flow of Twin Mask play, some of your spells could be difficult to use.

Additionally, all diviners must have a “focus object” such as a crystal ball, mirror, scrying basin, or other eye-catching device—many divination spells require such a focus object, and choosing one that fits your character can be a satisfying way to express that character’s personality.

As spellcasters progress in the art of Divination, they generally find that their minds come a bit **unmoored from the flow of time**. Because their art lets them peer into timelines, histories, and possibilities that are widely divorced from the mundane reality around them, it can seem increasingly unimportant (and difficult) to stay connected to the events and people of their everyday lives. Frequently, casting powerful Divination spells can lead to headaches, confusion, and even temporary blindness. (*Players are encouraged but not required to role-play these effects.*) Many a Grandmaster Diviner has become problematically distracted from important parts of their lives, lost in a maze of alternative times.



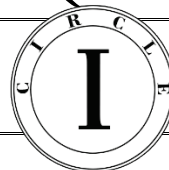
Spell Scroll

—LORE: DIVINATION is required to understand what this spell does—

FORETELL DANGER

DIVINATION

DELIVERY: SELF



—CASTING—

You concentrate on interacting with your focus object for 30 seconds, then roleplay having a sudden vision. Seek out a Story Staff member for the information you receive from that vision.

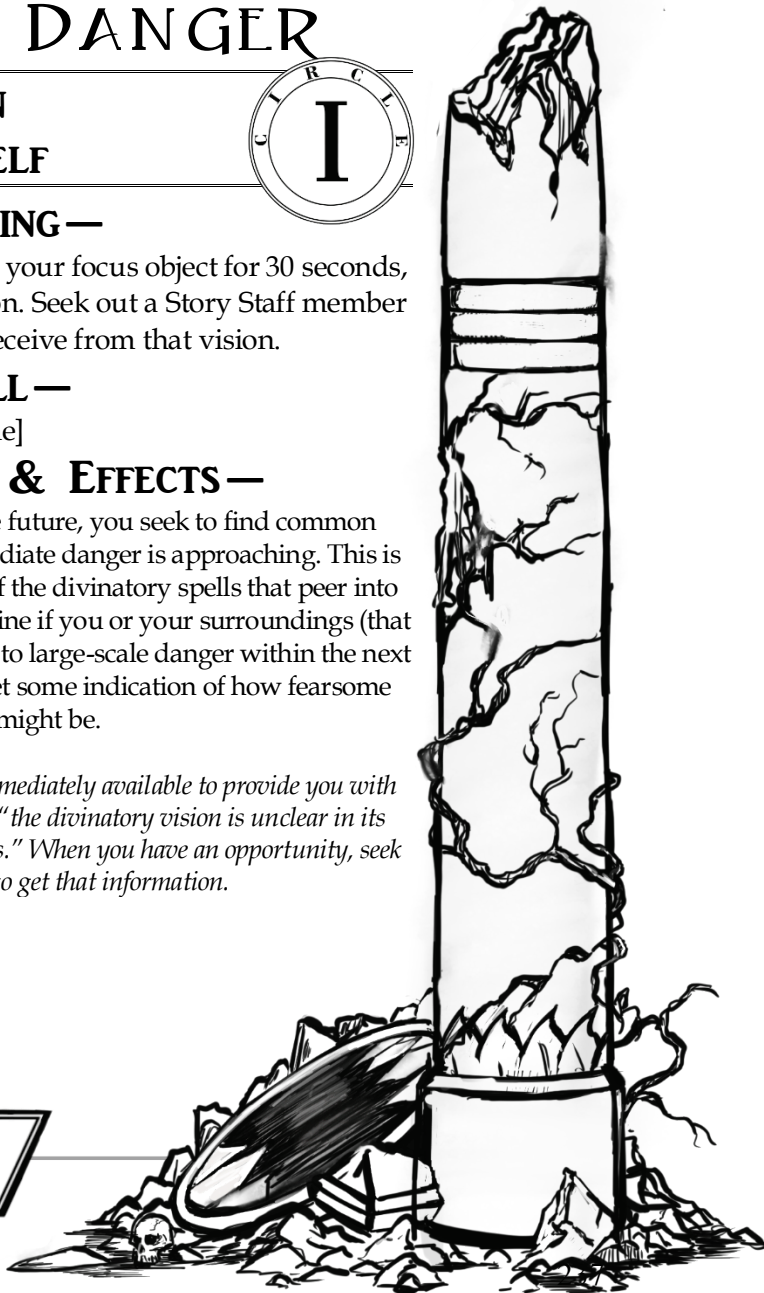
—CALL—

[None]

—DESCRIPTION & EFFECTS—

Sifting through vague portents of the future, you seek to find common threads that could suggest when immediate danger is approaching. This is the most fundamental (and weakest) of the divinatory spells that peer into possible futures. You are able to determine if you or your surroundings (that is, the town around you) will be subject to large-scale danger within the next 30 minutes or so, and you can often get some indication of how fearsome that danger might be.

Often, a Story Staff member will not be immediately available to provide you with the resulting information; at those times, "the divinatory vision is unclear in its meaning," and you must "ponder the signs." When you have an opportunity, seek out a Story Staff member to get that information.





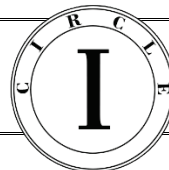
Spell Scroll

—LORE: DIVINATION is required to understand what this spell does—

SENSE THE ARCANES

DIVINATION

DELIVERY: SELF



—CASTING—

You concentrate for 1 second while within 3 inches of a person or object you wish to investigate, then call the effect.

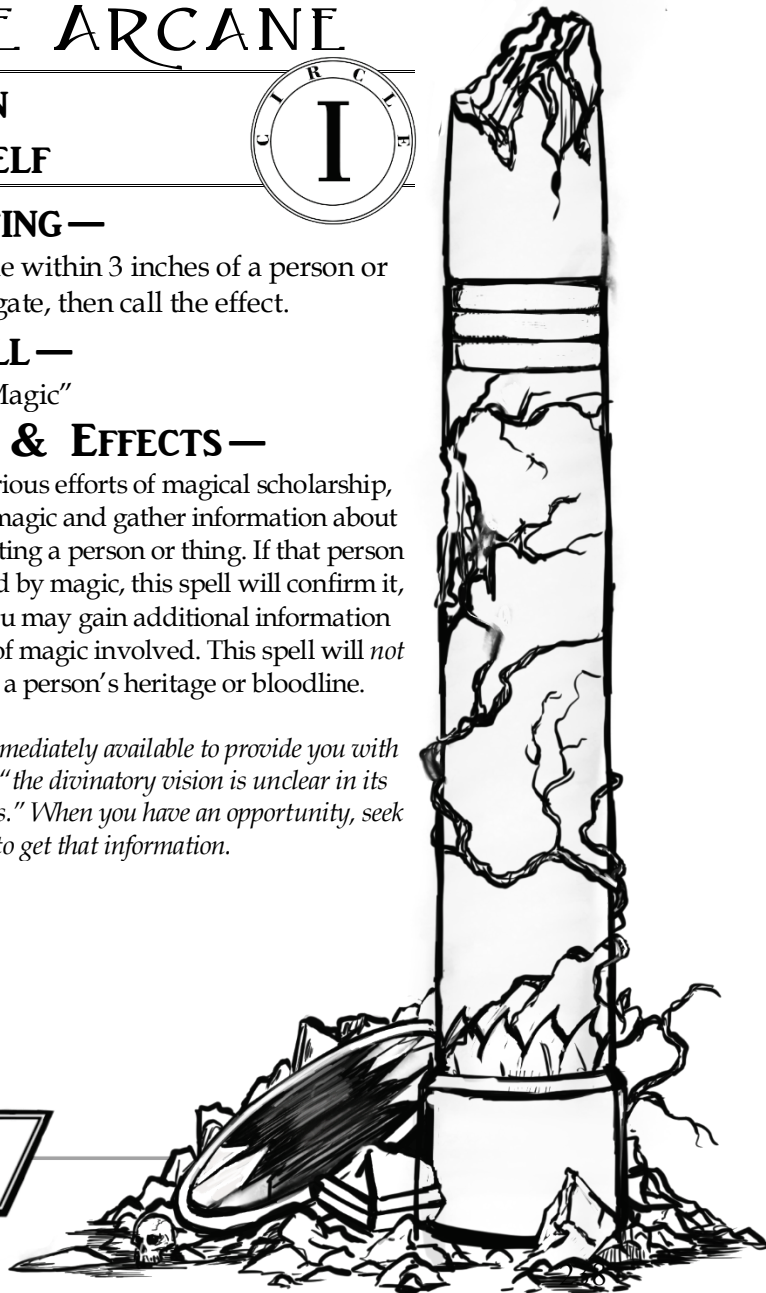
—CALL—

“Sense Magic”

—DESCRIPTION & EFFECTS—

This fundamental spell, crucial for various efforts of magical scholarship, allows you to understand the flow of magic and gather information about how various magics are currently affecting a person or thing. If that person or thing is radiating or being influenced by magic, this spell will confirm it, and sometimes (at Staff discretion) you may gain additional information about the specific types and strengths of magic involved. This spell will *not* generally be helpful in determining a person’s heritage or bloodline.

Often, a Story Staff member will not be immediately available to provide you with the resulting information; at those times, “the divinatory vision is unclear in its meaning,” and you must “ponder the signs.” When you have an opportunity, seek out a Story Staff member to get that information.



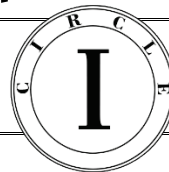


Spell Scroll

—LORE: DIVINATION is required to understand what this spell does—

DIVINATORY LIGHT

DIVINATION
DELIVERY: TOUCH



—CASTING—

You concentrate for 1 second while touching an object capable of producing dim light, then call the effect and activate that object.

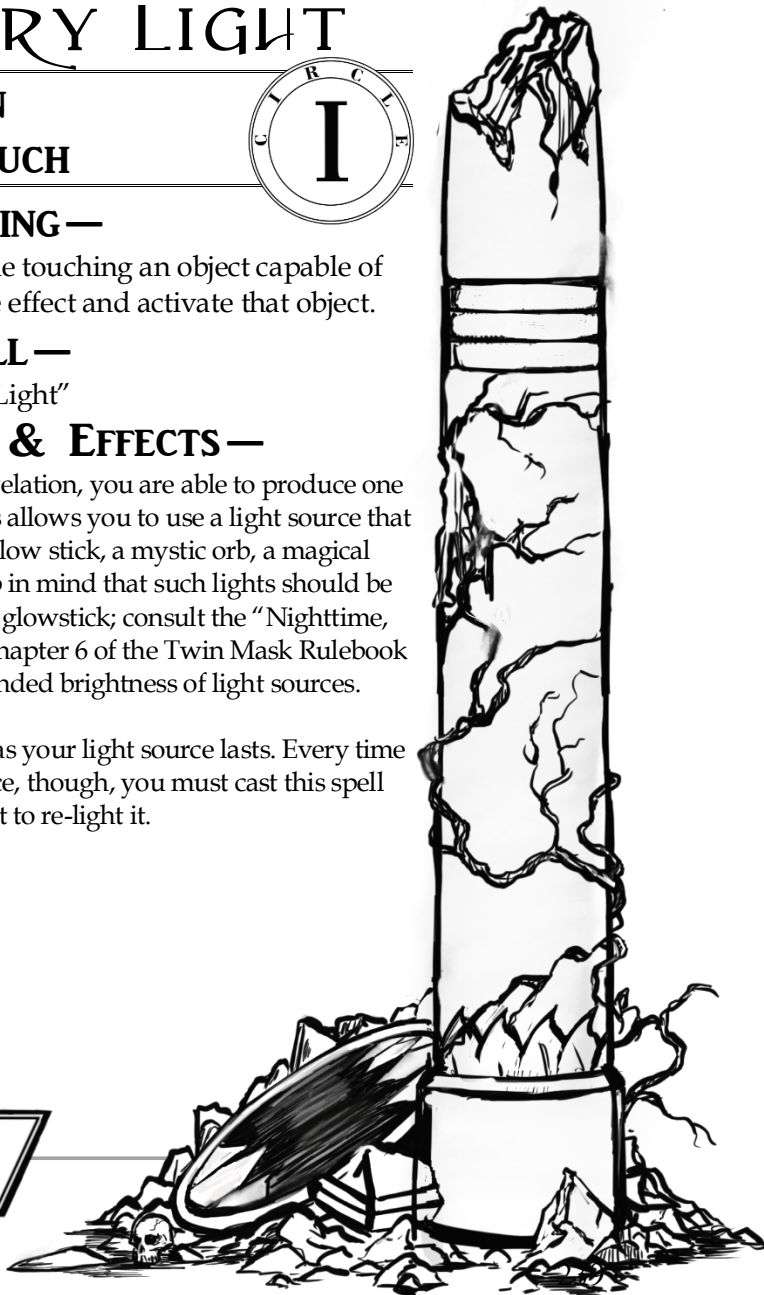
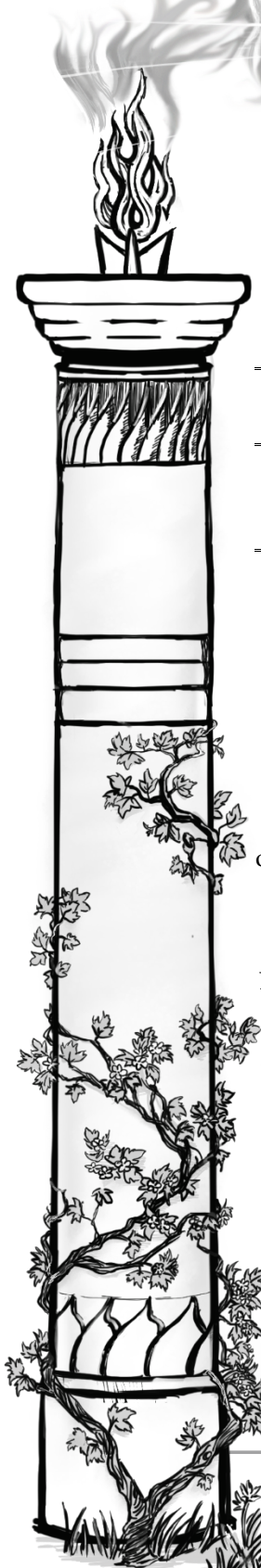
—CALL—

“Create Light”

—DESCRIPTION & EFFECTS—

By calling upon Divination’s link to revelation, you are able to produce one of revelation’s visible aspects: light. This allows you to use a light source that you carry with you, whether it is a glow stick, a mystic orb, a magical lantern, a light-up book, *et cetera*. Keep in mind that such lights should be dim, not much more luminous than a glowstick; consult the “Nighttime, Darkness, & Light Sources” section of chapter 6 of the Twin Mask Rulebook for more guidance on the recommended brightness of light sources.

This spell will last indefinitely, as long as your light source lasts. Every time you douse or turn off your light source, though, you must cast this spell again if you want to re-light it.





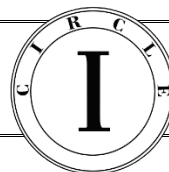
Spell Scroll

—LORE: DIVINATION is required to understand what this spell does—

STRIKE OF LIGHT

DIVINATION

DELIVERY: TOUCH



—CASTING—

You touch a weapon and concentrate for long enough to explain, in a hushed voice, the effect of this spell to the wielder of that weapon, then call the effect.

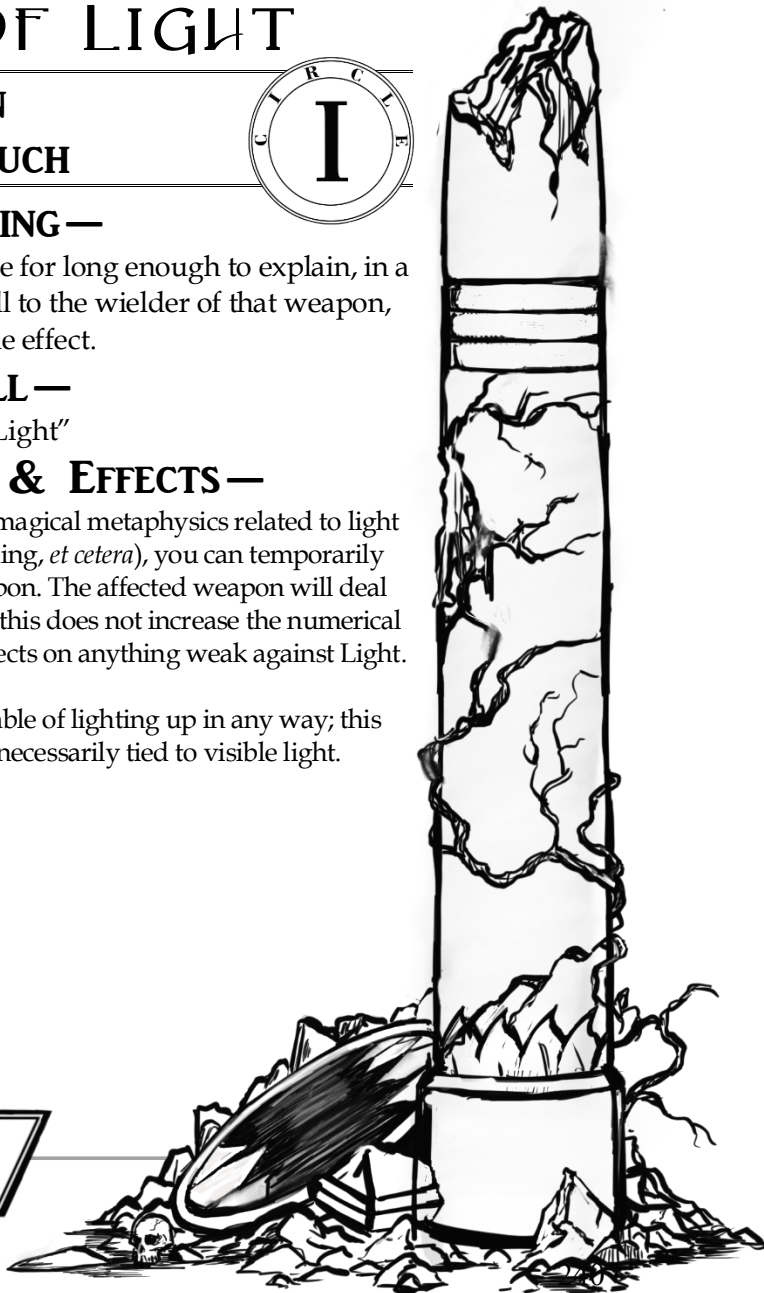
—CALL—

“Imbue Light”

—DESCRIPTION & EFFECTS—

Through your ability to delve into the magical metaphysics related to light (revelation, banishing darkness, blinding, *et cetera*), you can temporarily invest some of that energy into a weapon. The affected weapon will deal Light damage for its next attack; while this does not increase the numerical damage it deals, it may have special effects on anything weak against Light.

The weapon does not need to be capable of lighting up in any way; this spell’s magical properties are not necessarily tied to visible light.





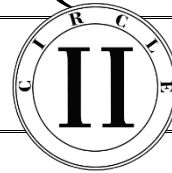
Spell Scroll

—LORE: DIVINATION is required to understand what this spell does—

PREDICT DANGER

DIVINATION

DELIVERY: SELF



—CASTING—

Immediately after casting the Circle 1 spell “Foretell Danger,” you concentrate on interacting with your focus object for (another) 30 seconds, then roleplay having a sudden vision. Seek out a Story Staff member for the information you receive from that vision.

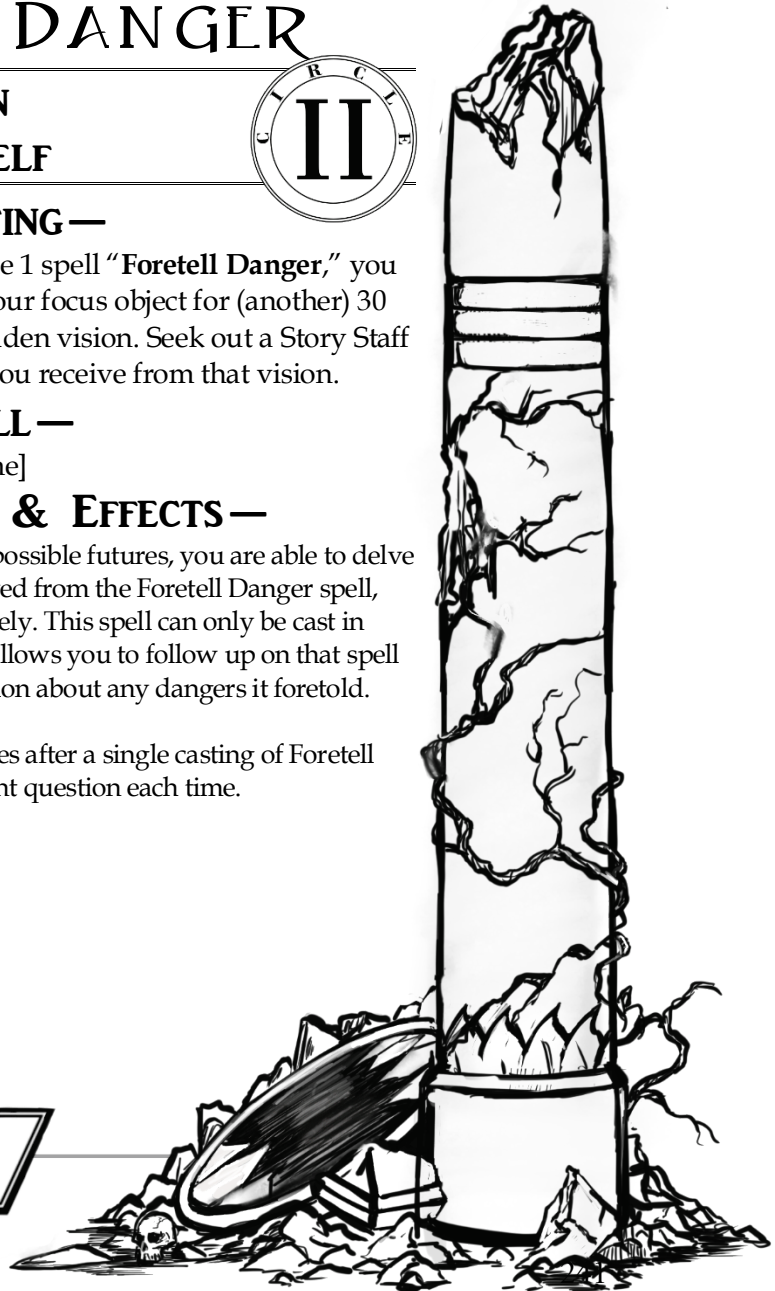
—CALL—

[None]

—DESCRIPTION & EFFECTS—

By sifting and weighing the threads of possible futures, you are able to delve more deeply into a vision you received from the Foretell Danger spell, investigating its specifics more closely. This spell can only be cast in conjunction with Foretell Danger—it allows you to follow up on that spell by asking a simple, **yes-or-no** question about any dangers it foretold.

You may cast this spell multiple times after a single casting of Foretell Danger, asking a different question each time.



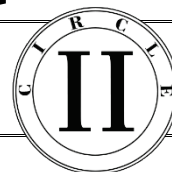


Spell Scroll

—LORE: DIVINATION is required to understand what this spell does—

SENSE PASSAGE

DIVINATION
DELIVERY: TOUCH



—CASTING—

You concentrate for 2 seconds while touching a plant in the area you wish to investigate, then call the effect. Seek out a Story Staff member for the information you receive from that vision.

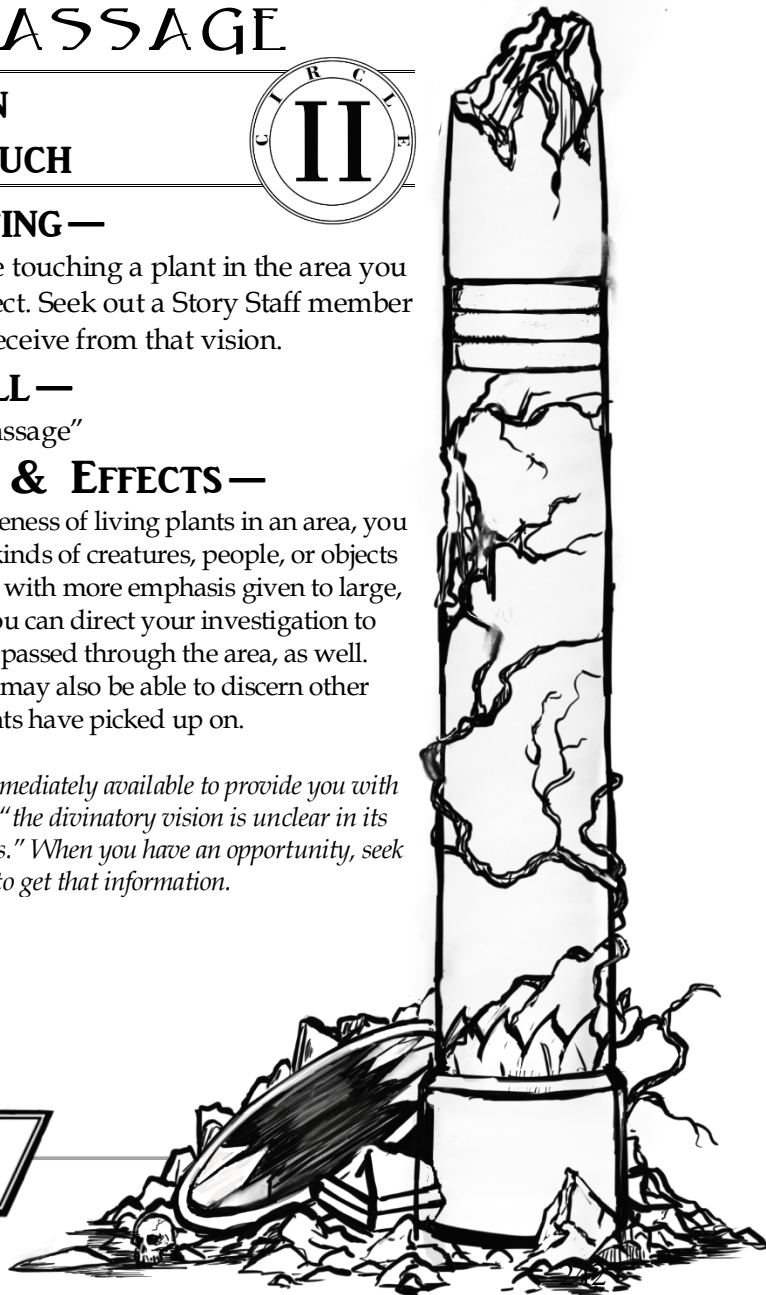
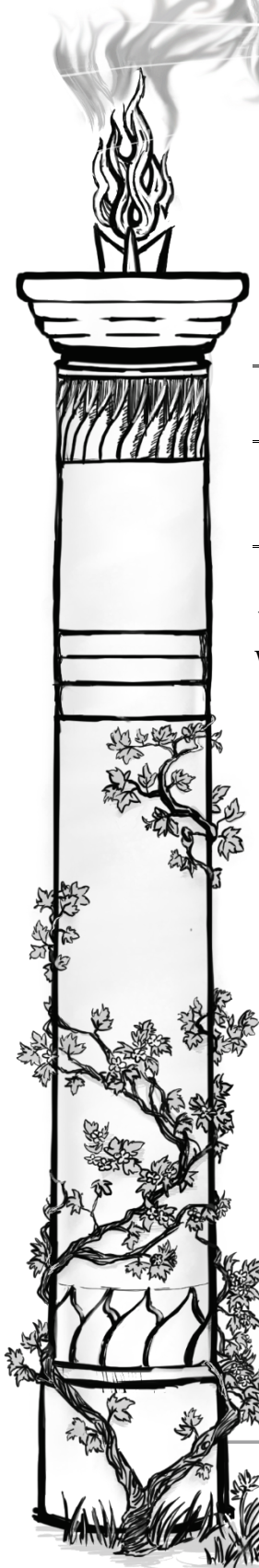
—CALL—

“Sense Passage”

—DESCRIPTION & EFFECTS—

By reading the auras and the dim awareness of living plants in an area, you gain general information about what kinds of creatures, people, or objects passed through the area most recently, with more emphasis given to large, disruptive, or noteworthy events. You can direct your investigation to determine if something specific has passed through the area, as well. Sometimes (at Staff discretion), you may also be able to discern other information that the plants have picked up on.

Often, a Story Staff member will not be immediately available to provide you with the resulting information; at those times, “the divinatory vision is unclear in its meaning,” and you must “ponder the signs.” When you have an opportunity, seek out a Story Staff member to get that information.





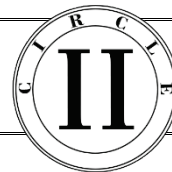
Spell Scroll

—LORE: DIVINATION is required to understand what this spell does—

DEFENSIVE PORTENT

DIVINATION

DELIVERY: TOUCH



—CASTING—

You concentrate on interacting with your focus object for 30 seconds while describing a vision of possible danger that could befall your target (who can be yourself) in the near future, then touch that person and call the effect.

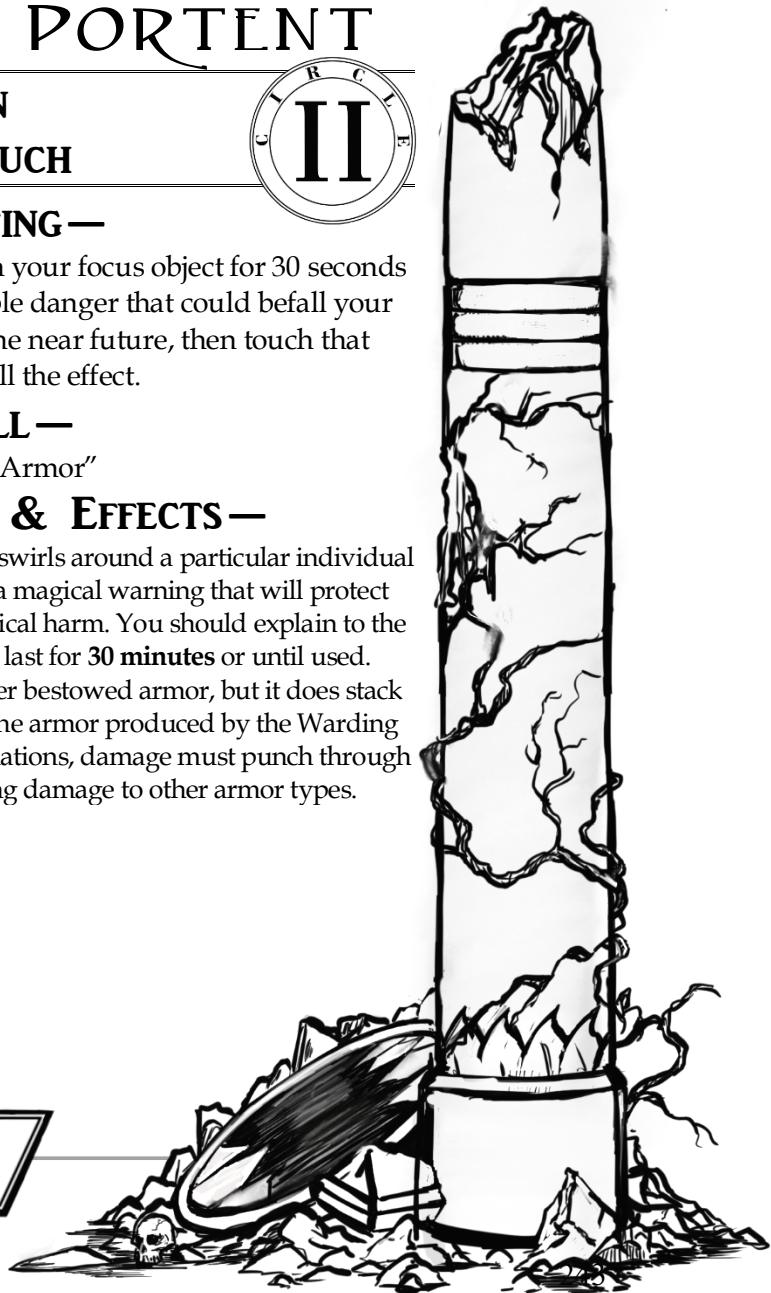
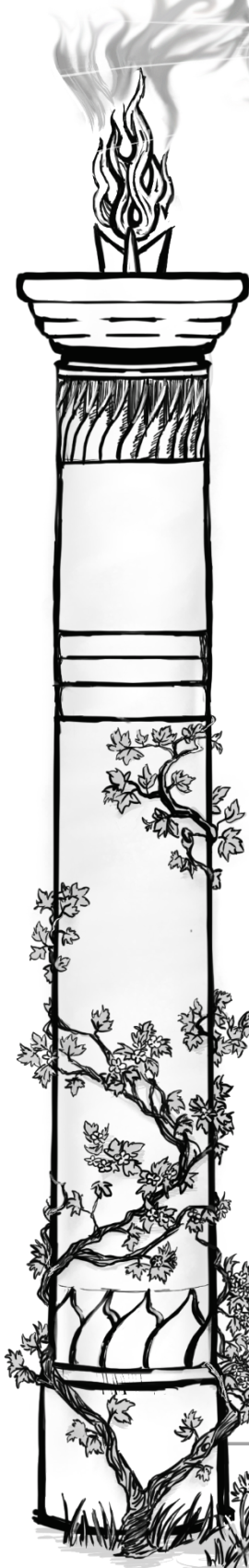
—CALL—

“Bestow 3 Armor”

—DESCRIPTION & EFFECTS—

By peering into the possible future as it swirls around a particular individual (or yourself), you are able to provide a magical warning that will protect that person from some amount of physical harm. You should explain to the target that this bestowed armor will last for **30 minutes** or until used.

Bestowed armor cannot stack with other bestowed armor, but it does stack with normal armor and, for instance, the armor produced by the Warding spell “Warded Armor.” In such combinations, damage must punch through the Defensive Portent before dealing damage to other armor types.



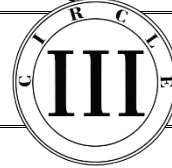


Spell Scroll

—LORE: DIVINATION is required to understand what this spell does—

EYES OF THE STARS

DIVINATION
DELIVERY: GAZE



—CASTING—

You stare briefly at a person, then call the effect.

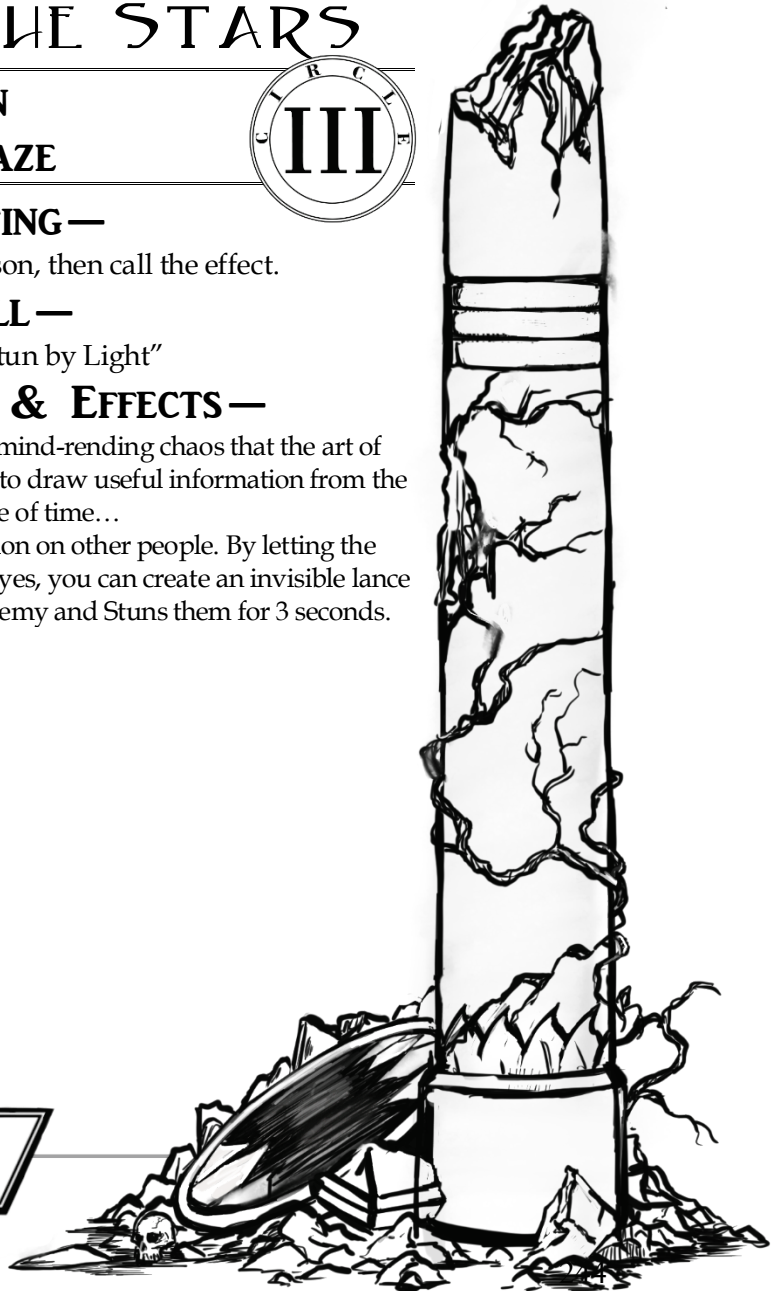
—CALL—

“By My Gaze, Stun by Light”

—DESCRIPTION & EFFECTS—

Even without perfect mastery of the mind-rending chaos that the art of Divination must peer through in order to draw useful information from the tangled weave of time...

You can still inflict that same confusion on other people. By letting the secrets of the universe spill from your eyes, you can create an invisible lance of revelatory energy that strikes an enemy and Stuns them for 3 seconds.





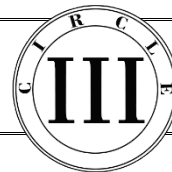
Spell Scroll

—LORE: DIVINATION is required to understand what this spell does—

MEDITATIVE DEFENSE

DIVINATION

DELIVERY: SELF



—CASTING—

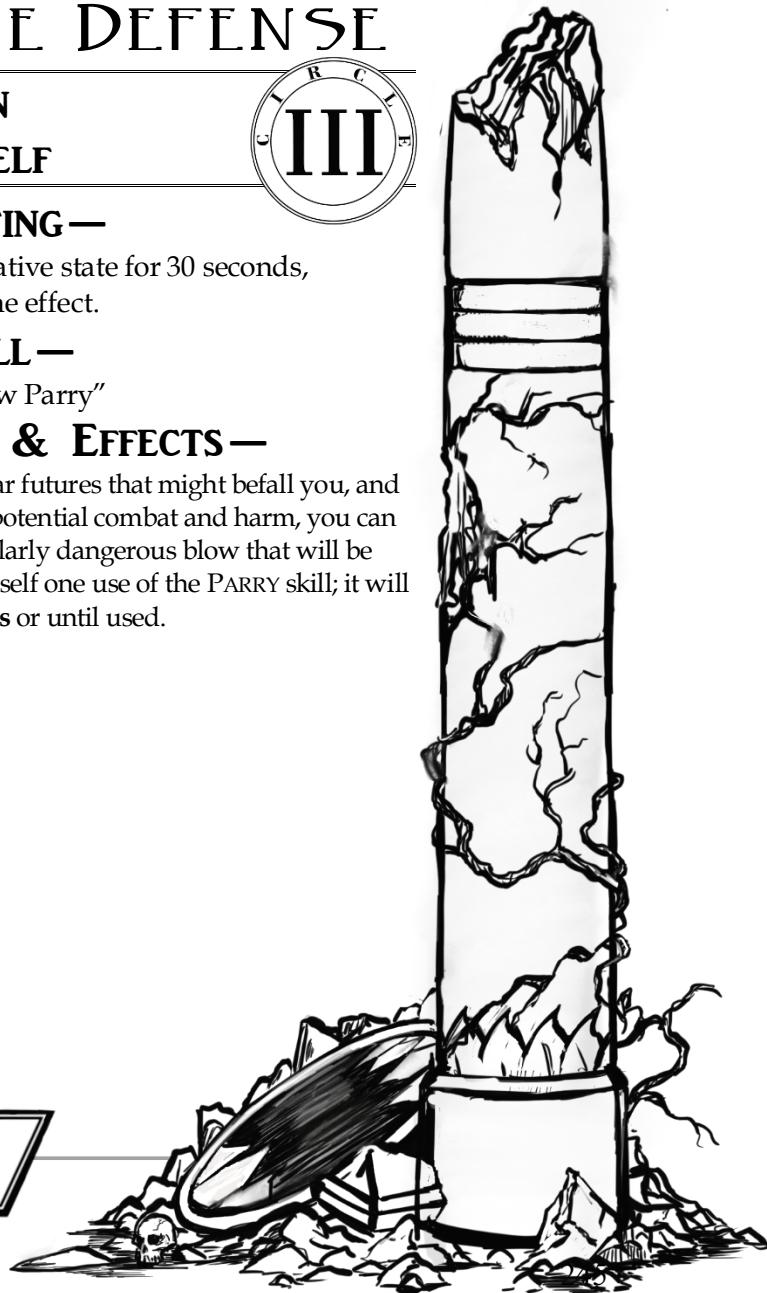
You concentrate in a meditative state for 30 seconds, then call the effect.

—CALL—

“Self Bestow Parry”

—DESCRIPTION & EFFECTS—

By exploring the weave of possible near futures that might befall you, and focusing your Divinatory powers on potential combat and harm, you can gain the insight to block one particularly dangerous blow that will be directed at you. You bestow upon yourself one use of the PARRY skill; it will last for **30 minutes** or until used.



SORCERY

“As a way of achieving mastery of the elements, sorcery is truly the oldest, most primal of magical forces still known to the world. To be able to call lightning and fire down upon your foes...with simple gestures, you can blast your opponents into pieces. Having raw power at your very fingertips—some say that the power can corrupt easily. I say that’s ridiculous! I mean, there are other things you can do as well. For example: some guy shoves me, so I use ‘Repel’ to knock him out of my way. Not so scrawny and book-wormy anymore, now am I?”

— Arch-Daguz Zacathan Belammy

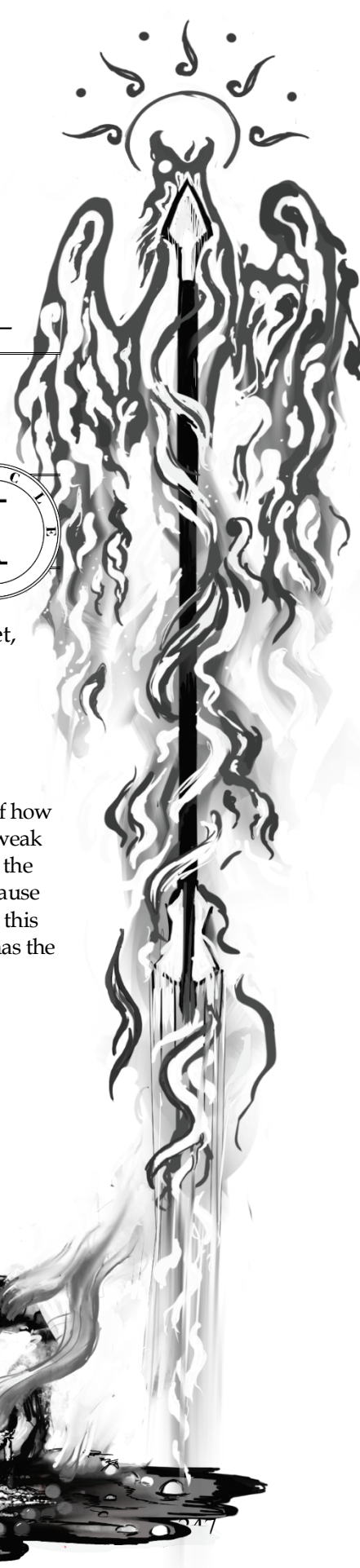
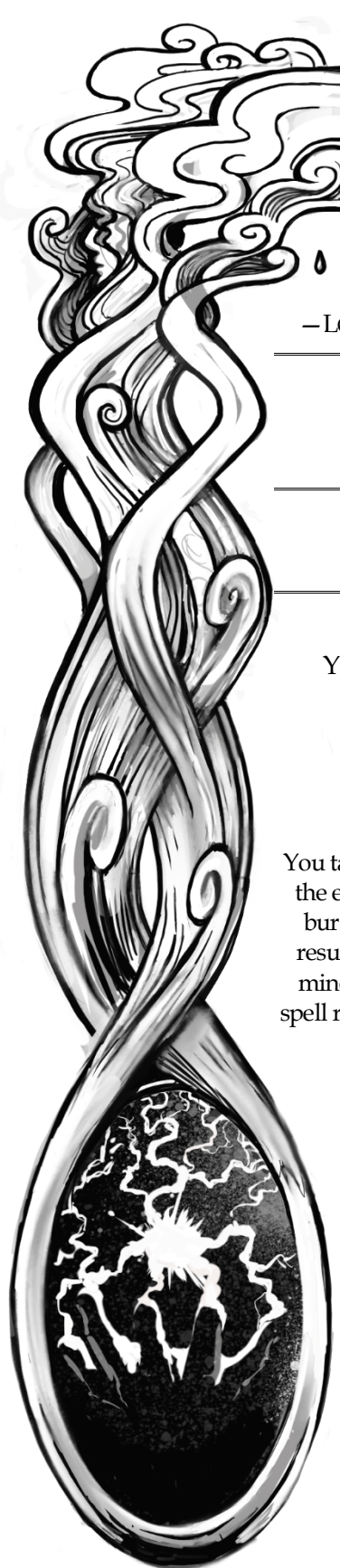
Also known as ‘Warlocks,’ ‘Wizards,’ ‘Mages,’ and ‘Arcanists,’ sorcerers are generally considered the masters of destructive magic. Even though sorcery is capable of channeling arcane power from the environment to produce a wide variety of effects, bolts of fire and lightning tend to attract the most attention, so practitioners of this art are the most sought-after in times of war. In times of peace, however, they are sometimes persecuted and driven from society because of the common people’s fear.

(Interestingly, many sorcerers have also advanced the idea that people’s beliefs regarding magic can influence the power and effect of a spell. In this theory, the effect of a spell on a target could be partially or entirely negated by that target’s disbelief. As such, many sorcerers make a point of emphasizing the “dread power” of their art, wrapping themselves in intriguingly mysterious practices—since, as they see it, if the world stopped believing in their spells, they would lose all power.)

Sorcery is very complex and has, over the centuries it has been studied, amassed quite a body of scholarship around it. Many sorcery spells involve taking components of various types and binding them together into something that looks like a poultice wrapped in a thin cloth. These spell-component pouches are each custom-built for a specific spell the sorcerer needs to cast, but each spell also interacts with the spirit and elemental affiliation of its intended target and the surrounding environment at the time of casting. The combination of so many factors can occasionally make sorcery spells unreliable. **(Players who wish to play Sorcerers should bring such “spell packets”—cloth squares filled with birdseed and tied into small “bean bags”—with them to game,** or, for their first game, at least contact a Staff member or fellow player and ask to borrow some.)

As spellcasters progress in the art of Sorcery, they may become fascinated by the complexities of magical theory or committed to the arts of war... but, because Sorcery does not seem to have the same kind of drawbacks that other Magical Arts do, the one unifying thing about Sorcerers tends to be their privileged attitude regarding practitioners of the other magics.





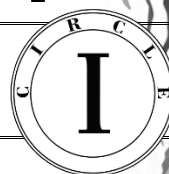
Spell Scroll

—LORE: SORCERY is required to understand what this spell does—

SUSTAINED ELEMENTAL BLAST

SORCERY

DELIVERY: PACKET



—CASTING—

You concentrate for 1 second, hurl a spell component packet, and call the effect.

—CALL—

“1 [Fire, Ice, Lightning, OR Acid]”

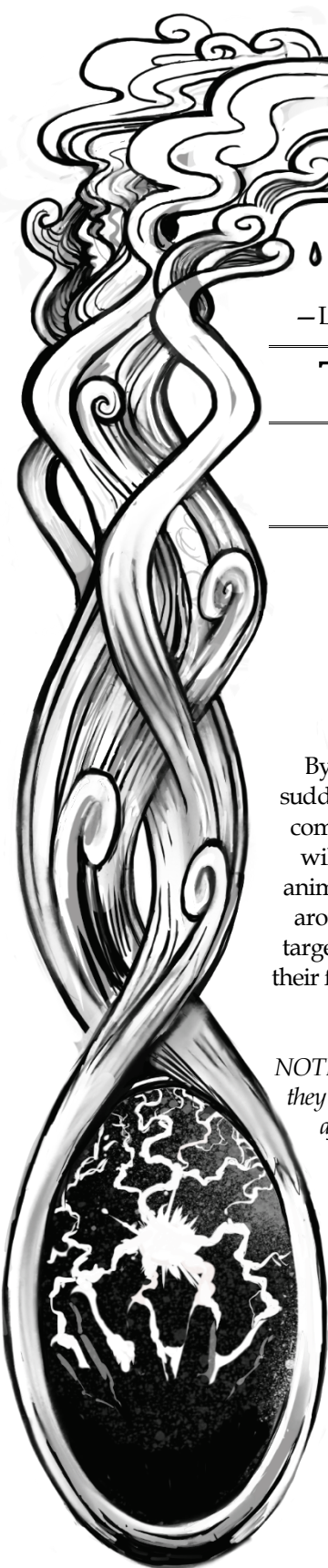
—DESCRIPTION & EFFECTS—

You take an extra moment, using your fundamental understanding of how the elements are woven into the components of Adalrune, to fold a weak burst of elemental energy into a spell component. When you throw the resulting spell packet, it unleashes a set of chain reactions that will cause minor elemental destruction when they impact their target. Because this spell relies on your skill rather than the force of your mind or will, it has the almost-unique property of not depleting your mana.

SPECIAL NOTE:

Unlike nearly all other spells, **this spell costs 0 mana to cast.**





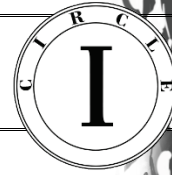
Spell Scroll

—LORE: SORCERY is required to understand what this spell does—

THE BINDING SPELL

SORCERY

DELIVERY: PACKET



—CASTING—

You hurl a spell component packet and call the effect.

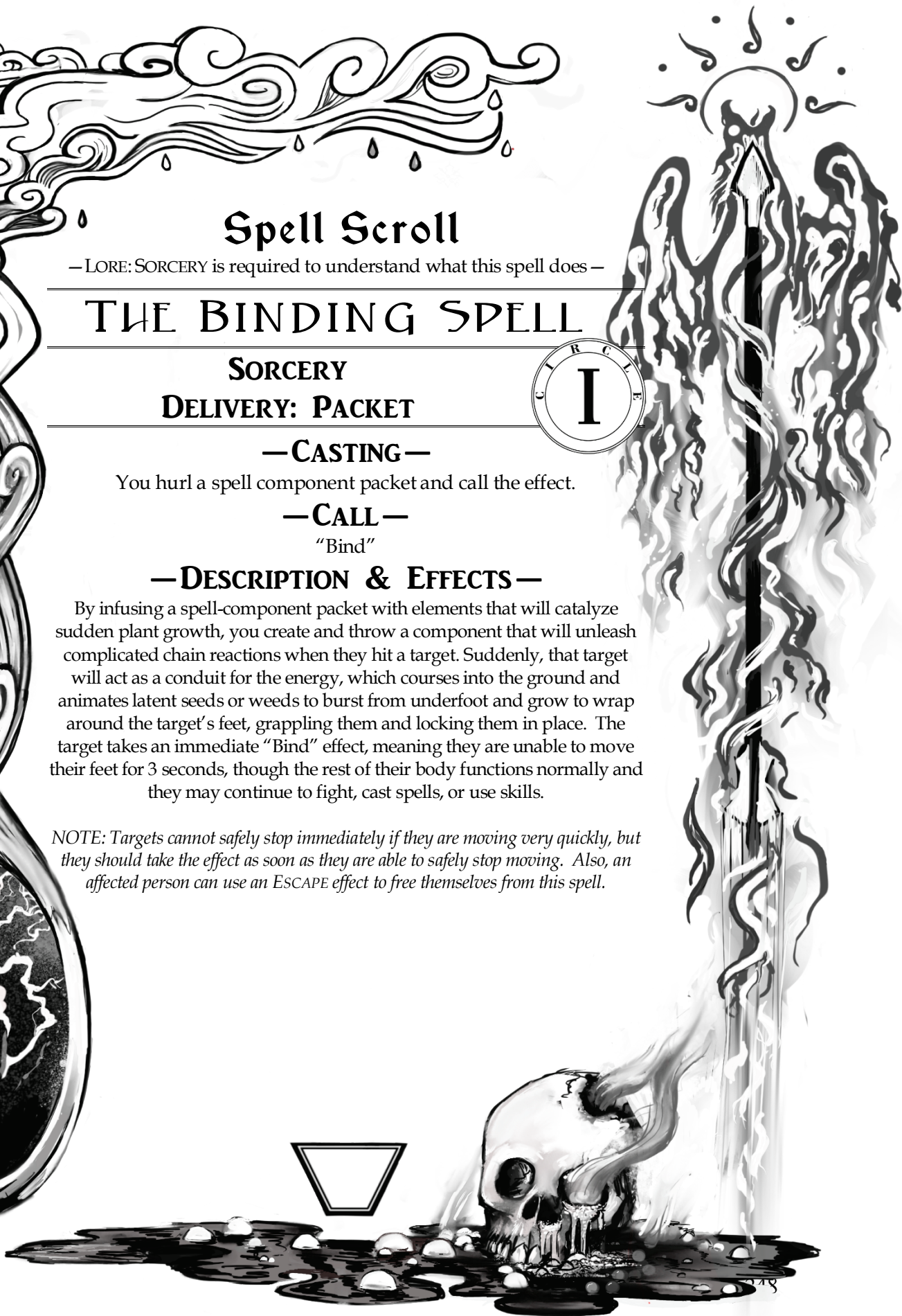
—CALL—

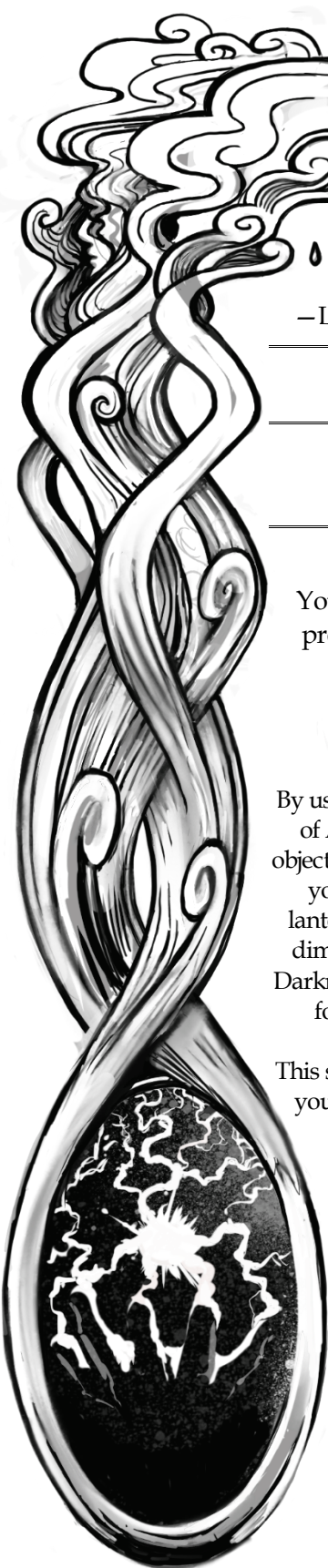
“Bind”

—DESCRIPTION & EFFECTS—

By infusing a spell-component packet with elements that will catalyze sudden plant growth, you create and throw a component that will unleash complicated chain reactions when they hit a target. Suddenly, that target will act as a conduit for the energy, which courses into the ground and animates latent seeds or weeds to burst from underfoot and grow to wrap around the target's feet, grappling them and locking them in place. The target takes an immediate “Bind” effect, meaning they are unable to move their feet for 3 seconds, though the rest of their body functions normally and they may continue to fight, cast spells, or use skills.

NOTE: Targets cannot safely stop immediately if they are moving very quickly, but they should take the effect as soon as they are able to safely stop moving. Also, an affected person can use an ESCAPE effect to free themselves from this spell.



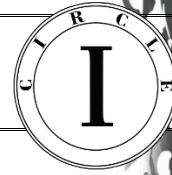


Spell Scroll

—LORE: SORCERY is required to understand what this spell does—

SORCEROUS LIGHT

SORCERY
DELIVERY: TOUCH



—CASTING—

You concentrate for 1 second while touching an object capable of producing dim light, then call the effect and activate that object.

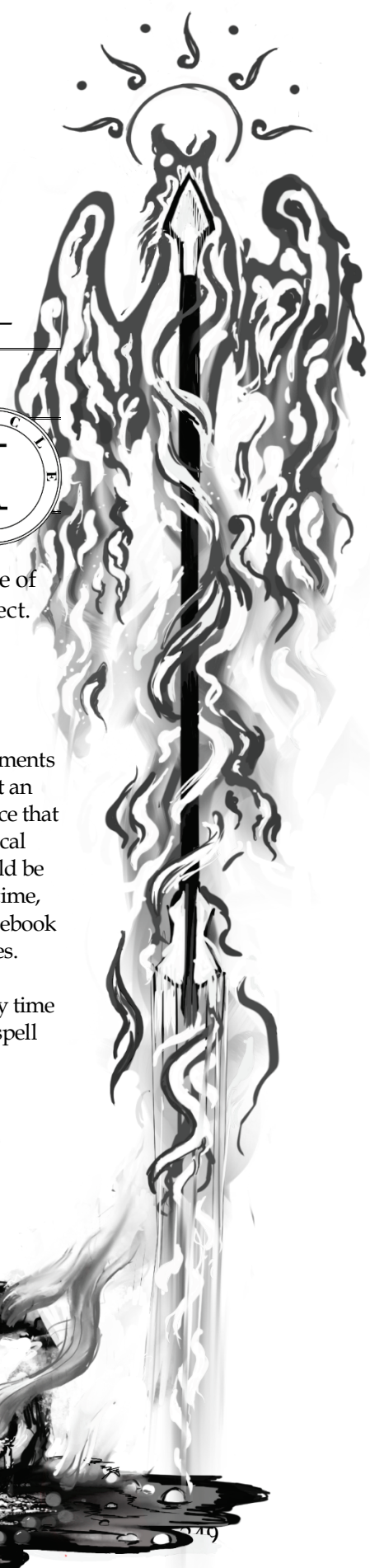
—CALL—

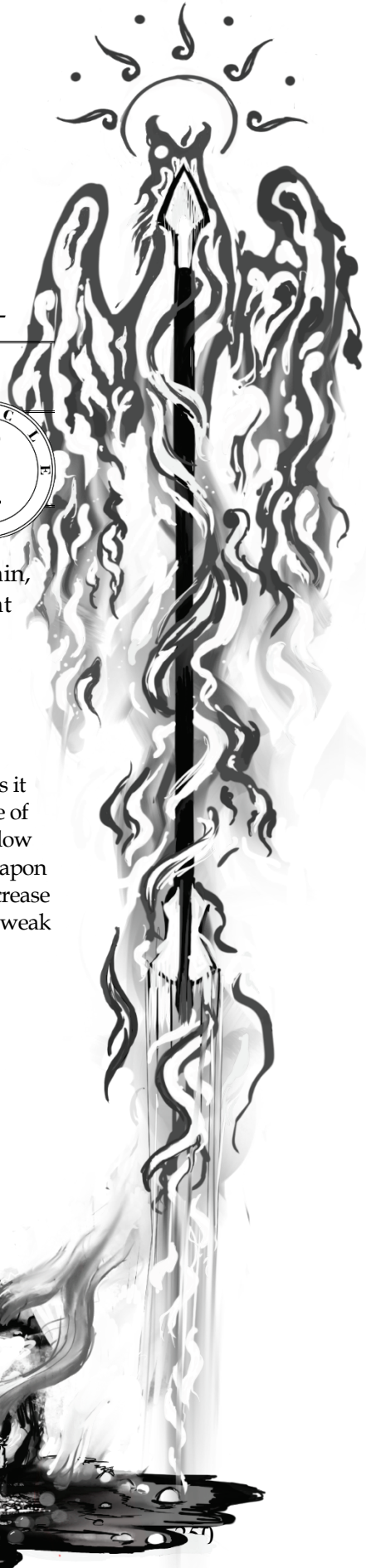
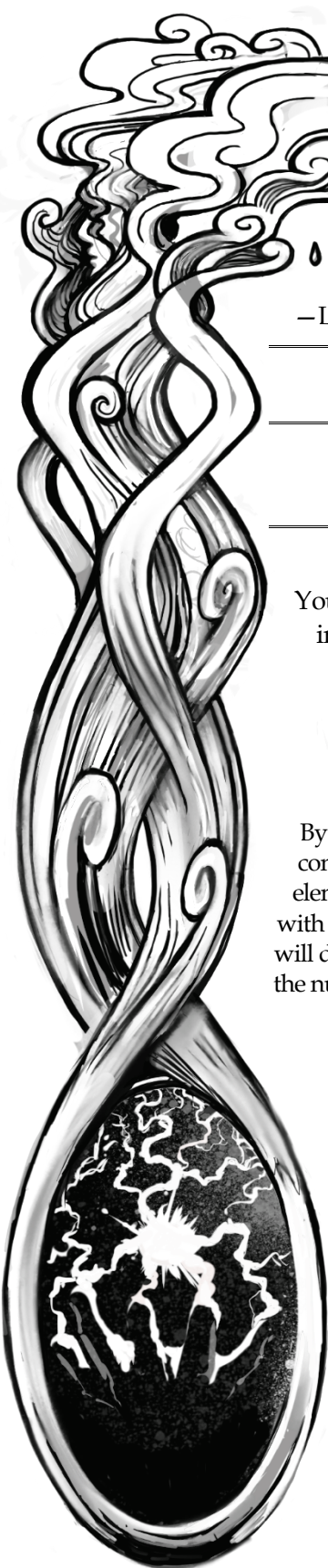
“Create Light”

—DESCRIPTION & EFFECTS—

By using your sorcerous knowledge of the different light-emitting elements of Adelfrune, you are able to weave together a magic that will invest an object with the power to emit light. This allows you to use a light source that you carry with you, whether it is a glow stick, a mystic orb, a magical lantern, a light-up book, *et cetera*. Keep in mind that such lights should be dim, not much more luminous than a glowstick; consult the “Nighttime, Darkness, & Light Sources” section of chapter 6 of the Twin Mask Rulebook for more guidance on the recommended brightness of light sources.

This spell will last indefinitely, as long as your light source lasts. Every time you douse or turn off your light source, though, you must cast this spell again if you want to re-light it.





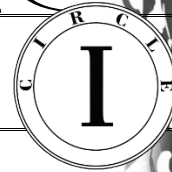
Spell Scroll

—LORE: SORCERY is required to understand what this spell does—

ELEMENTAL STRIKE

SORCERY

DELIVERY: TOUCH



—CASTING—

You touch a weapon and concentrate for long enough to explain, in a hushed voice, the effect of this spell to the wielder of that weapon, then call the effect.

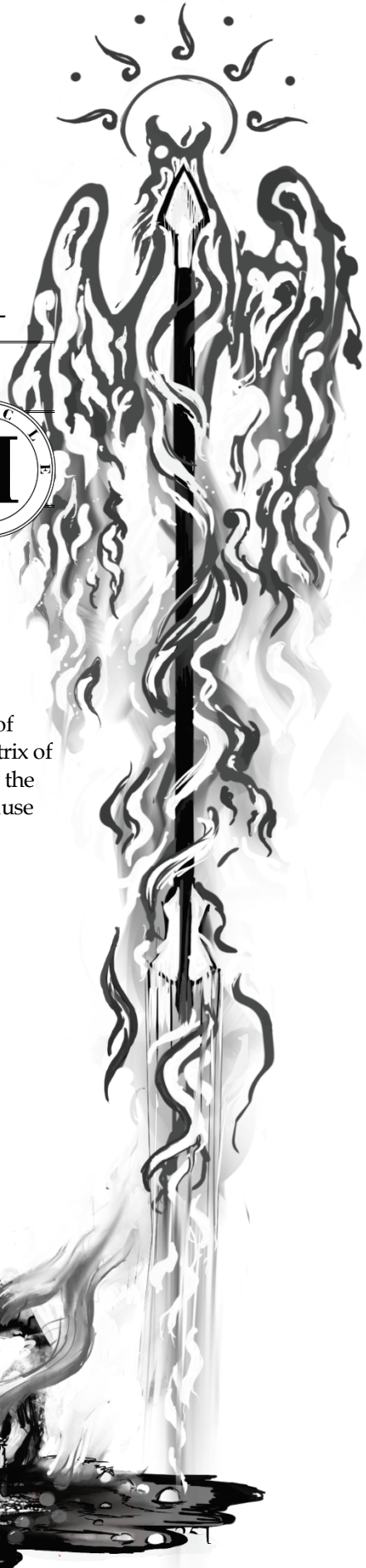
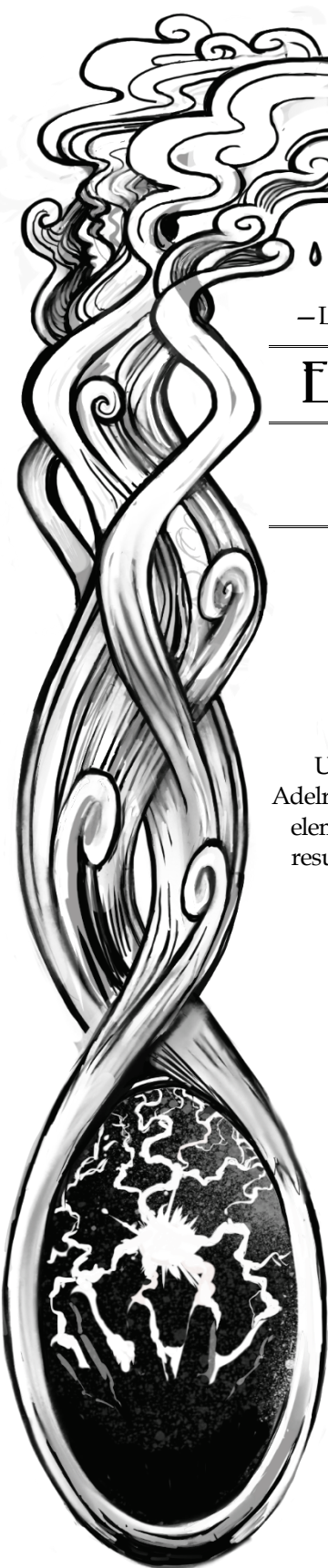
—CALL—

“Imbue [Fire, Ice, Lightning, OR Acid]”

—DESCRIPTION & EFFECTS—

By quickly drawing upon your knowledge of Adetrune’s magicka as it connects to damaging elements, you can weave a temporary sheathe of elemental energy around a weapon, letting that weapon strike one blow with that power without damaging the weapon itself. The affected weapon will deal the Imbued element for its next attack; while this does not increase the numerical damage it deals, it may have special effects on anything weak against that particular element.





Spell Scroll

—LORE: SORCERY is required to understand what this spell does—

ELEMENTAL BLAST 2

SORCERY

DELIVERY: PACKET



—CASTING—

You hurl a spell component packet and call the effect.

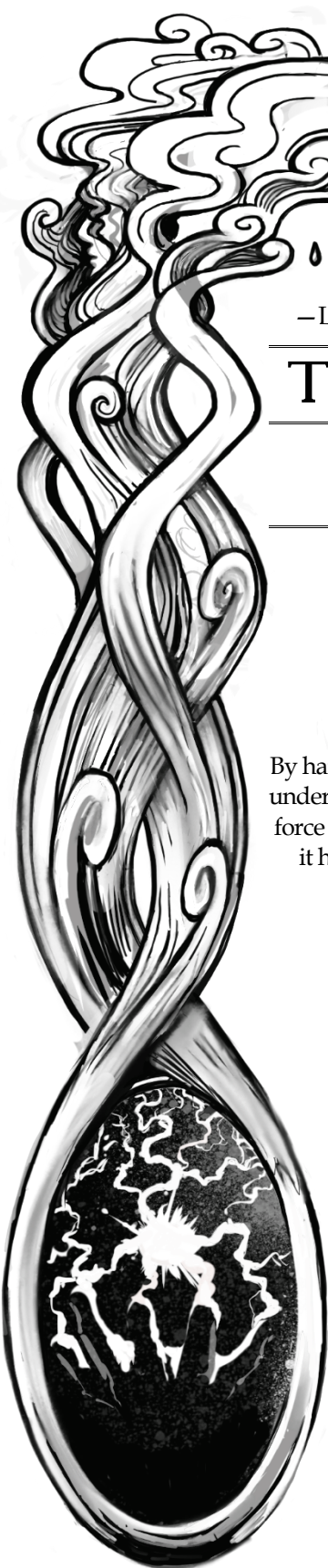
—CALL—

“3 [Fire, Ice, Lightning, OR Acid]”

—DESCRIPTION & EFFECTS—

Using your growing ability to command the elemental properties of Adelrune’s materials, you quickly weave together a more complex matrix of elemental-attuned energies into a spell component. When you throw the resulting spell packet, it unleashes a set of chain reactions that will cause significant elemental destruction when they impact their target.





Spell Scroll

—LORE: SORCERY is required to understand what this spell does—

THE REPELLING SPELL

SORCERY

DELIVERY: PACKET



—CASTING—

You hurl a spell component packet and call the effect.

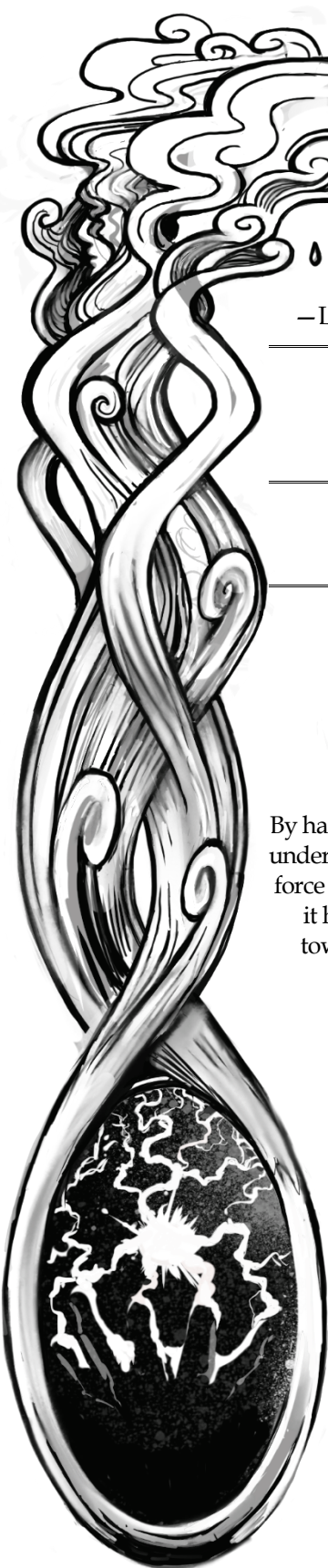
—CALL—

“Repel”

—DESCRIPTION & EFFECTS—

By harnessing your understanding of the unseen forces that spring from and underlie Adetrune’s physical reality, you can weave together the elements of force and wind into a spell-component packet, then hurl it at a target. When it hits, the target will be blasted backward by concussive force, taking a “Repel” effect and being forced 3 steps away from you.





Spell Scroll

—LORE: SORCERY is required to understand what this spell does—

THE ATTRACTING SPELL

SORCERY

DELIVERY: PACKET



—CASTING—

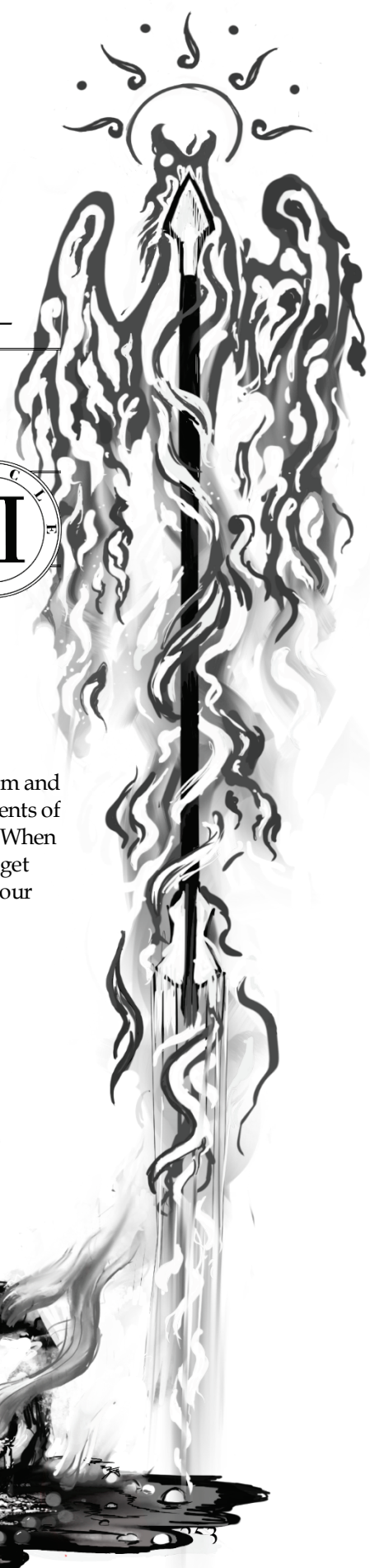
You hurl a spell component packet and call the effect.

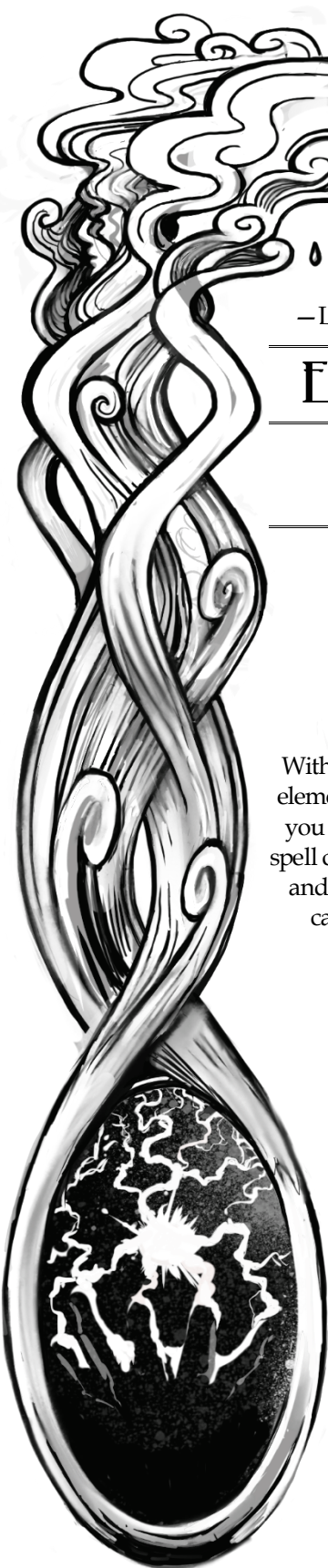
—CALL—

“Attract”

—DESCRIPTION & EFFECTS—

By harnessing your understanding of the unseen forces that spring from and underlie Adetrune’s physical reality, you can weave together the elements of force and wind into a spell-component packet, then hurl it at a target. When it hits, it will generate a powerful vortex of air that will drag the target toward you, taking an “Attract” effect and being forced 3 steps in your direction.





Spell Scroll

—LORE: SORCERY is required to understand what this spell does—

ELEMENTAL BLAST 3

SORCERY

DELIVERY: PACKET



—CASTING—

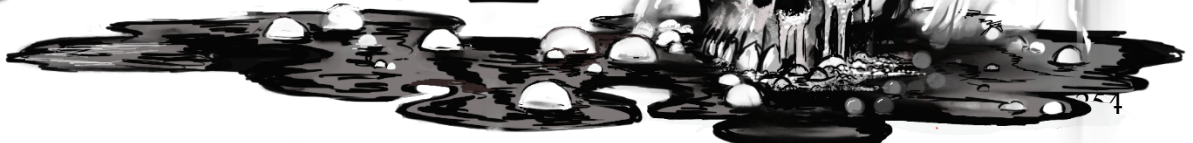
You hurl a spell component packet and call the effect.

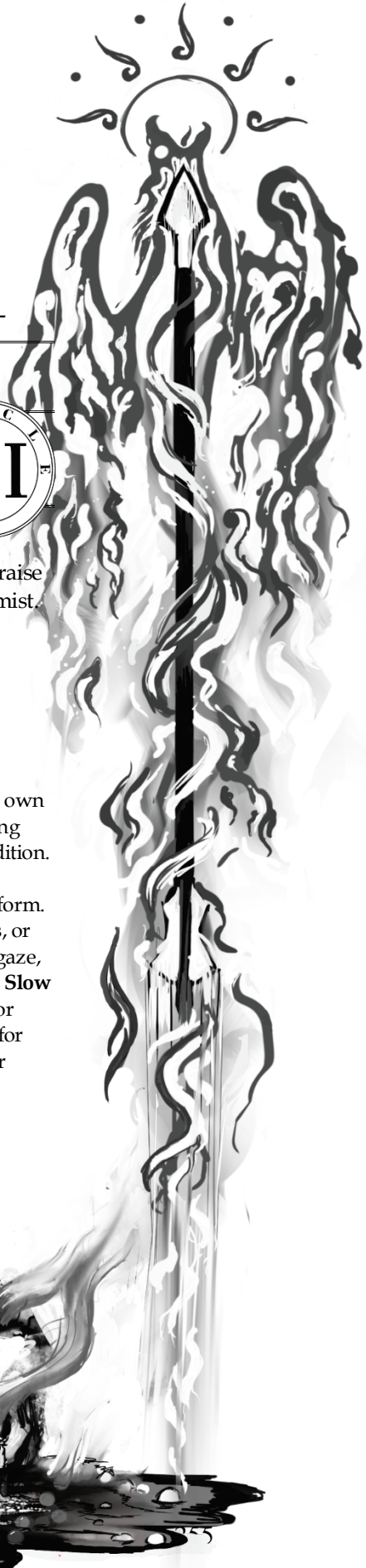
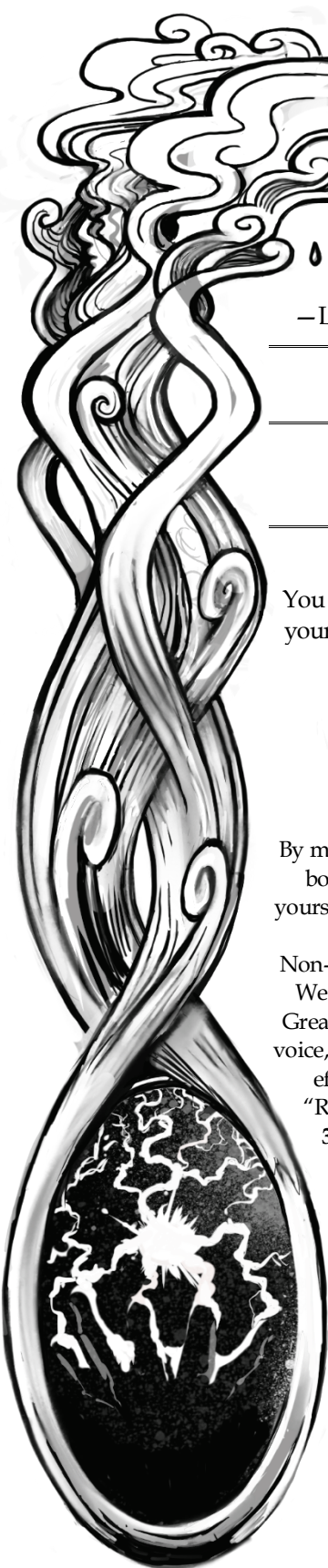
—CALL—

“4 [Fire, Ice, Lightning, OR Acid]”

—DESCRIPTION & EFFECTS—

With a more complex understanding of how Adelrune’s materials and the elemental properties that exist within their metaphysics can be interwoven, you quickly weave together a system of elemental-attuned energies into a spell component. When you throw the resulting spell packet, those materials and elements will twist themselves into very powerful nexus of energies, causing serious elemental destruction when they impact their target.





Spell Scroll

—LORE: SORCERY is required to understand what this spell does—

MIST FORM

SORCERY

DELIVERY: SELF



—CASTING—

You concentrate for 3 seconds, then call the first part of the effect and raise your hands above your head to signify that your body has turned to mist.

—CALL—

To begin: "My body turns to mist."

To maintain: "My body is mist."

To end: "My body re-forms from mist."

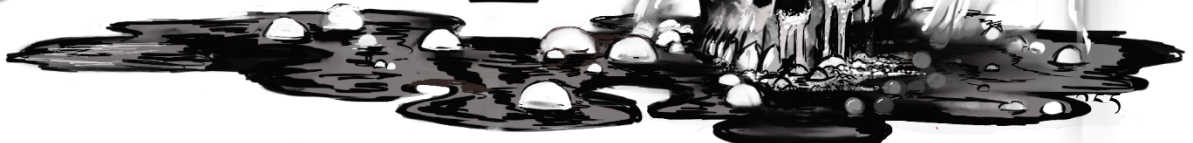
—DESCRIPTION & EFFECTS—

By manipulating and transforming the elemental energies present in your own body, you can briefly cause your form to become insubstantial, rendering yourself near-impervious to most weapons. You gain the "Mistform" condition.

Non-elemental weapon and touch attacks cannot affect you while in Mistform.

Weapon or touch attacks with Fire, Ice, Lightning, Acid, Light, Darkness, or Greater modifiers affect you normally, as do non-weapon effects such as gaze, voice, gesture, and packets. While in Mistform, you are effectively under a **Slow** effect. You cannot run, speak, fight, call defenses except "Willpower" or "Resist," actively use any skills, or cast any other spells. This spell lasts for **30 seconds**, during which time you must hold your hands above your head and repeat "My body is mist" every few seconds. You may re-cast this spell without exiting it by spending the mana again.

Note: Mistform does not allow you to fit anywhere, or travel across any surfaces, that you would not normally be able to. Your weight and other physical traits remain the same.



WARDING

“I honestly never thought that, in my line of work, I would have ever picked up any kind of magic. You’d be surprised, though, how handy it is to be able to undo other people’s wards when you’re trying to break into their mansions. Not only that: if I ever think I might have trouble with house guards, I can set wards of my own to blow them up if they chase me. All I have to do is carry around my handy ward stones, and I’m good to go! It really only took one unsuccessful heist for me to realize that the good stuff is always harder to get to, so sometimes you need to put some effort into it.”

—Wood Rat

Warding magic generally involves one of two processes: placing specially-marked stones on the ground in order to form invisible “warding lines” between them—or drawing runes directly on people’s skin in order to protect those people in some way. Importantly, the mana used to cast a warding spell is only spent when the stones are placed or the runes are drawn.

Skin Wards—These are drawn onto the skin of whoever is being warded.

- If you are casting the ward on someone else, you must explain the effects of the ward as part of your casting.
- Wards must be open and exposed to the air; hiding them under clothes/armor (*etc.*) will prevent them from working.
- If the wards get smudged, faded, or otherwise broken, they will stop working immediately.
- You may only have one of each ward at a time
- Draw on people’s skin only with materials that can be washed off (or removed safely with a makeup wipe)
- You may be asked to remove your wards during your NPC shift. Wards removed in this manner may be reapplied without spending any mana, as long as you do so within 30 minutes of your shift’s end.

Stone Wards—These are formed on the ground by placing props of stones or glowing candles.

- Once stone wards are in place, whenever someone crosses between them, you may call the associated effect over and over, as often as somebody crosses the line, without spending any additional mana. If a person or thing stops midway across your line, you may call the effect as frequently as you like against them, for as long as they remain there.
- Holding an item such as a sword over the line counts as crossing it.
- You are not required to activate the line when someone crosses.
- Wardens may use a **total amount of ward stones equal to 1 plus their rank in Warding**—from 2 total stones at Apprentice level to 5 total stones at Grandmaster level.
- When placing ward patterns, all stones must be within your fully-extended arms’ length of at least one stone of the same pattern.
- If a single stone in a pattern is disrupted, the entire pattern is dispelled, and it cannot be called again until recast. If a line is dispelled by a stone’s being moved by someone touching it, you may immediately call the line’s effect on that individual one final time.

- When a ward line effect is called, all who are crossing it are affected. This includes your allies!
- A separate “Ward: [Effect]” call is needed every time you want to activate the line (which can only be done if someone is crossing the line).
- Once a ward call begins on someone crossing the line, they may only defend against it with an ability such as Willpower. They cannot simply try to pass over the line before the call is complete to avoid the effect.
- Calling a ward line counts as activating magic. Armor and shield users will require Armor Casting and/or Shield Casting to call a ward-line effect.

As spellcasters progress in the art of Warding, they generally find that they become a bit **paranoid and agoraphobic**, uncomfortable and exposed-feeling when not behind walls of stone or magic. They may not feel entirely complete without their full complement of skin wards, and they may become increasingly reliant on careful and “geometric” thinking. Many a Grandmaster Warden has felt the allure of living in a remote keep or shack, ringed with walls entirely covered with magical wards, lines, and inscriptions, for the sake of safety.

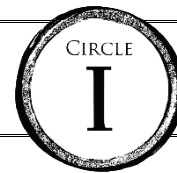


Spell Scroll

—LORE: WARDING is required to understand what this spell does—

ELEMENTAL WARD 1

WARDING
DELIVERY: WARD



—CASTING—

Place at least 2 of your Ward Stones to make a line or pattern, touching each with one hand as you place the next with your other hand. Then, whenever an entity (or anything carried by them) crosses that unbroken line or pattern, you may call the effect without spending any extra mana.

—CALL—

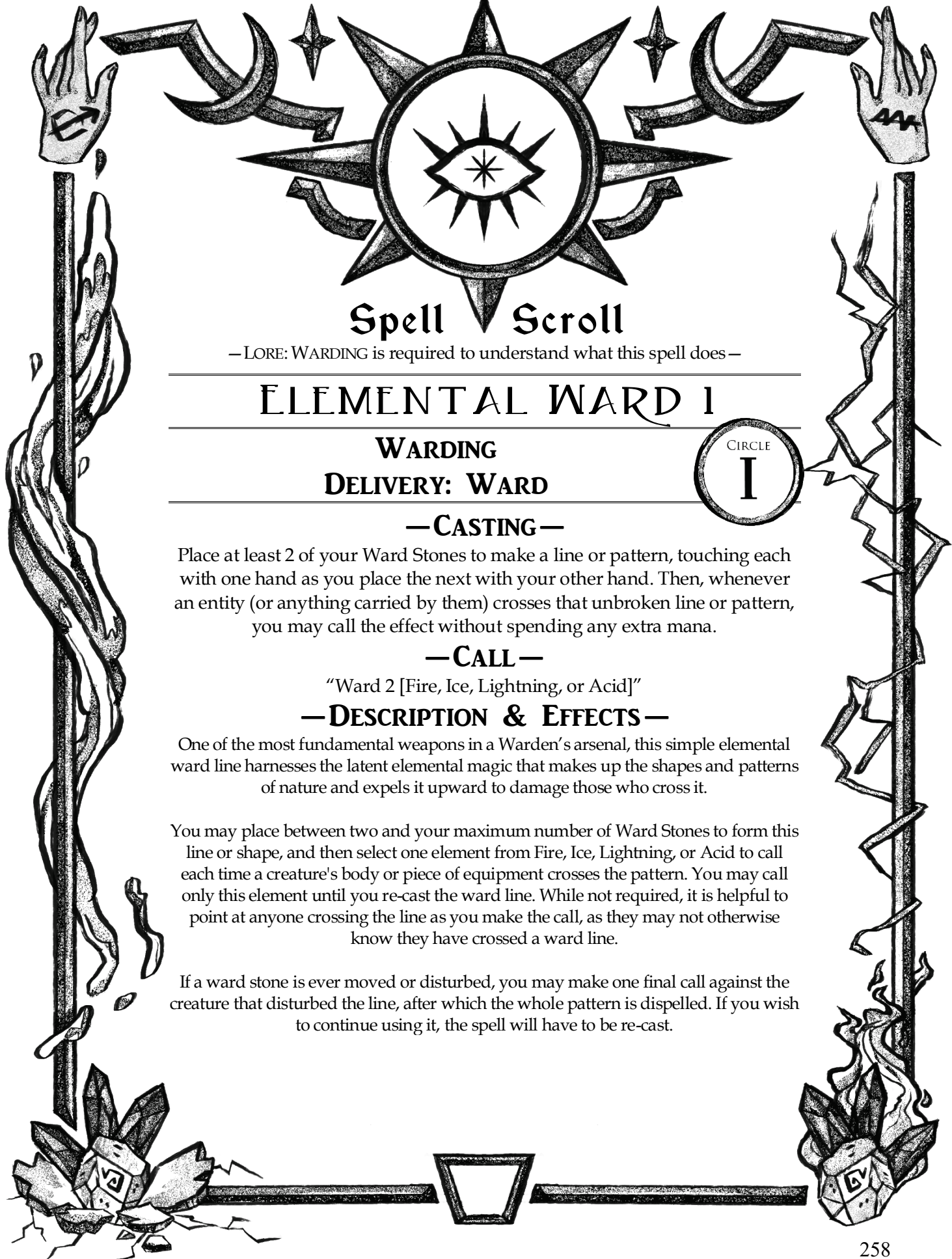
“Ward 2 [Fire, Ice, Lightning, or Acid]”

—DESCRIPTION & EFFECTS—

One of the most fundamental weapons in a Warden’s arsenal, this simple elemental ward line harnesses the latent elemental magic that makes up the shapes and patterns of nature and expels it upward to damage those who cross it.

You may place between two and your maximum number of Ward Stones to form this line or shape, and then select one element from Fire, Ice, Lightning, or Acid to call each time a creature’s body or piece of equipment crosses the pattern. You may call only this element until you re-cast the ward line. While not required, it is helpful to point at anyone crossing the line as you make the call, as they may not otherwise know they have crossed a ward line.

If a ward stone is ever moved or disturbed, you may make one final call against the creature that disturbed the line, after which the whole pattern is dispelled. If you wish to continue using it, the spell will have to be re-cast.



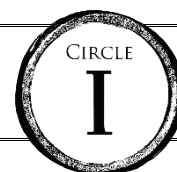


Spell Scroll

—LORE: WARDING is required to understand what this spell does—

HALTING WARD

WARDING
DELIVERY: WARD



—CASTING—

Place at least 2 of your Ward Stones to make a line or pattern, touching each with one hand as you place the next with your other hand. Then, whenever an entity (or anything carried by them) crosses that unbroken line or pattern, you may call the effect without spending any extra mana.

—CALL—

“Ward Lesser Stun”

—DESCRIPTION & EFFECTS—

By drawing on a small fraction of the energy present in ley lines and sites of natural power, this ward line can create a churning wall of invisible energy that disrupts and disorients creatures with weaker spirits, rendering them stunned for a short time.

You may place between two and your maximum number of Ward Stones to form this line or shape, then call the effect each time a creature's body or piece of equipment crosses the pattern, Stunning them for 3 seconds. This Stun only affects Lesser creatures and will not work on your fellow Returned or stronger foes.

If a ward stone is ever moved or disturbed, you may make one final call against the creature that disturbed the line, after which the whole pattern is dispelled. If you wish to continue using it, the spell will have to be re-cast.



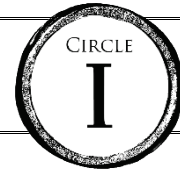
Spell Scroll

—LORE: WARDING is required to understand what this spell does—

SANGUINE WARD

WARDING

DELIVERY: *SPECIAL*



—CASTING—

Draw this Ward's symbol (above) on a person's exposed skin while explaining its function in a low voice. This Ward ceases to function if it is no longer visible and exposed to air, or if the drawing's lines become too faded, illegible, or broken.

—CALL—

[None]

—DESCRIPTION & EFFECTS—

By slowing and constricting the flow of vital life essence within the body in response to physical trauma, this ward slows the rate at which a creature approaches death after being struck down.

This ward adds +3 minutes to the affected person's bleedout timer and stacks with other effects that increase bleedout (but not with itself). You *may* draw this ward on a target that is currently in bleedout to extend their timer.

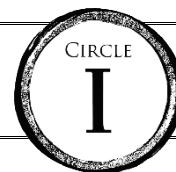


Spell Scroll

—LORE: WARDING is required to understand what this spell does—

PASS WARD

WARDING
DELIVERY: SELF



—CASTING—

You concentrate for 1 second while you cross your arms over your chest, with each hand touching the opposite shoulder, then call the effect and pass over a single ward line, glyph, or similar magical barrier*. You may cast this spell multiple times in succession to bypass multiple such barriers as long as you maintain concentration.

—CALL—

“Pass Ward”

—DESCRIPTION & EFFECTS—

You, as a Warden, can use your inherent understanding of the magic present in symbols and ley lines to temporarily unmoor yourself from the synchronicity with nature that those same symbols rely on to function. While slightly out of phase with the natural order in this way, you may simply pass through many magical deterrents as if they weren't there.

While you are concentrating, you may call “Pass Ward” to bypass a single ward line or glyph. If there are multiple lines in a ward pattern, you may cast this spell an additional time per line you need to bypass by maintaining concentration after the initial call.

*You may potentially bypass various other magical barriers or traps as well, at Story Staff discretion.

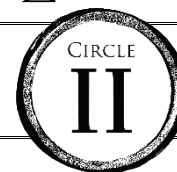


Spell Scroll

—LORE: WARDING is required to understand what this spell does—

ELEMENTAL WARD 2

WARDING
DELIVERY: WARD



—CASTING—

Place at least 2 of your Ward Stones to make a line or pattern, touching each with one hand as you place the next with your other hand. Then, whenever an entity (or anything carried by them) crosses that unbroken line or pattern, you may call the effect without spending any extra mana.

—CALL—

“Ward 4 [Fire, Ice, Lightning, or Acid]”

—DESCRIPTION & EFFECTS—

A more advanced version of the fundamental Warden’s art, this improved elemental ward line harnesses the latent elemental magic that makes up the shapes and patterns of nature and erupts it upward to damage those that cross.

You may place between two and your maximum number of Ward Stones to form this line or shape, and then select one element from Fire, Ice, Lightning, or Acid to call each time a creature’s body or piece of equipment crosses the pattern. You may call **only** this particular element until you re-cast the ward line. While not required, it is helpful to point at anyone crossing the line as you make the call, as they may not otherwise know they have crossed a ward line.

If a ward stone is ever moved or disturbed, you may make one final call against the creature that disturbed the line, after which the whole pattern is dispelled. If you wish to continue using it, the spell will have to be re-cast.



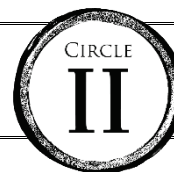
Spell Scroll

—LORE: WARDING is required to understand what this spell does—

ARCANE WARD

WARDING

DELIVERY: *SPECIAL*



—CASTING—

Draw this Ward's symbol (*above*) on a person's exposed skin while explaining its function in a low voice. When the trigger conditions are met, that person may call the effect. This Ward ceases to function if it is no longer visible and exposed to air, or if the drawing's lines become too faded, illegible, or broken.


—CALL—

"Resist"

—DESCRIPTION & EFFECTS—

This ward uses a combination of harnessing elemental energy to interfere with the magical chain reactions that many packet spells require to function... and dissonant arcane forces to push back against those very same projectiles, rendering all but the most powerful of them harmless.

The person bearing this ward may call "Resist" to prevent a single packet-based spell or effect. This Resist call must be made as soon as possible after the packet has hit and the damage or effect call has been made. This effect returns with Rest. This ward stacks with other sources of "Resist" but not with itself.



This Ward is simple:
just a line drawn across
one of your eyes, in what-
ever direction you want

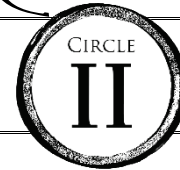
Spell Scroll

—LORE: WARDING is required to understand what this spell does—

MINOR SIGHT WARD

WARDING

DELIVERY: *SPECIAL*



—CASTING—

Draw this Ward's symbol (*above*) on a person's exposed skin while explaining its function in a low voice. When the trigger conditions are met, that person may call the effect. This Ward ceases to function if it is no longer visible and exposed to air, or if the drawing's lines become too faded, illegible, or broken.

—CALL—

"Resist"

—DESCRIPTION & EFFECTS—

By relying on the sympathetic magic underlying the function of the eyes, you set up a ward that can redirect and absorb energies that are communicated through a person's gaze, disrupting such attacks once before overloading the ward and requiring some time to recharge.

The person bearing this ward may call "Resist" to prevent a single gaze-delivered effect. This Resist call must be made as soon as possible after the gaze attack. This effect returns with Rest. This ward stacks with other sources of "Resist" but not with itself.

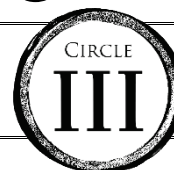


Spell Scroll

—LORE: WARDING is required to understand what this spell does—

ELEMENTAL WARD 3

WARDING
DELIVERY: WARD



—CASTING—

Place at least 2 of your Ward Stones to make a line or pattern, touching each with one hand as you place the next with your other hand. Then, whenever an entity (or anything carried by them) crosses that unbroken line or pattern, you may call the effect without spending any extra mana.

—CALL—

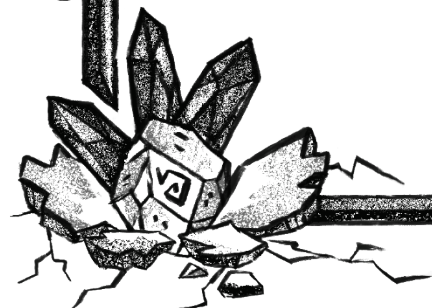
“Ward 6 [Fire, Ice, Lightning, or Acid]”

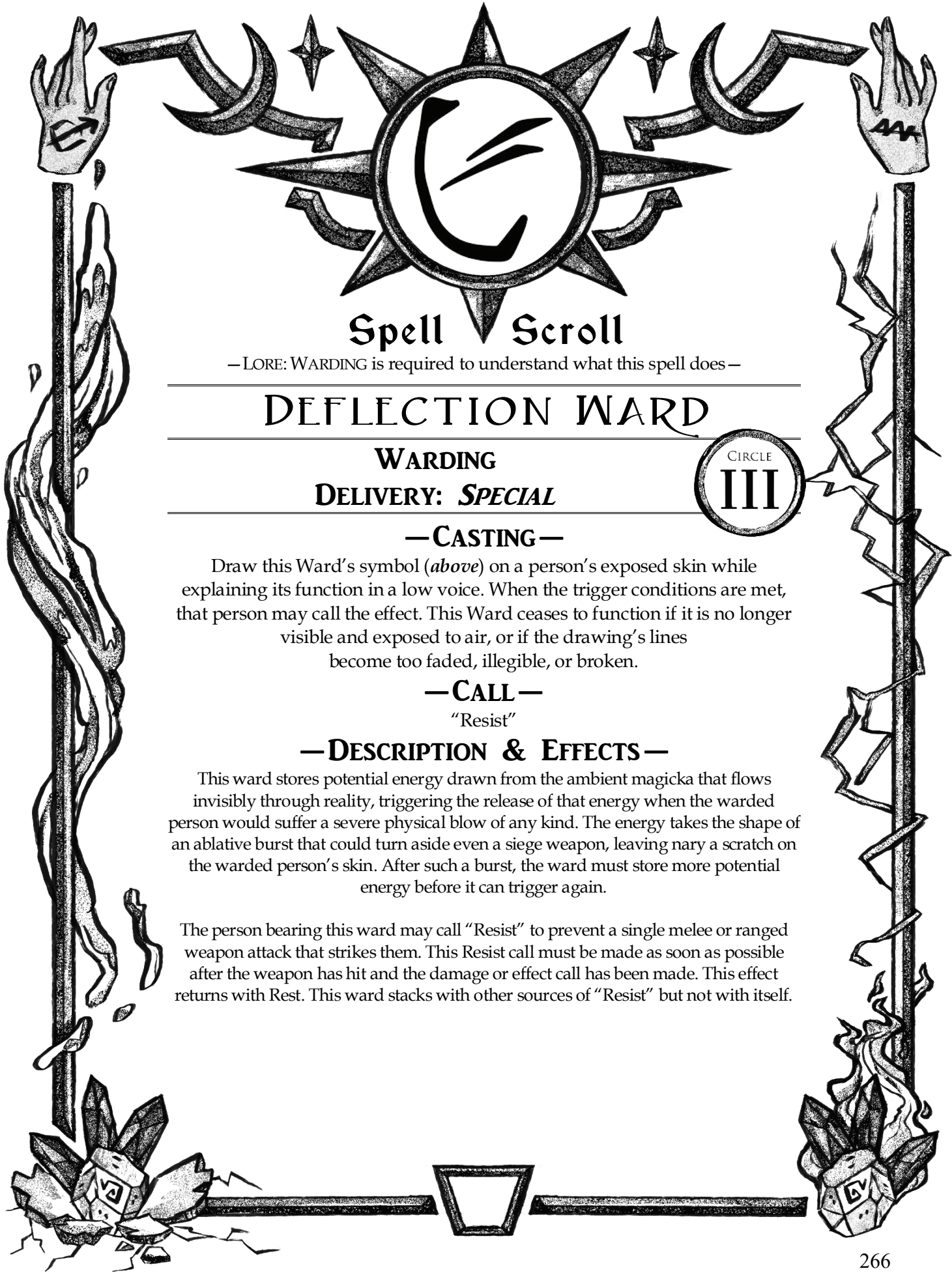
—DESCRIPTION & EFFECTS—

A master-level approach to the Warden’s fundamental art, this advanced elemental ward line harnesses the latent elemental magic that makes up the shapes and patterns of reality and explodes it upward to devastate those that cross.

You may place between two and your maximum number of Ward Stones to form this line or shape, and then select one element from Fire, Ice, Lightning, or Acid to call each time a creature’s body or piece of equipment crosses the pattern. You may call **only** this particular element until you re-cast the ward line. While not required, it is helpful to point at anyone crossing the line as you make the call, as they may not otherwise know they have crossed a ward line.

If a ward stone is ever moved or disturbed, you may make one final call against the creature that disturbed the line, after which the whole pattern is dispelled. If you wish to continue using it, the spell will have to be re-cast.





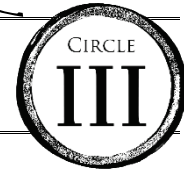
Spell Scroll

—LORE: WARDING is required to understand what this spell does—

DEFLECTION WARD

WARDING

DELIVERY: *SPECIAL*



—CASTING—

Draw this Ward's symbol (*above*) on a person's exposed skin while explaining its function in a low voice. When the trigger conditions are met, that person may call the effect. This Ward ceases to function if it is no longer visible and exposed to air, or if the drawing's lines become too faded, illegible, or broken.

—CALL—

"Resist"

—DESCRIPTION & EFFECTS—

This ward stores potential energy drawn from the ambient magicka that flows invisibly through reality, triggering the release of that energy when the warded person would suffer a severe physical blow of any kind. The energy takes the shape of an ablative burst that could turn aside even a siege weapon, leaving nary a scratch on the warded person's skin. After such a burst, the ward must store more potential energy before it can trigger again.

The person bearing this ward may call "Resist" to prevent a single melee or ranged weapon attack that strikes them. This Resist call must be made as soon as possible after the weapon has hit and the damage or effect call has been made. This effect returns with Rest. This ward stacks with other sources of "Resist" but not with itself.

DREAM MAGIC

The Dreaming is a separate plane of reality, anchored to Adelfrune by the thoughts of all the people and animals who live in the normal, waking world: it is the place where those concepts can swirl into unpredictable combinations, where everything possible and everything impossible has found a strange home.

Dream Mages delve into that place and into their own minds, exploring all the silliness and horror that can spring from the way that thought and perception construct our realities, both waking and dreaming. Perhaps the most creative of the Magical Arts, it is also considered very dangerous by authorities and archmagi alike, since its ability to play with the rules of reality and to delve into people's minds—to say nothing of its practitioners' occasional sojourns into a wholly different reality—have the potential for serious misuse.

That caution is at least somewhat justified, too, since as spellcasters progress in the art of Dream Magic, they find that their grasp on normal reality becomes tenuous. Each level, from Apprentice to Grandmaster, seems to take a toll on their sanity. Players are encouraged to choose a new, specific instance of **insanity** for each such level: although such commitments need not be dangerous, they should reflect the fact that your character has seen beyond the veil of normalcy and explored mind-bending, alternate kinds of perception. The background feature **PROPHETIC DREAMER** is sometimes used to represent the first such “insanity.”

Dream Magic is not available for new player characters! If you want to delve into such magic, you will need to seek out a person who is willing and able to **train you** in its secrets during the course of the game. Interestingly, Dream Magic was driven into obscurity long ago and has been a “lost art” for most of recorded history. Its recent rediscovery represents a new opportunity: you can only have been a Dream Mage **in your backstory** if that story occurred in the last several years.

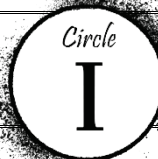


Spell Scroll

—LORE: DREAM MAGIC is required to understand what this spell does—

AWAKEN

DREAM MAGIC
DELIVERY: TOUCH



—CASTING—

You touch a sleeping person or creature, concentrate for 1 second, then call the effect.

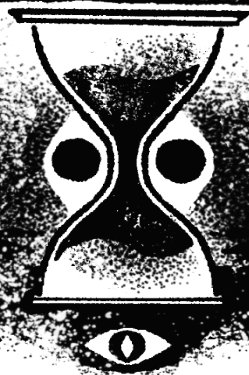
—CALL—

“Remove Sleep”

—DESCRIPTION & EFFECTS—

By making physical contact with someone, you are also able to make contact with their mind where it connects to the Dreaming. By taking a moment to untangle them from their slumber, you can bring them back to the waking world.

Attempting to use this spell while you are in the Dreaming can have wild, unpredictable, and potentially dangerous results.

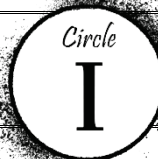


Spell Scroll

—LORE: DREAM MAGIC is required to understand what this spell does—

STARTLE

DREAM MAGIC
DELIVERY: PACKET



—CASTING—

You throw a spell packet while calling the effect.*

—CALL—

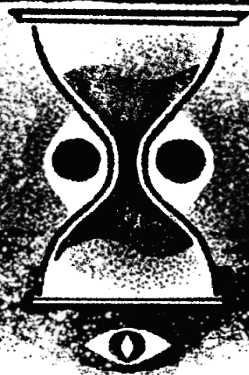
"Stun" *

—DESCRIPTION & EFFECTS—

You touch the Dreaming for just long enough to draw out a mote of its essence, infuse it into a spell component, and throw it at a target. When it hits, it swirls into a burst of confusing energy that distracts and Stuns that target.

* If you cast this spell while in the Dreaming, its delivery changes to "Gesture"; you simply point at the target and call "By My Gesture, Stun."



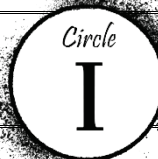


Spell Scroll

—LORE: DREAM MAGIC is required to understand what this spell does—

SLEEP AUGURY

DREAM MAGIC
DELIVERY: SELF



—CASTING—

While you are asleep, you “concentrate” for 2 seconds and cast this spell. Seek out a Story Staff member to gather the information the spell provides.

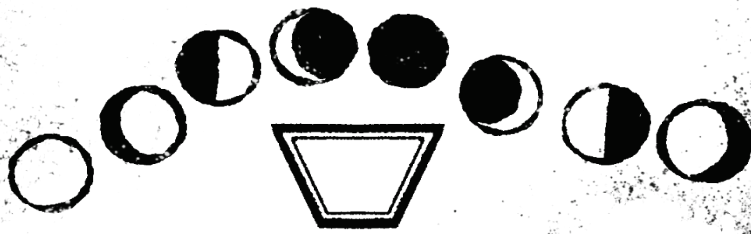
—CALL—

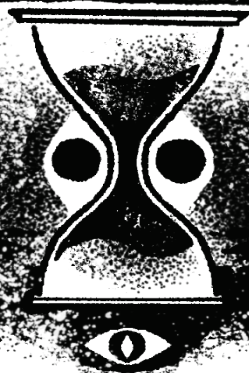
[None]

—DESCRIPTION & EFFECTS—

This strange spell can only be cast while you are asleep; it requires a full-scale connection to the Dreaming to work, so you must be experiencing a dream at the time. (This can mean “actively exploring the Dreaming as a Dream Mage” or simply “taking a long nap.”) It allows you to determine if another person, anywhere in the world, is asleep at the moment you cast this spell—but you must have previously met the person whose status you wish to check.

Often, a Story Staff member will not be immediately available to provide you with the resulting information; at those times, you must “ponder the Dreaming’s currents.” When you have an opportunity, seek out a Story Staff member to get that information.



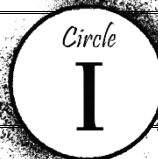


Spell Scroll

—LORE: DREAM MAGIC is required to understand what this spell does—

CHARGE

DREAM MAGIC
DELIVERY: TOUCH



—CASTING—

You touch a weapon and concentrate for long enough to explain, in a hushed voice, the effect of this spell to the wielder of that weapon, then call the effect.

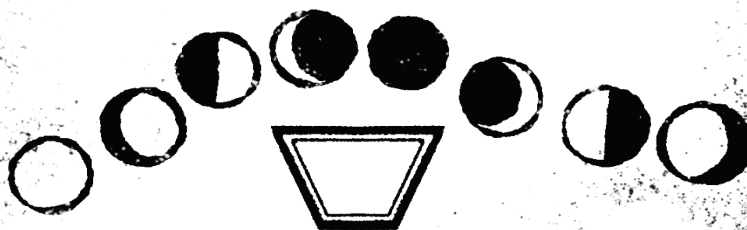
—CALL—

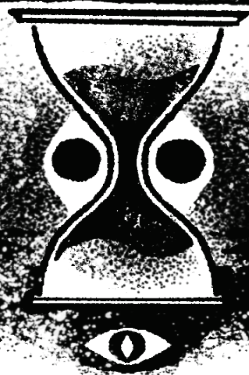
“Imbue [Chosen Metal]”

—DESCRIPTION & EFFECTS—

By swiftly merging your mind with the “identity” that a weapon projects into the Dreaming, you can temporarily enable it to interact with the world in a way that a *different metal would*. Choose **Iron**, **Silver**, or **Gold**. The affected weapon will deal the chosen type of metal damage for its next attack; while this does not increase the numerical damage it deals, it may have special effects on anything weak against the chosen metal.

The weapon does not notably change in appearance; this spell changes the way the weapon strikes, not how shiny it is.



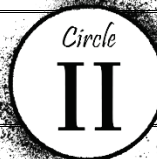


Spell Scroll

—LORE: DREAM MAGIC is required to understand what this spell does—

SHARED DREAM OF TRUTH

DREAM MAGIC
DELIVERY: TOUCH



—CASTING—

You hold one or both hands of another person, then concentrate for 20 seconds while explaining to them the spell's effects and role-playing the process of sinking into a meditative, dreamlike state.

—CALL—

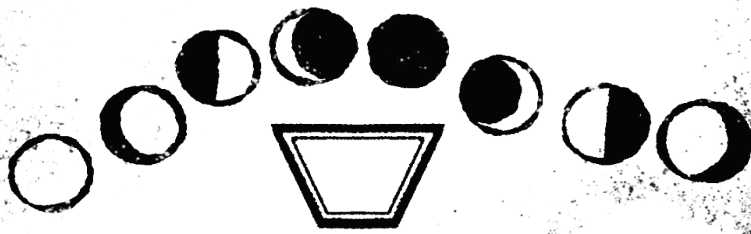
[None]

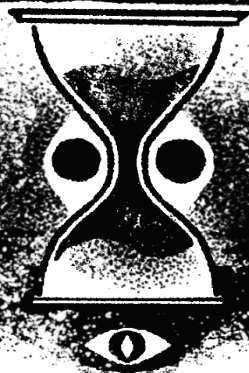
—DESCRIPTION & EFFECTS—

This spell allows a Dream Mage to draw another person into a bubble of dreamlike energy in which they can share images, thoughts, and feelings. The spell lasts for **3 minutes**. It can also be broken at any time if one of the participants... 1) breaks physical contact with another, 2) takes damage, or 3) simply wishes to end the spell. Participants can end the spell at any time by releasing their hands from the other person's. While the spell is ongoing, participants cannot perceive the world outside that "bubble" in any way.

During the spell, the caster "paints with words" to share any memory, feeling, or experience clearly, but **cannot** share anything that is **fictional or imagined**. Since the caster's words are not silent, anyone overhearing them can act as though their character received a pale imitation of the full vision.

After this spell ends, each player whose character was involved may choose to have their character **forget everything** they witnessed in the Shared Dream.





Spell Scroll

—LORE: DREAM MAGIC is required to understand what this spell does—

PHANTASMAGORIA

DREAM MAGIC
DELIVERY: SPECIAL

Circle
II

—CASTING—

You concentrate for 2 seconds, then call the effect and maintain concentration for as long as you want the spell to persist, up to 30 seconds.

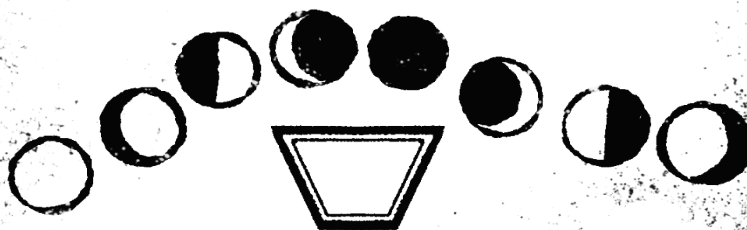
—CALL—

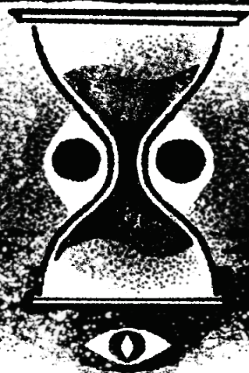
“Create Dream Figment: [Description]”

—DESCRIPTION & EFFECTS—

By meditatively pulling threads of the Dreaming into the waking world, you can weave together the image or seeming of some small thing and let it exist for a few moments, cradled in the palm of your hand. You can choose every detail of the dream figment you create, describing its every particular — and anyone nearby will see exactly what you describe. The figment cannot be larger than your hand, though, and it cannot produce any sound, light, smell, or taste. It is translucent and ghostly. You may push it to change slightly, and describe it as such (a flower blooming, an egg hatching, *etc.*), but it cannot ever leave your hand. The figment cannot meaningfully, physically interact with any other thing in the real world (like, for instance, acting as the key to open a lock).

At the end of 30 seconds, or if you move more than a step, or if your concentration is broken for any reason (by taking damage, *etc.*), the spell ends immediately.





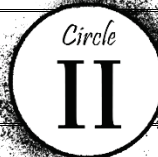
Spell Scroll

—LORE: DREAM MAGIC is required to understand what this spell does—

MANIFEST MAGIC I

DREAM MAGIC

DELIVERY: AS CHOSEN SPELL



—CASTING—

You concentrate for 2 seconds, then cast a Circle 1 spell from any school of magic for which you have the LORE skill. This concentration takes place prior to any casting requirements of the spell you wish to cast. You must then fulfill all requirements of your chosen spell, including concentration or phys-rep.

—CALL—

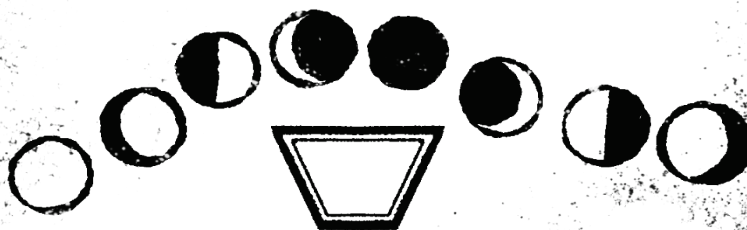
As Chosen Spell

—DESCRIPTION & EFFECTS—

Through deep concentration, a Dream Mage can touch the edges of the realm of dreams and draw upon its potentiality — its swirling blend of ideas and magical essences — to form the shapes of spells that are normally beyond that mage's talents, manifesting that potential into reality.

To cast this spell, you must possess a **scroll** of the 1st-Circle spell you wish to cast, or cast a 1st-Circle **Core Spell** from any school of magic for which you have the LORE skill. After concentrating for 2 seconds, you must spend 2 mana to activate this spell, then an additional 1 mana to cast the chosen 1st-Circle spell, after following all requirements of the spell as if you were casting it normally.

(If you use this to cast a spell that creates a ward line, your maximum number of ward stones is 2.)



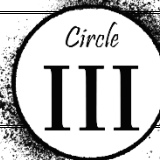


Spell Scroll

—LORE: DREAM MAGIC is required to understand what this spell does—

SHARED DREAM OF FALSEHOOD

DREAM MAGIC
DELIVERY: TOUCH



—CASTING—

You hold one or both hands of another person, then concentrate for 30 seconds while explaining to them the spell's effects and role-playing the process of sinking into a meditative, dreamlike state.

—CALL—

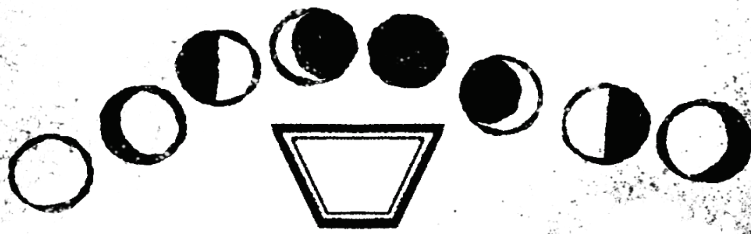
[None]

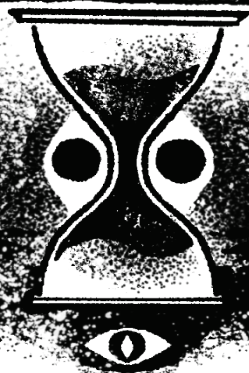
—DESCRIPTION & EFFECTS—

This spell allows a Dream Mage to draw another person into a bubble of dreamlike energy in which they can share images, thoughts, and feelings. The spell lasts for **3 minutes**. It can also be broken at any time if one of the participants... 1) breaks physical contact with another, 2) takes damage, or 3) simply wishes to end the spell. Participants can end the spell at any time by releasing their hands from the other person's. While the spell is ongoing, participants cannot perceive the world outside that "bubble" in any way.

During the spell, the caster "paints with words" to share any memory, feeling, or experience they can imagine clearly, even one that is entirely **fabricated**. Since the caster's words are not silent, anyone overhearing them can act as though their character received a pale imitation of the full vision.

After this spell ends, each player whose character was involved may choose to have their character **forget everything** they witnessed in the Shared Dream.



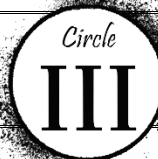


Spell Scroll

—LORE: DREAM MAGIC is required to understand what this spell does—

LESSER SLEEP

DREAM MAGIC
DELIVERY: TOUCH



—CASTING—

You concentrate for 3 seconds while touching a creature, then call the effect.

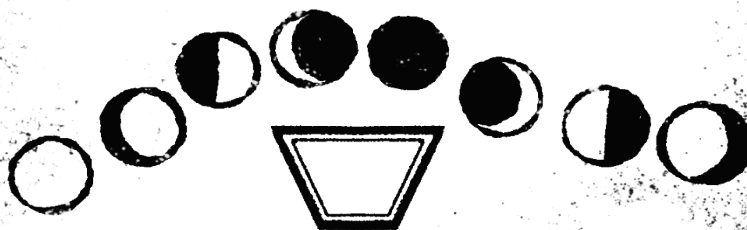
—CALL—

"Lesser Sleep"

—DESCRIPTION & EFFECTS—

A Dream Mage can use their connection to the land of dreams to touch the mind of a creature with a weaker spirit and cause them to fall into an enchanted slumber from which no amount of noise or physical distress will wake them.

To cast this spell, maintain contact with a creature while concentrating for 3 seconds, then call "Lesser Sleep." If the target can be affected by Lesser effects, they will pass into a Sleep that will last for 3 minutes, even if they are shaken or wounded.



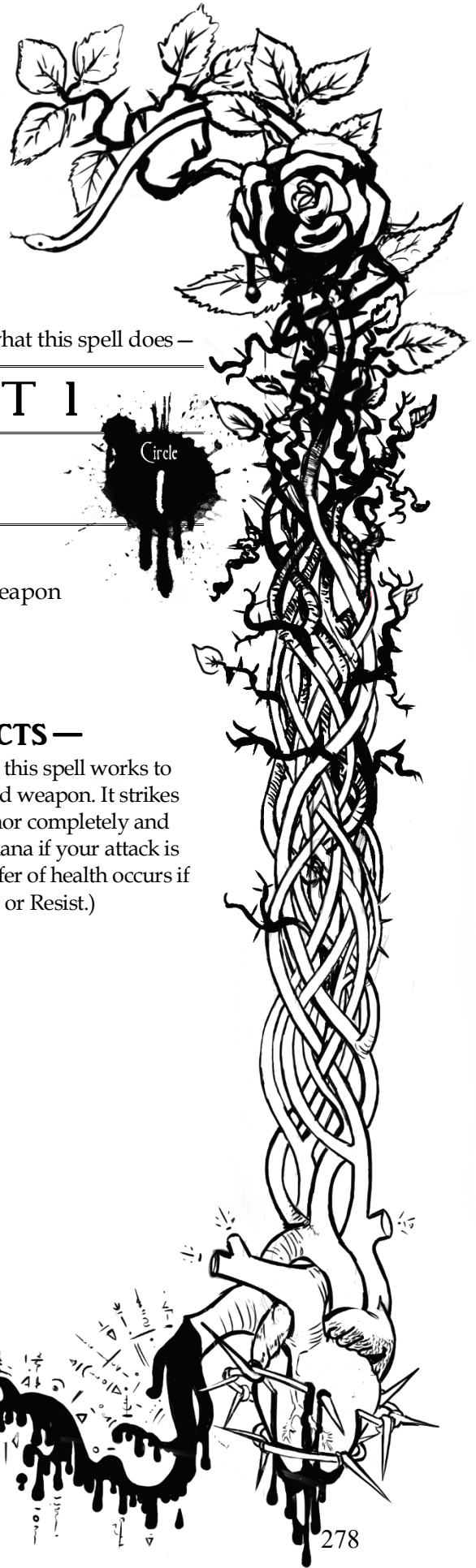
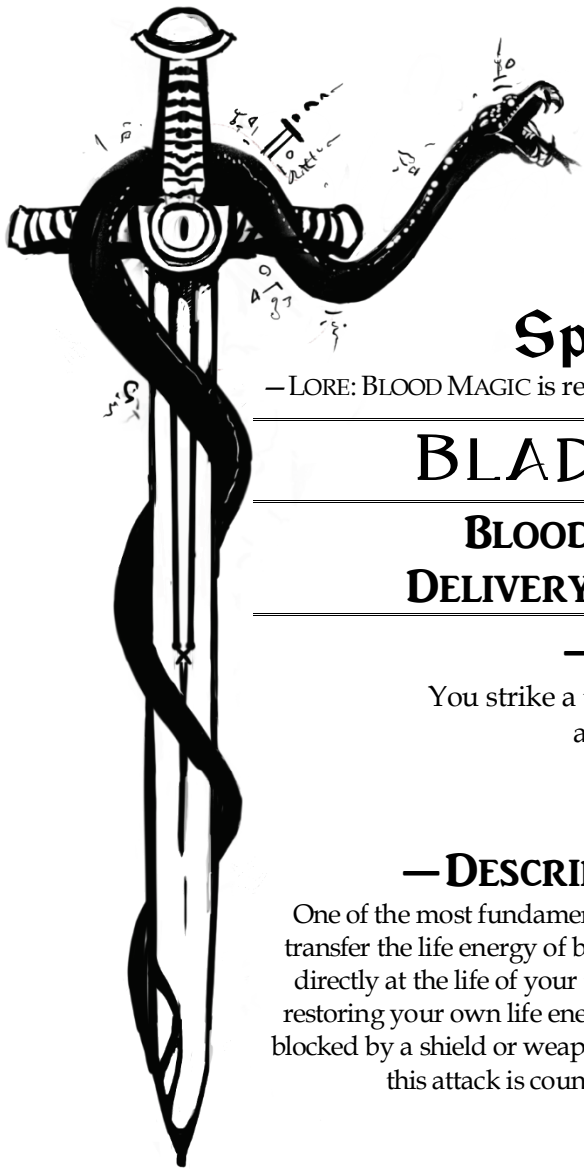
BLOOD MAGIC

Blood Magic is aptly named: it taps into the latent power found within the essence of living things' bodies, which is usually bound and concentrated in the blood. By freeing that blood from bodies (both their own bodies and those of others), magically connecting to it, and wielding its energy, Blood Mages can perform wonders of dark and terrible splendor.

After all, this is considered one of the “Dark Magics”: in the long history of Adlrunne, Blood Mages have done frightening and violent things, and as a result of those actions—and the inherent distaste that most people have for an art centered on spilling blood—there have been hunts and persecution of these spellcasters since time immemorial. As such, they are often secretive about their arts.

As spellcasters progress in the art of Blood Magic, they do not merely become more secretive: they also generally become more **short-tempered and violent**. The quick brutality of their art means that anger and bloodshed seem increasingly like the best responses to setbacks or opposition. Many a Grandmaster Blood Mage has become irascible or belligerent to the point of frightening even their friends.

Blood Magic is not available for new player characters! If you want to delve into such magic, you will need to seek out a person who is willing and able to [train you](#) in its secrets during the course of the game.



Spell Scroll

—LORE: BLOOD MAGIC is required to understand what this spell does—

BLADETHIRST I

BLOOD MAGIC
DELIVERY: WEAPON

—CASTING—

You strike a target with a bladed weapon and call the effect.

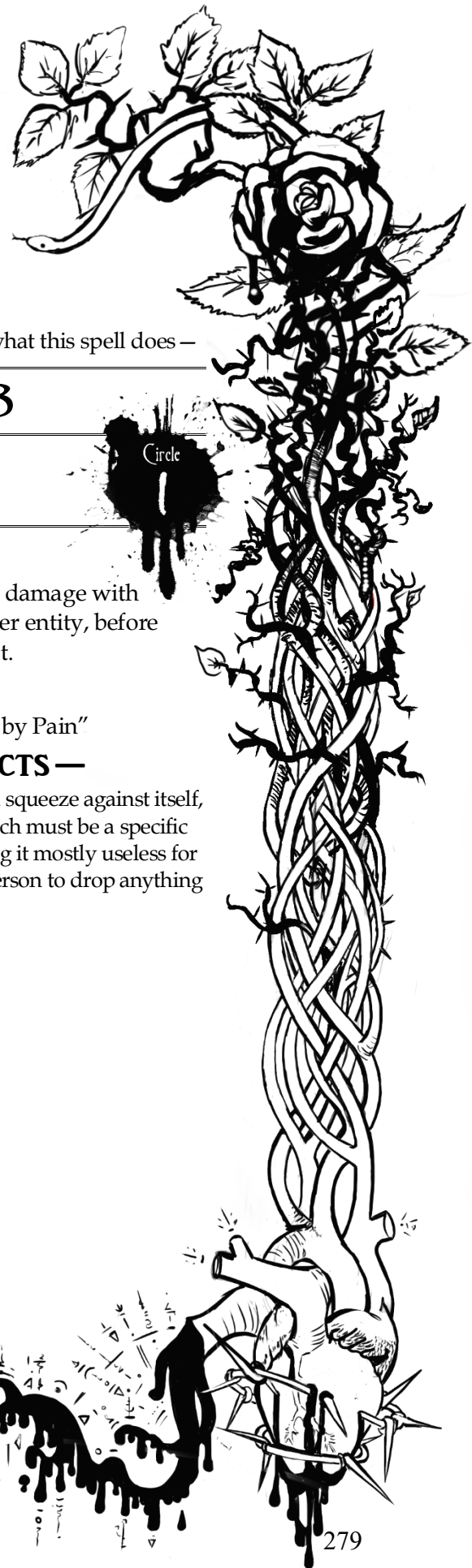
—CALL—

“Drain 1”

—DESCRIPTION & EFFECTS—

One of the most fundamental arts of a blood mage, this spell works to transfer the life energy of blood spilled with a bladed weapon. It strikes directly at the life of your target, ignoring their armor completely and restoring your own life energy. (You regain your mana if your attack is blocked by a shield or weapon, though, and no transfer of health occurs if this attack is countered with Dodge, Parry, or Resist.)





Spell Scroll

—LORE: BLOOD MAGIC is required to understand what this spell does—

SEIZE LIMB

BLOOD MAGIC
DELIVERY: GESTURE

—CASTING—

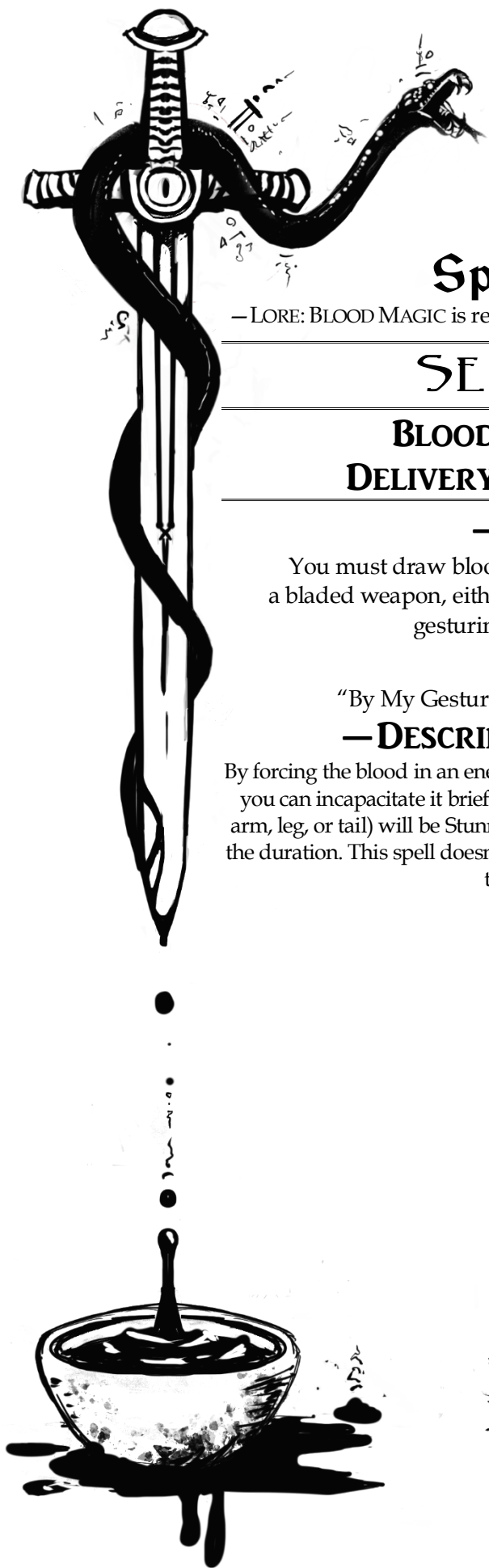
You must draw blood by dealing at least 1 damage with a bladed weapon, either to yourself or another entity, before gesturing and calling the effect.

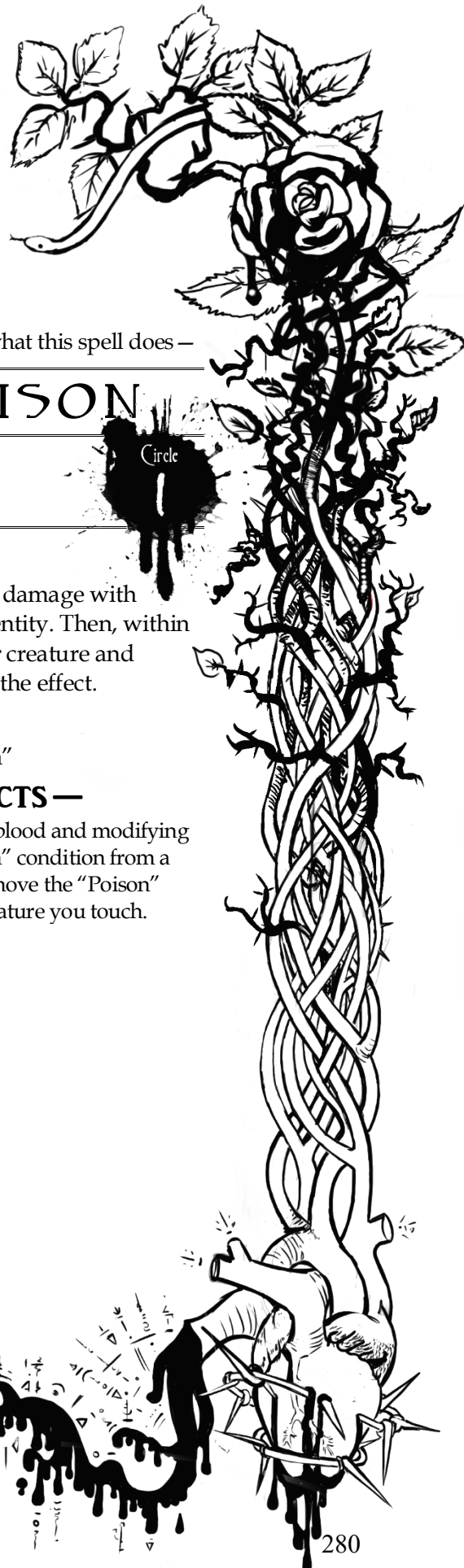
—CALL—

“By My Gesture, Stun [Specify Limb] by Pain”

—DESCRIPTION & EFFECTS—

By forcing the blood in an enemy’s limb to writhe and squeeze against itself, you can incapacitate it briefly. The named limb (which must be a specific arm, leg, or tail) will be Stunned for 3 seconds, making it mostly useless for the duration. This spell doesn’t require the affected person to drop anything they were holding.





Spell Scroll

—LORE: BLOOD MAGIC is required to understand what this spell does—

TRANSFER POISON

BLOOD MAGIC
DELIVERY: TOUCH

—CASTING—

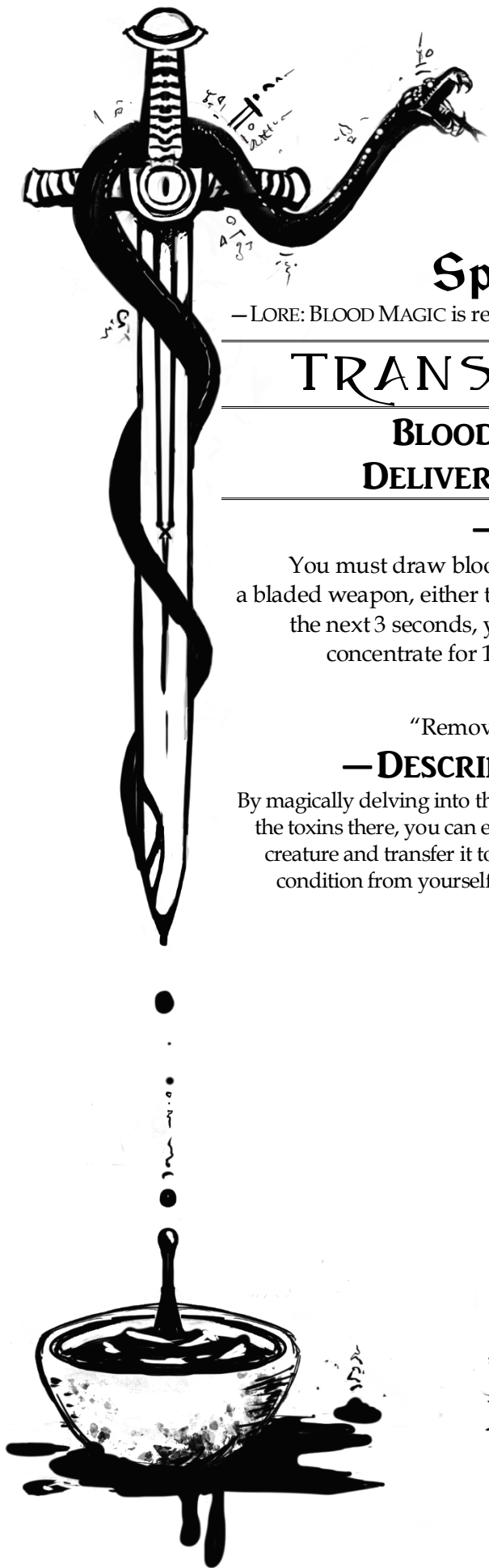
You must draw blood by dealing at least 1 damage with a bladed weapon, either to yourself or another entity. Then, within the next 3 seconds, you may touch another creature and concentrate for 1 second before calling the effect.

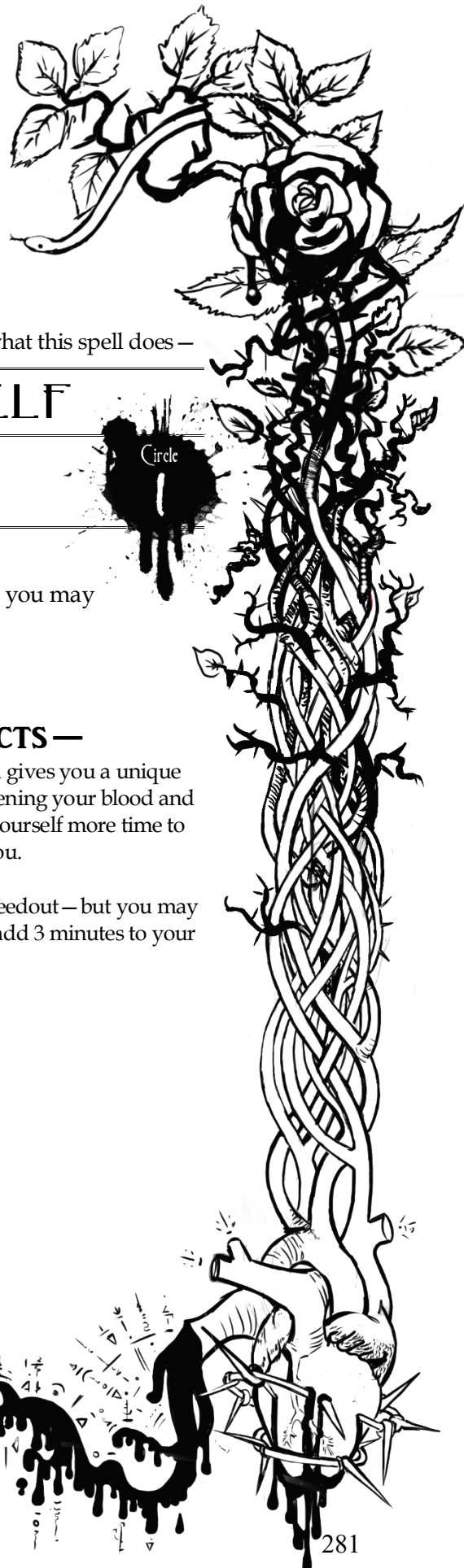
—CALL—

“Remove Poison” and “Poison”

—DESCRIPTION & EFFECTS—

By magically delving into the contents of a person’s blood and modifying the toxins there, you can either remove the “Poison” condition from a creature and transfer it to yourself, or you can remove the “Poison” condition from yourself and transfer it to the creature you touch.





Spell Scroll

—LORE: BLOOD MAGIC is required to understand what this spell does—

CONGEAL SELF

BLOOD MAGIC
DELIVERY: SELF

—CASTING—

At any time when you are in bleedout, you may call this effect.

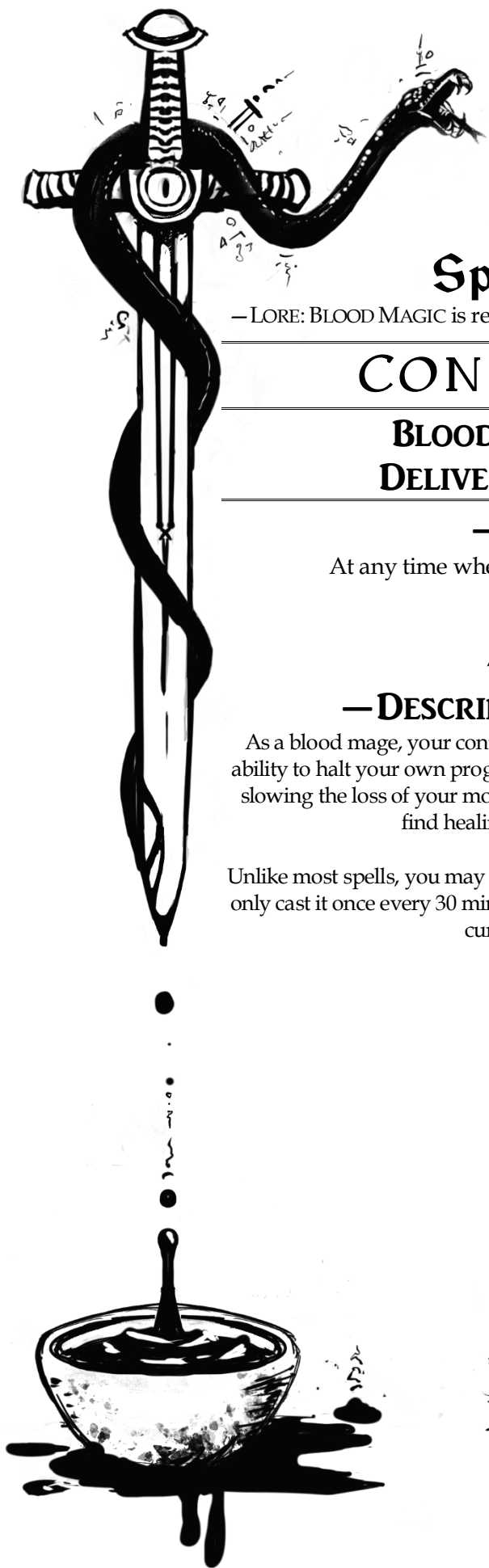
—CALL—

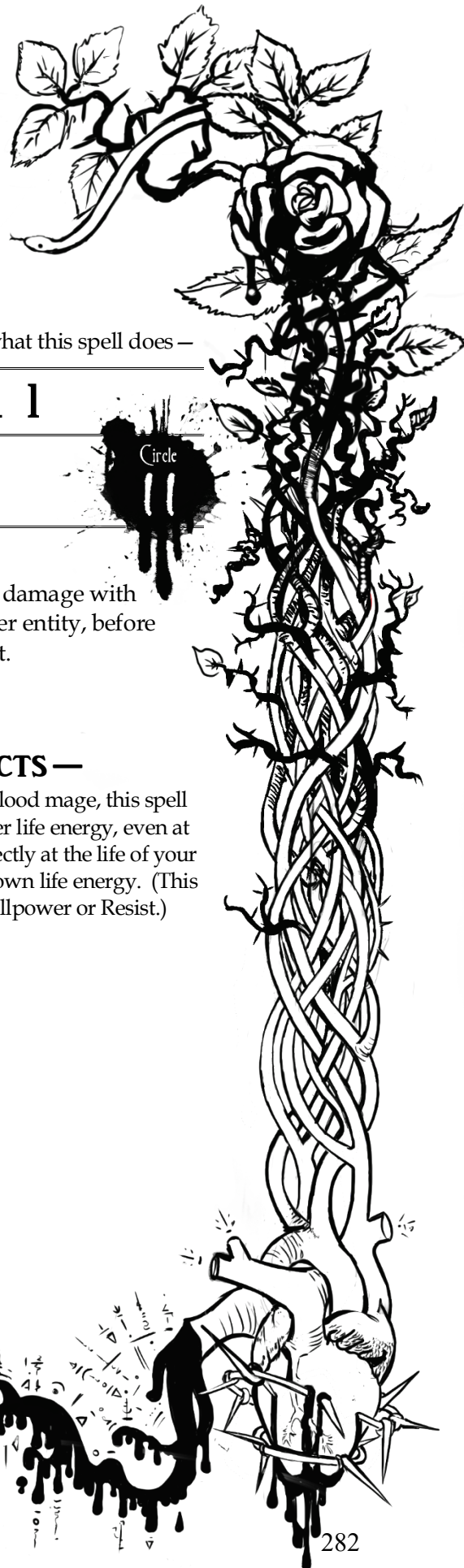
“Slow Bleeding”

—DESCRIPTION & EFFECTS—

As a blood mage, your control over your own blood gives you a unique ability to halt your own progress toward death, thickening your blood and slowing the loss of your most vital element, giving yourself more time to find healing before death claims you.

Unlike most spells, you may cast this spell while in bleedout—but you may only cast it once every 30 minutes. You immediately add 3 minutes to your current bleedout timer.





Spell Scroll

—LORE: BLOOD MAGIC is required to understand what this spell does—

DRAIN LIFE 1

BLOOD MAGIC
DELIVERY: GESTURE

—CASTING—

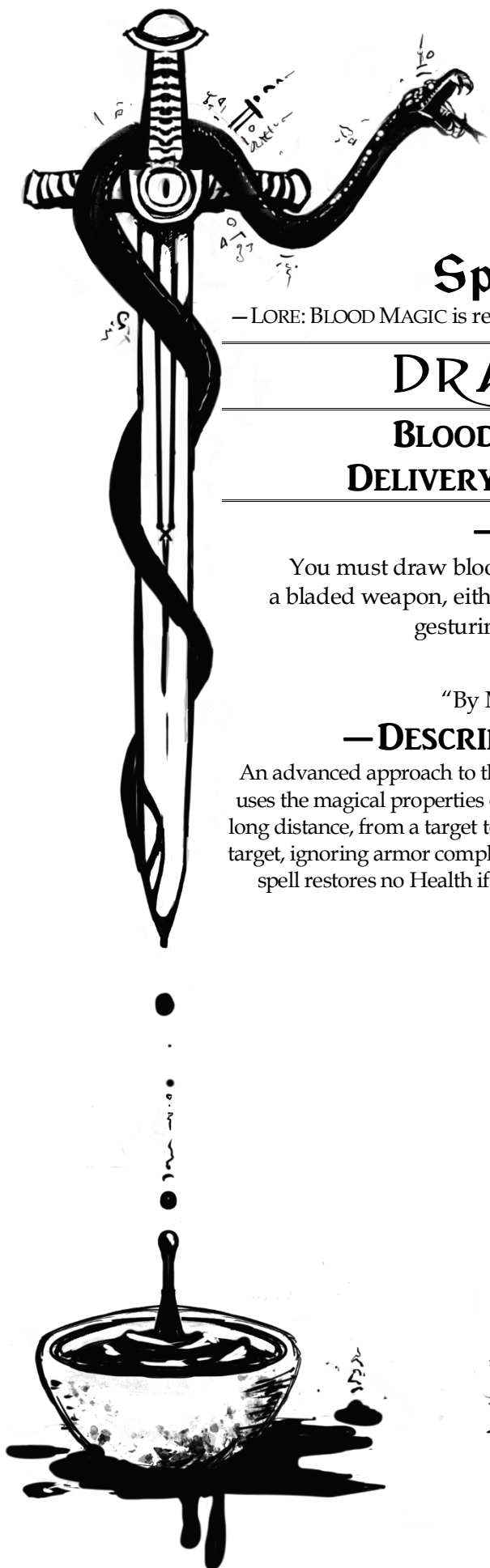
You must draw blood by dealing at least 1 damage with a bladed weapon, either to yourself or another entity, before gesturing and calling the effect.

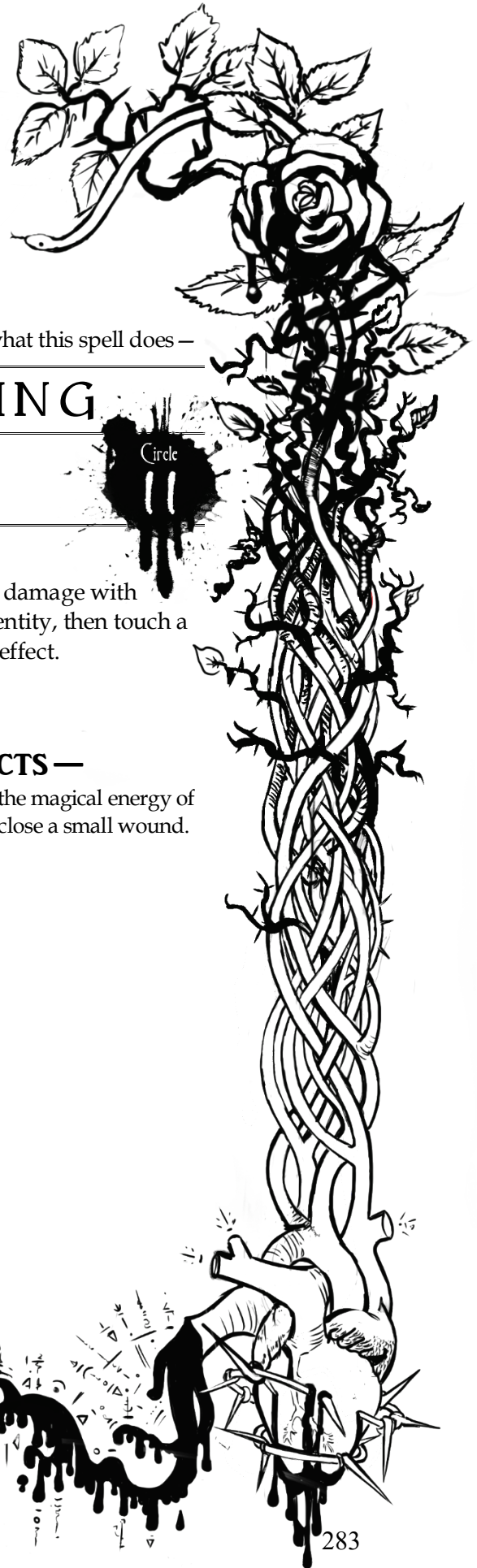
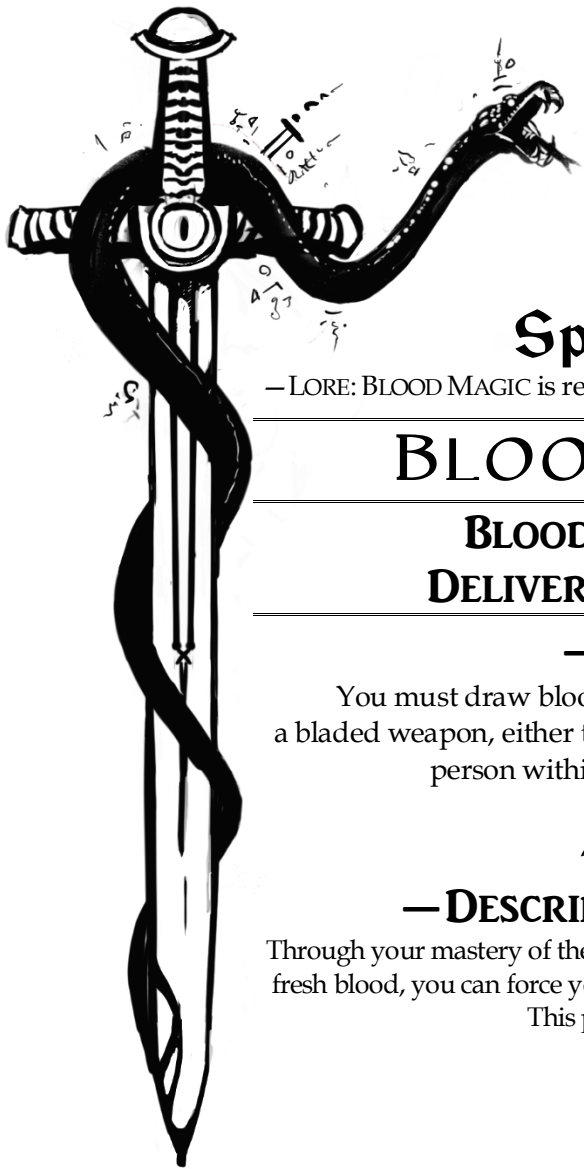
—CALL—

“By My Gesture, Drain 1”

—DESCRIPTION & EFFECTS—

An advanced approach to the fundamental art of a blood mage, this spell uses the magical properties of spilled blood to transfer life energy, even at long distance, from a target to the caster. It strikes directly at the life of your target, ignoring armor completely, and restores your own life energy. (This spell restores no Health if it is countered with a Willpower or Resist.)





Spell Scroll

—LORE: BLOOD MAGIC is required to understand what this spell does—

BLOOD HEALING

BLOOD MAGIC
DELIVERY: TOUCH

—CASTING—

You must draw blood by dealing at least 1 damage with a bladed weapon, either to yourself or another entity, then touch a person within 3 seconds to call the effect.

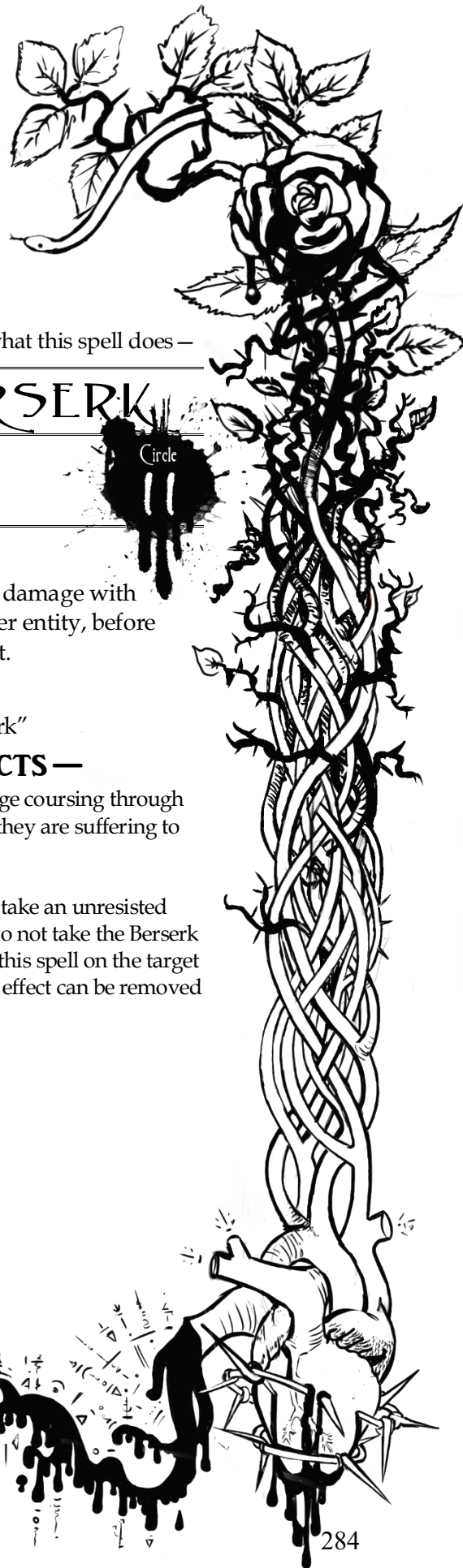
—CALL—

“Heal 1 by Pain”

—DESCRIPTION & EFFECTS—

Through your mastery of the circulatory system and the magical energy of fresh blood, you can force your body or another's to close a small wound. This process is very painful.





Spell Scroll

—LORE: BLOOD MAGIC is required to understand what this spell does—

TRANSFER BERSERK

BLOOD MAGIC

DELIVERY: GESTURE

—CASTING—

You must draw blood by dealing at least 1 damage with a bladed weapon, either to yourself or another entity, before gesturing and calling the effect.

—CALL—

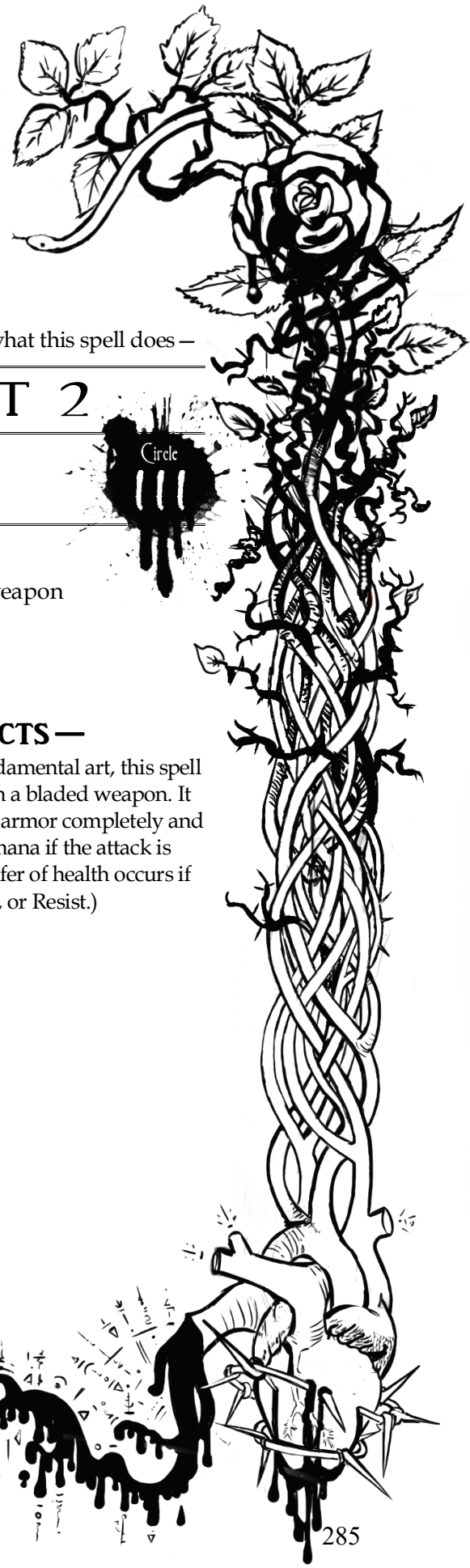
“By My Gesture, Remove Berserk”

—DESCRIPTION & EFFECTS—

By opening up your own blood to the madness of rage coursing through another person, you can transfer any Berserk effect they are suffering to yourself.

When you cast this spell, you **MUST** immediately take an unresisted Berserk effect after calling “Remove Berserk.” If you do not take the Berserk effect, or it is prevented in any way, you may not cast this spell on the target and **MUST NOT** call “Remove Berserk.” This Berserk effect can be removed normally after it is taken.





Spell Scroll

—LORE: BLOOD MAGIC is required to understand what this spell does—

BLADETHIRST 2

BLOOD MAGIC
DELIVERY: WEAPON

—CASTING—

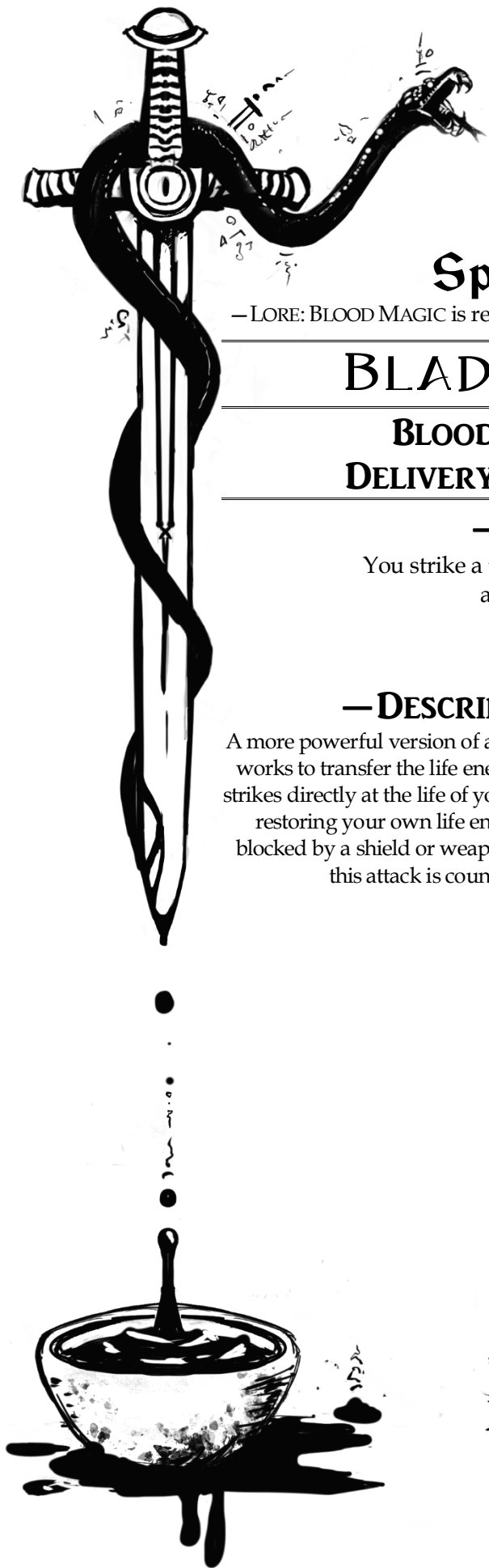
You strike a target with a bladed weapon and call the effect.

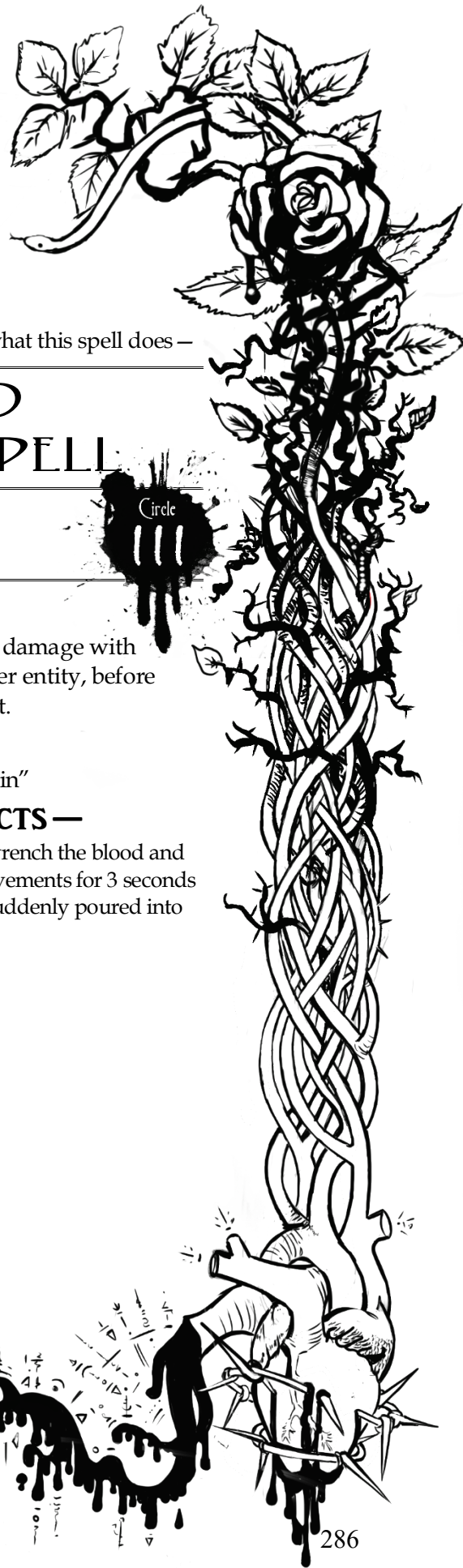
—CALL—

“Drain 2”

—DESCRIPTION & EFFECTS—

A more powerful version of a blood mage’s most fundamental art, this spell works to transfer the life energy of blood spilled with a bladed weapon. It strikes directly at the life of your target, ignoring their armor completely and restoring your own life energy. (You regain your mana if the attack is blocked by a shield or weapon, though, and no transfer of health occurs if this attack is countered with Dodge, Parry, or Resist.)





Spell Scroll

—LORE: BLOOD MAGIC is required to understand what this spell does—

THE BLOOD PARALYSIS SPELL

BLOOD MAGIC
DELIVERY: GESTURE

—CASTING—

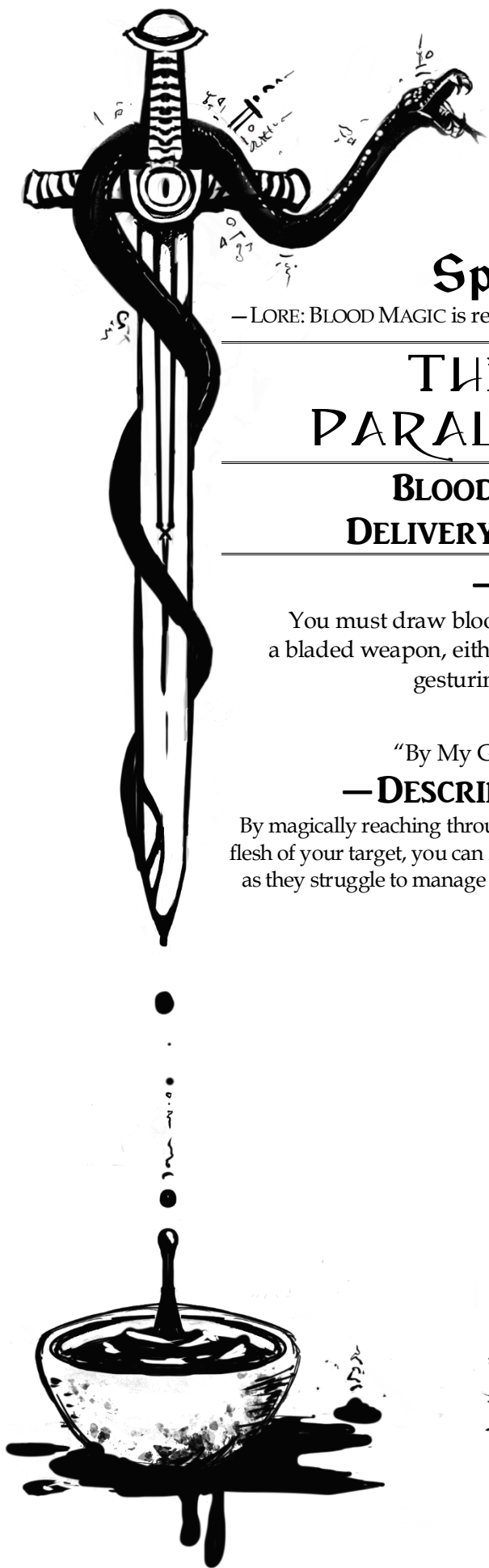
You must draw blood by dealing at least 1 damage with a bladed weapon, either to yourself or another entity, before gesturing and calling the effect.

—CALL—

“By My Gesture, Paralyze by Pain”

—DESCRIPTION & EFFECTS—

By magically reaching through the air to seize and wrench the blood and flesh of your target, you can force them to halt all movements for 3 seconds as they struggle to manage the pain that you have suddenly poured into their body.



NECROMANCY

A “Dark Magic” in nearly every possible sense of that word, Necromancy deals in the bodies and spirits of the dead: making unliving bodies rise up as soulless servitors, calling on the souls of fallen people to speak, and much more. The boundary between Adetrune and the Realms of Death is normally a one-way passage, but Necromancers find ways to treat it more like a curtain, poking at weak points and moving both themselves and their undead from one side to the other. For fairly obvious reasons, this practice is abhorrent to many people and has led to fierce opposition and persecution throughout history.

As spellcasters progress in the art of Necromancy, they generally find that their increasing association with the dead makes them feel less connected to humanity. They often become somewhat “**emotionally dead**,” feeling little but the dark call of their increasing mastery over undeath. Many a Grandmaster Necromancer has begun to actively treat their undead servitors more like actual people while simultaneously treating the living, breathing people around them as little more than walking spell components.

Necromancy is not available for new player characters! If you want to delve into such magic, you will need to seek out a person who is willing and able to [train you](#) in its secrets during the course of the game.



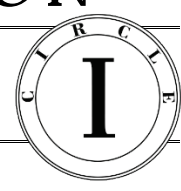
Spell Scroll

—LORE: NECROMANCY is required to understand what this spell does—

BASIC ANIMATION

NECROMANCY

DELIVERY: TOUCH



—CASTING—

You touch a corpse and maintain concentration while you explain the details of this spell in a hushed voice, then call the effect.

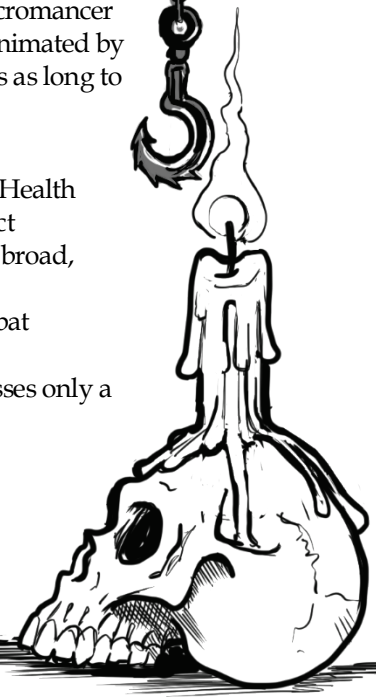
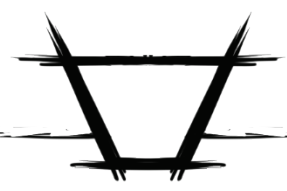
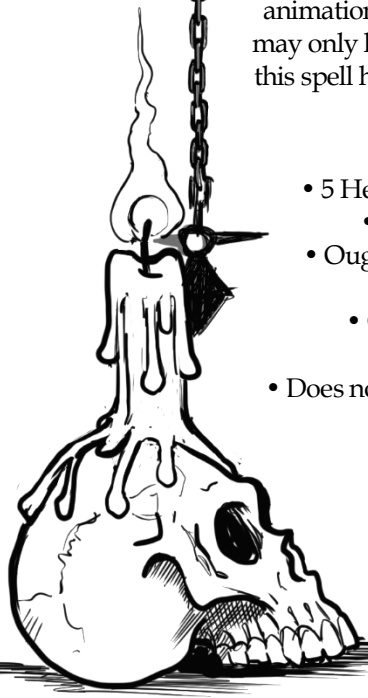
—CALL—

“Animate Dead”

—DESCRIPTION & EFFECTS—

This basic animation spell is most often used by apprentices trying to master the basics of necromancy. This spell may not be cast on a Returned. This animation lasts for 3 minutes or until the undead dies, and a necromancer may only have 1 animated creature active at once. The undead animated by this spell has the following stats and no skills, and this spell takes as long to cast as it does to communicate these stats:

- Must follow all orders from the necromancer
- 5 Health Points, cannot be healed, dies when reduced to 0 Health
 - Swings for 1 damage, fights as if under a “Slow” effect
- Ought to fight clumsily and unintelligently, making slow, broad, occasionally wild swings
 - Cannot speak, run, or perform actions other than combat
 - Cannot receive “Life” effects after being animated
- Does not have access to the memories it had in life and possesses only a rudimentary understanding of “friend” and “foe”
 - **SPECIAL:** May not accept “Imbue” spells



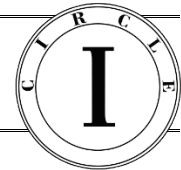


Spell Scroll

—LORE: NECROMANCY is required to understand what this spell does—

IMBUE FORTITUDE

NECROMANCY
DELIVERY: TOUCH



—CASTING—

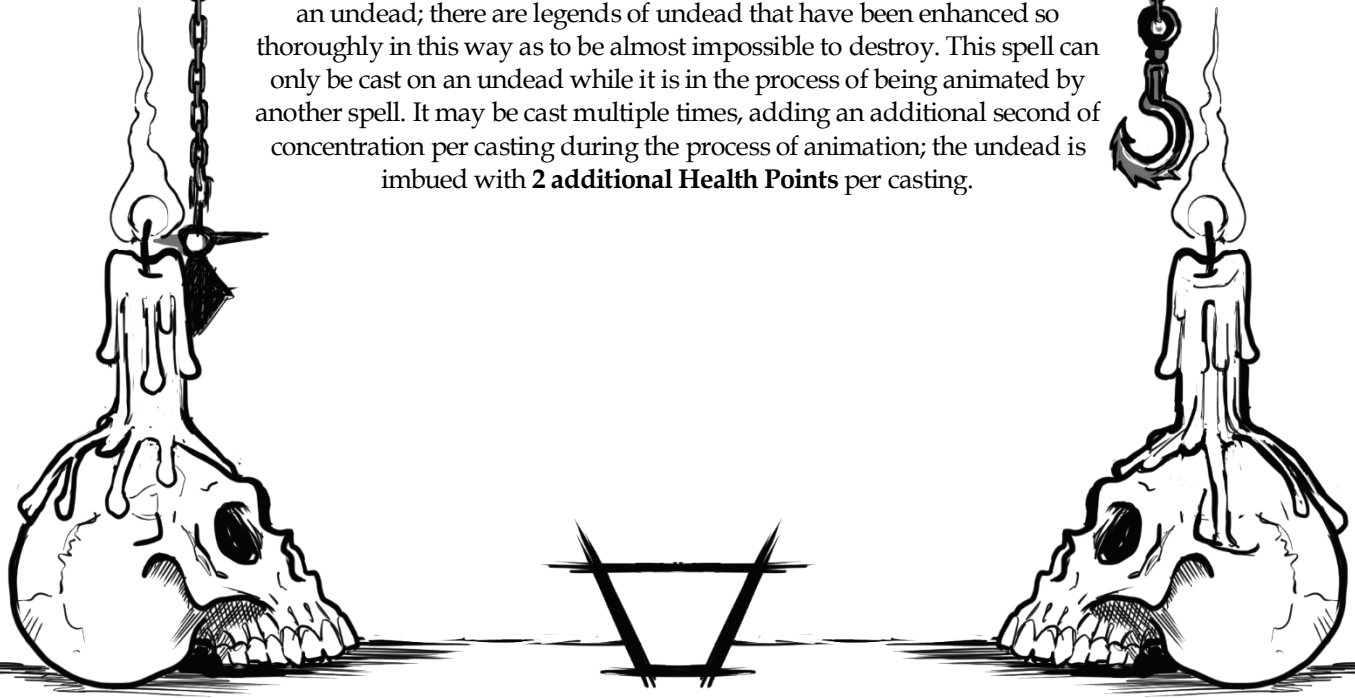
As an extension of another necromantic animation spell, you touch a corpse and maintain concentration for 1 second while you detail in a hushed voice the amount of health you are granting.

—CALL—

“Imbue [Number] Health”

—DESCRIPTION & EFFECTS—

This spell grants preternatural resilience to a corpse you are animating into an undead; there are legends of undead that have been enhanced so thoroughly in this way as to be almost impossible to destroy. This spell can only be cast on an undead while it is in the process of being animated by another spell. It may be cast multiple times, adding an additional second of concentration per casting during the process of animation; the undead is imbued with **2 additional Health Points** per casting.





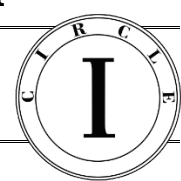
Spell Scroll

—LORE: NECROMANCY is required to understand what this spell does—

CORPSE SIGHT

NECROMANCY

DELIVERY: TOUCH



—CASTING—

You touch a corpse with an intact head, brain, and eyes, and maintain concentration while you explain the details of this spell in a hushed voice.

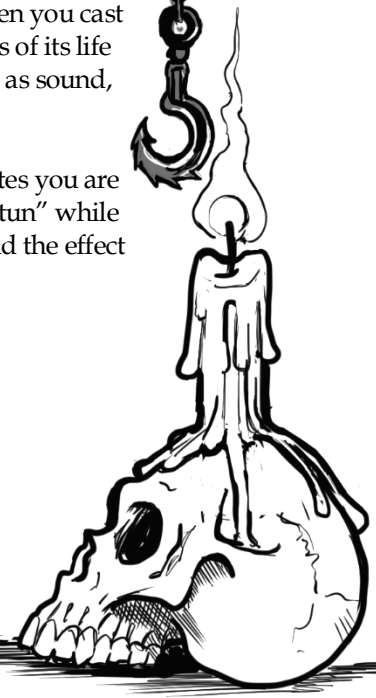
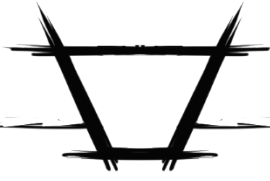
—CALL—

[The hushed explanation of the spell]

—DESCRIPTION & EFFECTS—

This spell uses necromantic energy to draw out the last vestiges of memory from a corpse's brain before it is lost to the entropy of death. When you cast this spell, you see, exactly as the corpse saw it, the last 3 minutes of its life before it died. You gain no additional sensory information such as sound, taste, smell, touch, or thought.

You must maintain contact with the corpse for the entire 3 minutes you are casting this spell, and you are essentially under the effect of a "Stun" while you are witnessing this memory, although you may choose to end the effect at any time by breaking contact with the corpse.





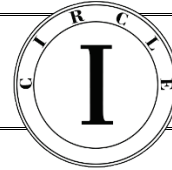
Spell Scroll

—LORE: NECROMANCY is required to understand what this spell does—

DECAY CORPSE

NECROMANCY

DELIVERY: TOUCH



—CASTING—

You concentrate for 1 second while touching a corpse you wish to Destroy.

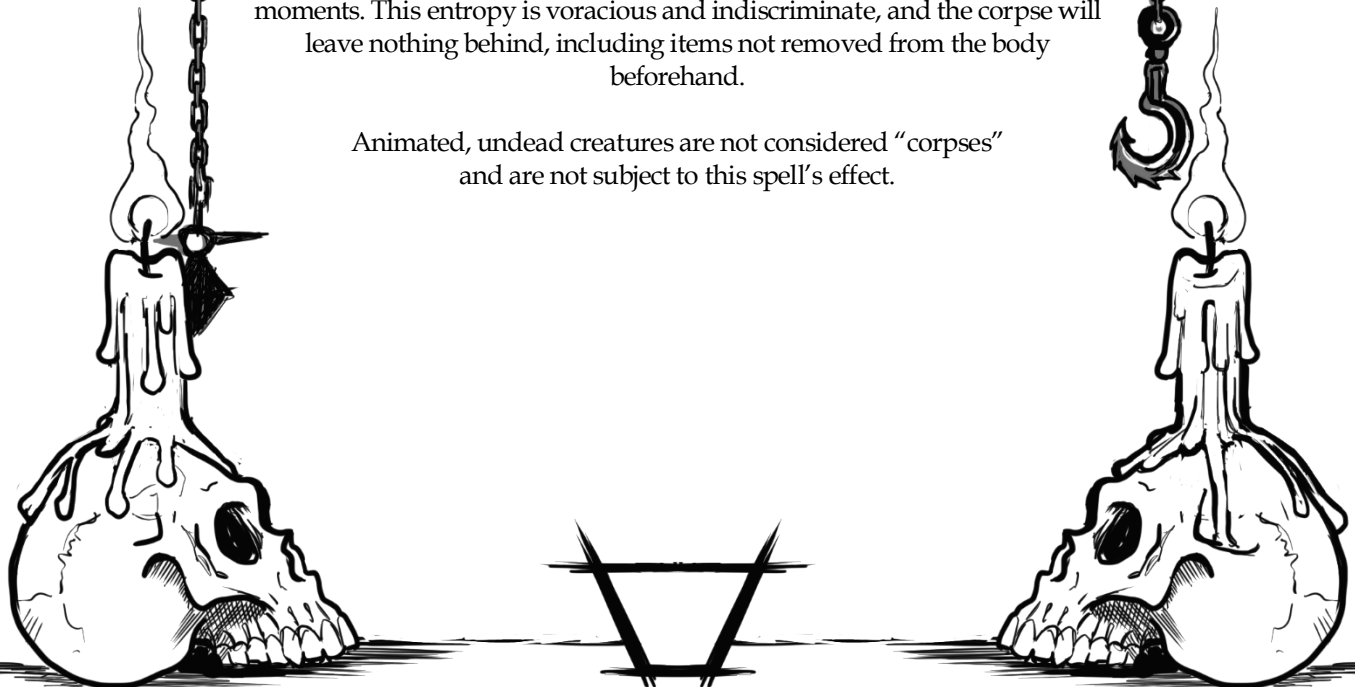
—CALL—

“Destroy Corpse”

—DESCRIPTION & EFFECTS—

This spell floods a corpse with an incredible amount of entropic energy, replicating centuries of brutal decay and reducing the body to dust in mere moments. This entropy is voracious and indiscriminate, and the corpse will leave nothing behind, including items not removed from the body beforehand.

Animated, undead creatures are not considered “corpses” and are not subject to this spell’s effect.





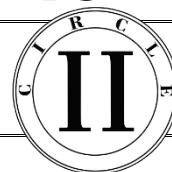
Spell Scroll

—LORE: NECROMANCY is required to understand what this spell does—

IMPROVED ANIMATION

NECROMANCY

DELIVERY: TOUCH



—CASTING—

You touch a corpse and maintain concentration while you explain the details of this spell in a hushed voice, then call the effect.

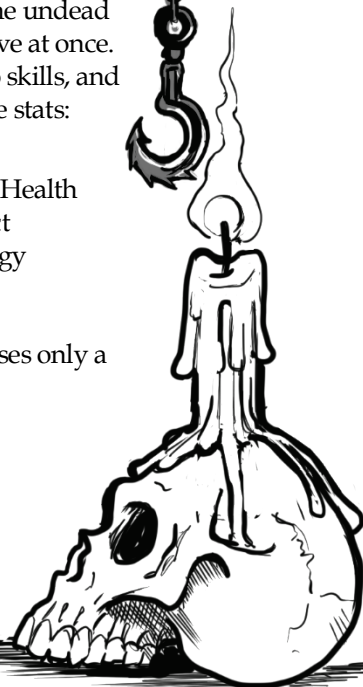
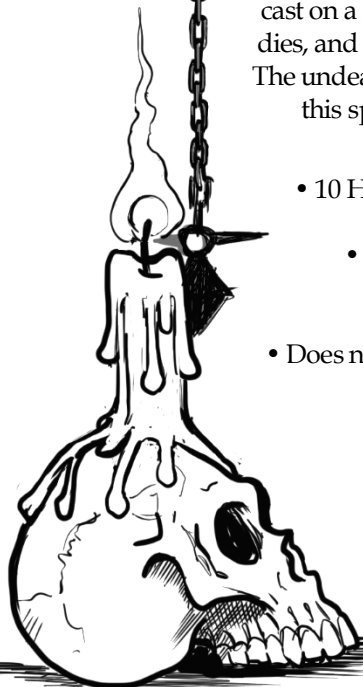
—CALL—

“Animate Dead”

—DESCRIPTION & EFFECTS—

This improved animation is the most often created version of an undead, and can be used for a variety of tasks and purposes. This spell may not be cast on a Returned. This animation lasts for 3 minutes or until the undead dies, and a necromancer may only have 1 animated creature active at once. The undead animated by this spell has the following stats and no skills, and this spell takes as long to cast as it does to communicate these stats:

- Must follow all orders from the necromancer
- 10 Health Points, cannot be healed, dies when reduced to 0 Health
 - Swings for 1 damage, fights as if under a “Slow” effect
 - May fight with basic intelligence but no complex strategy
 - Cannot speak or run
 - Cannot receive “Life” effects after being animated
- Does not have access to the memories it had in life and possesses only a rudimentary understanding of “friend” and “foe”





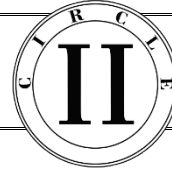
Spell Scroll

—LORE: NECROMANCY is required to understand what this spell does—

ENTROPIC STUN

NECROMANCY

DELIVERY: PACKET



—CASTING—

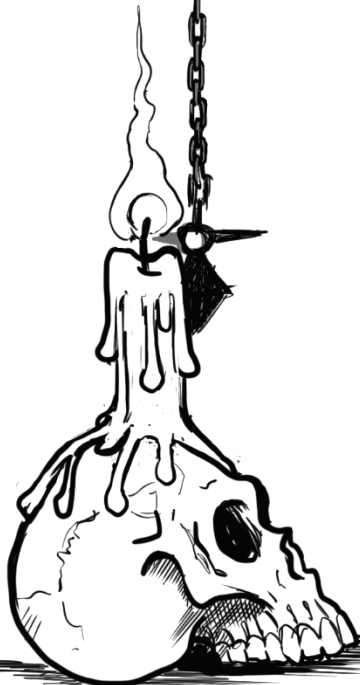
You hurl a spell component packet and call the effect.

—CALL—

“Stun”

—DESCRIPTION & EFFECTS—

By hurling a packet of entropic components imbued with necromantic energy, you can briefly cause a target’s body to be wracked by decay and debilitation. The target suffers from a “Stun” effect for 3 seconds.





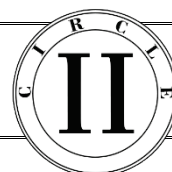
Spell Scroll

—LORE: NECROMANCY is required to understand what this spell does—

HALT DEATH

NECROMANCY

DELIVERY: TOUCH



—CASTING—

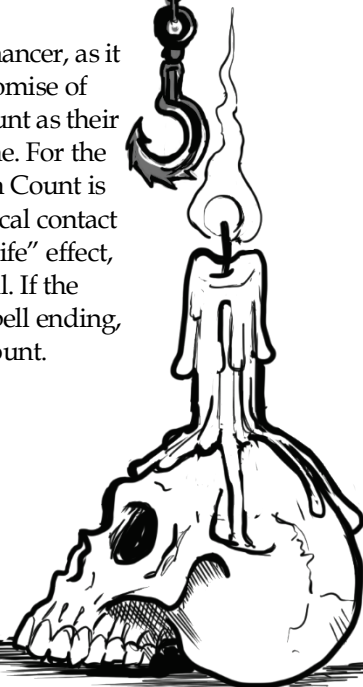
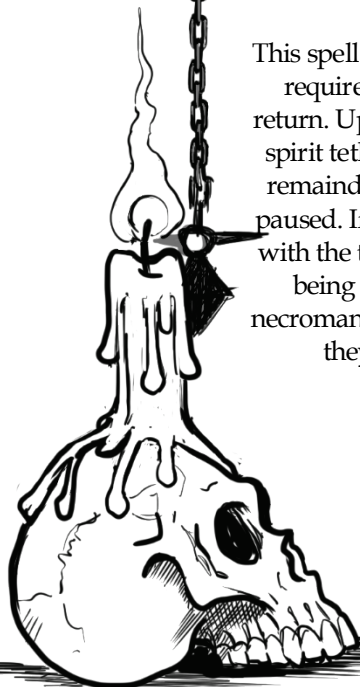
You concentrate while touching a target corpse... and then die, replacing the target's Death Count with your own. Your fallen body must maintain physical contact with the target and remain undisturbed by damage. You may not, under any circumstances, end this spell yourself.

—CALL—

"Slow Death"

—DESCRIPTION & EFFECTS—

This spell is extremely dangerous and rarely used by any necromancer, as it requires them to temporarily sacrifice their life without the promise of return. Upon casting, the necromancer dies and enters Death Count as their spirit tethers itself to the target corpse and anchors it to this plane. For the remainder of the necromancer's Death Count, the target's Death Count is paused. If the necromancer's body takes damage or breaks physical contact with the target, the spell ends and the necromancer receives a "Life" effect, being restored to full health and entering Weakness as normal. If the necromancer reaches the end of their Death Count without the spell ending, they mist as normal, and the target resumes their Death Count.





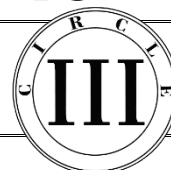
Spell Scroll

—LORE: NECROMANCY is required to understand what this spell does—

DEFENDER ANIMATION

NECROMANCY

DELIVERY: TOUCH



—CASTING—

You touch a corpse and maintain concentration while you explain the details of this spell in a hushed voice, then call the effect.

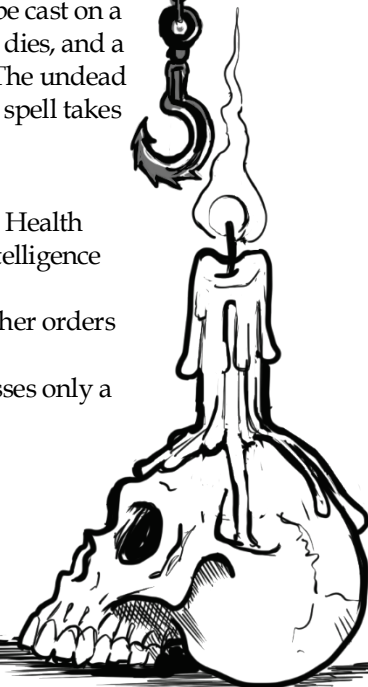
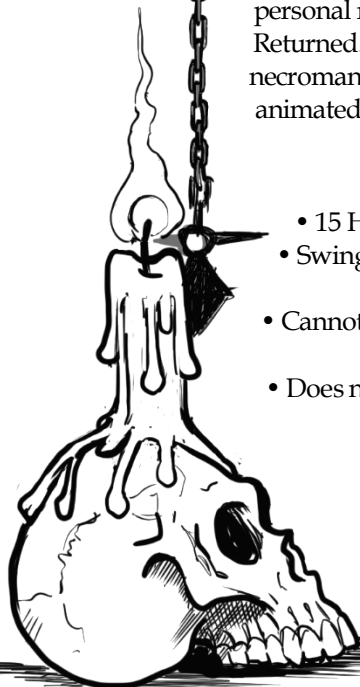
—CALL—

“Animate Dead”

—DESCRIPTION & EFFECTS—

This specialized animation spell creates a hearty undead that excels in defending the caster; it is often used as part of a master necromancer’s personal retinue to protect against assassins. This spell may not be cast on a Returned. This animation lasts for 3 minutes or until the undead dies, and a necromancer may only have 1 animated creature active at once. The undead animated by this spell has the following stats and skills, and this spell takes as long to cast as it does to communicate these stats:

- Must follow all orders from the necromancer
- 15 Health Points, cannot be healed, dies when reduced to 0 Health
- Swings for 1 damage, fights at normal speed with normal intelligence
 - Has 3 uses of PARRY and the GUARDIAN skill
- Cannot speak; defaults to defending the caster unless given other orders
 - Cannot receive “Life” effects after being animated
- Does not have access to the memories it had in life and possesses only a rudimentary understanding of “friend” and “foe”





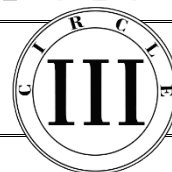
Spell Scroll

—LORE: NECROMANCY is required to understand what this spell does—

ENTROPIC PARALYSIS

NECROMANCY

DELIVERY: PACKET



—CASTING—

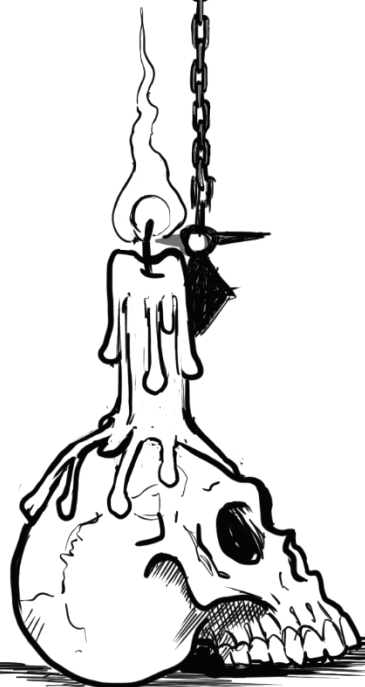
You hurl a spell component packet and call the effect.

—CALL—

“Paralyze”

—DESCRIPTION & EFFECTS—

By hurling a packet of entropic components imbued with necromantic energy, you can briefly cause a target’s body to be afflicted by induced rigor mortis and seize up. The target suffers from a “Paralyze” effect for 3 seconds.



SUMMONING

Summoning is certainly a “Dark Magic,” though it may sometimes take a more lighthearted and welcoming guise: it is the art of inviting other, disembodied spirits to take control of your body. Summoners may seem mild-mannered sometimes, but as soon as they conjure up one of the Spirits they have bound themselves to, their personalities and voices will often change completely, as another person (or animal, or concept) looks out from their eyes and speaks with their mouths. In fact, one of the requirements for using Summoning Core Spells or scrolls is that the Summoner must **name their spirits**, giving them distinct personalities and views of the world. (All Summoning scrolls have a blank space for the Spirit’s Name that you should fill in.) Additionally, each distinct Spirit that a Summoner can conjure must have a separate, totemic “**focus object**” associated with it, so that the Summoner can interact with that object to call that Spirit to take up residence.

Summoning is centered on violating the boundary between Adelfrune and the Spirit Realm, just as Necromancy punctures the veil between the world and the Realms of Death. This is a momentous and dangerous thing, and it should not be treated lightly. Because of their otherworldly sojourning and dangerously changeably “personalities,” Summoners have often been feared and persecuted throughout history.

As spellcasters progress in the art of Summoning, they generally find that their **personalities begin to fray and blur**. By playing host to so many other personalities, it can be difficult for them to maintain the boundaries that separate them from those other souls. Elements of their Spirit’s personalities may bleed into the Summoner’s “original” temperament, and the Summoner might begin to see and hear things that only exist in the Spirit Realm. Many a Grandmaster Summoner has been washed out into a strange, blended existence, with strange highlights and sharp angles glancing out from the various strong personalities they have hosted.

Summoning is not available for new player characters! If you want to delve into such magic, you will need to seek out a person who is willing and able to **train you** in its secrets during the course of the game.



Spell Scroll

—LORE: SUMMONING is required to understand what this spell does—

BEE SPIRIT

SUMMONING

DELIVERY: SELF

Circle
I

SPIRIT'S NAME:

—CASTING—

You concentrate for 1 second while interacting with your chosen object related to this Spirit, then call the effect. You immediately become confused and Stunned for 3 seconds, then act as the Spirit until you cancel the spell. You can cancel it at any time, but you will be confused and Stunned for 3 seconds immediately afterward. You can only be possessed by 1 Spirit at a time, but you can have any number of "bleed" effects active.

—CALL—

"[Spirit's Name], I Invoke Thee"

—DESCRIPTION & GRANTED ABILITIES—

You are possessed by the Spirit of a Bee, granting you the following ability. The ability costs mana equal to its level whenever you use it.

- Level 1: "Stun" effect delivered via packet

—BLEED—

While possessed by this Spirit and for 30 minutes afterward, you crave sweets. (*This has no effect on game mechanics.*)



Spell Scroll

—LORE: SUMMONING is required to understand what this spell does—

COMMUNE WITH SPIRIT

SUMMONING

DELIVERY: SELF

Circle

I

—CASTING—

If there is a spirit nearby and it is willing to speak with you, you may call this effect and begin speaking with it.

—CALL—

“Commune With Spirit”

—DESCRIPTION & EFFECTS—

By blurring your vision and magically attuning your senses to engage with points where the spirit world interacts with Adelrune, you may commune with a nearby, willing spirit through the medium of words. This spell cannot be cast on a living target. Only the spirits of the dead, or those that reside within objects (or are otherwise separated from the normal energy of life), can be communicated with through the power of this spell.



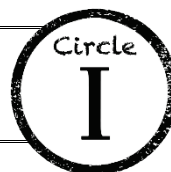
Spell Scroll

—LORE: SUMMONING is required to understand what this spell does—

FLOWER SPIRIT

SUMMONING

DELIVERY: SELF



SPIRIT'S NAME:

—CASTING—

You concentrate for 1 second while interacting with your chosen object related to this Spirit, then call the effect. You immediately become confused and Stunned for 3 seconds, then act as the Spirit until you cancel the spell. You can cancel it at any time, but you will be confused and Stunned for 3 seconds immediately afterward. You can only be possessed by 1 Spirit at a time, but you can have any number of "bleed" effects active.

—CALL—

"[Spirit's Name], I Invoke Thee"

—DESCRIPTION & GRANTED ABILITIES—

You are possessed by the Spirit of a Flower, granting you the following ability. The ability costs mana equal to its level whenever you use it.

- Level 1: "Remove Weakness" delivered by touch

—BLEED—

While possessed by this Spirit and for 30 minutes afterward, anything and everything makes you happy. (*This has no effect on game mechanics.*)



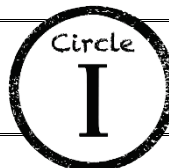
Spell Scroll

—LORE: SUMMONING is required to understand what this spell does—

DETECT POSSESSION

SUMMONING

DELIVERY: TOUCH



—CASTING—

You concentrate for 1 second while touching a person or object, then call the effect.

—CALL—

“Detect Possession”

—DESCRIPTION & EFFECTS—

Using your basic connection to the world of spirits, you are able to feel the pulses and drafts of energy that accompany the habitation of a spirit. You can tell if the touched person or object is possessed by a spirit... but you cannot learn any information about any such spirits you might detect, other than their presence or absence.



Spell Scroll

—LORE: SUMMONING is required to understand what this spell does—

BEAR SPIRIT

SUMMONING

DELIVERY: SELF

Circle

II

SPIRIT'S NAME:

—CASTING—

You concentrate for 2 seconds while interacting with your chosen object related to this Spirit, then call the effect. You immediately become confused and Stunned for 3 seconds, then act as the Spirit until you cancel the spell. You can cancel it at any time, but you will be confused and Stunned for 3 seconds immediately afterward. You can only be possessed by 1 Spirit at a time, but you can have any number of "bleed" effects active.

—CALL—

"[Spirit's Name], I Invoke Thee"

—DESCRIPTION & GRANTED ABILITIES—

You are possessed by the Spirit of a Bear, granting you the following abilities. Each ability costs mana equal to its level whenever you use it.

- Level 1: You call "Stun" for your next **melee weapon attack** instead of damage
- Level 2: Your next **melee weapon attack** is a **GREAT STRIKE**, dealing +2 damage that does not stack with other Great Strikes

—BLEED—

While possessed by this Spirit and for 30 minutes afterward, you are always hungry and actively crave food and drink. *(This has no effect on game mechanics.)*



Spell Scroll

—LORE: SUMMONING is required to understand what this spell does—

STAG SPIRIT

SUMMONING

DELIVERY: SELF

Circle

II

SPIRIT'S NAME:

—CASTING—

You concentrate for 2 seconds while interacting with your chosen object related to this Spirit, then call the effect. You immediately become confused and Stunned for 3 seconds, then act as the Spirit until you cancel the spell. You can cancel it at any time, but you will be confused and Stunned for 3 seconds immediately afterward. You can only be possessed by 1 Spirit at a time, but you can have any number of "bleed" effects active.

—CALL—

"[Spirit's Name], I Invoke Thee"

—DESCRIPTION & GRANTED ABILITIES—

You are possessed by the Spirit of a Stag, granting you the following abilities. Each ability costs mana equal to its level whenever you use it.

- Level 1: You use the **ESCAPE** skill
- Level 2: You use the **LEAP** skill

—BLEED—

While possessed by this Spirit and for 30 minutes afterward, you are constantly paranoid about being eaten. *(This has no effect on game mechanics.)*



Spell Scroll

—LORE: SUMMONING is required to understand what this spell does—

CROW SPIRIT

SUMMONING

DELIVERY: SELF

Circle

II

SPIRIT'S NAME:

—CASTING—

You concentrate for 2 seconds while interacting with your chosen object related to this Spirit, then call the effect. You immediately become confused and Stunned for 3 seconds, then act as the Spirit until you cancel the spell. You can cancel it at any time, but you will be confused and Stunned for 3 seconds immediately afterward. You can only be possessed by 1 Spirit at a time, but you can have any number of "bleed" effects active.

—CALL—

"[Spirit's Name], I Invoke Thee"

—DESCRIPTION & GRANTED ABILITIES—

You are possessed by the Spirit of a Crow, granting you the following abilities. Each ability costs mana equal to its level whenever you use it.

- Level 1: You may call "Sense Death" to determine if something is alive or not, delivered by **touch**
- Level 2: You **touch** a recent corpse with intact face and lungs, call "Speak with Dead," and may ask the corpse questions. It will answer based on whatever the spirit of the dead person remembers.

—BLEED—

While possessed by this Spirit and for 30 minutes afterward, you are easily captivated by shiny objects. *(This has no effect on game mechanics.)*



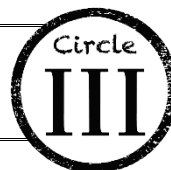
Spell Scroll

—LORE: SUMMONING is required to understand what this spell does—

HERO'S SPIRIT

SUMMONING

DELIVERY: SELF



SPIRIT'S NAME:

—CASTING—

You concentrate for 3 seconds while interacting with your chosen object related to this Spirit, then call the effect. You immediately become confused and Stunned for 3 seconds, then act as the Spirit until you cancel the spell. You can cancel it at any time, but you will be confused and Stunned for 3 seconds immediately afterward. You can only be possessed by 1 Spirit at a time, but you can have any number of "bleed" effects active.

—CALL—

"[Spirit's Name], I Invoke Thee"

—DESCRIPTION & GRANTED ABILITIES—

You are possessed by the Spirit of a Hero, granting you the following abilities. Each ability costs mana equal to its level whenever you use it.

- Level 1: You use the **INSPIRATIONAL SPEECH** skill
- Level 2: For the next 30 minutes, you may act as though you had the skills **SHORT WEAPONS**, **ONE-HANDED WEAPONS**, **TWO-HANDED WEAPONS**, **THROWN WEAPONS**, and **GUARDIAN**
- Level 3: You use the **PARRY** skill (which can be combined with **GUARDIAN**), but may not use this ability again for 30 seconds

—BLEED—

Summoning this Spirit is mildly addictive. Also, while possessed by this Spirit and for 30 minutes afterward, you may not ignore any cries for help that you hear. *(This has no strict effect on game mechanics.)*



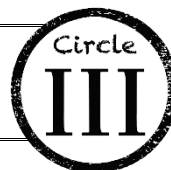
Spell Scroll

—LORE: SUMMONING is required to understand what this spell does—

CHILD'S SPIRIT

SUMMONING

DELIVERY: SELF



SPIRIT'S NAME:

—CASTING—

You concentrate for 3 seconds while interacting with your chosen object related to this Spirit, then call the effect. You immediately become confused and Stunned for 3 seconds, then act as the Spirit until you cancel the spell. You can cancel it at any time, but you will be confused and Stunned for 3 seconds immediately afterward. You can only be possessed by 1 Spirit at a time, but you can have any number of "bleed" effects active.

—CALL—

"[Spirit's Name], I Invoke Thee"

—DESCRIPTION & GRANTED ABILITIES—

You are possessed by the Spirit of a Child, granting you the following abilities. Each ability costs mana equal to its level whenever you use it.

- Level 1: You use the **SHIN KICK** skill
- Level 2: "**Heal 1**" delivered by **touch**
- Level 3: "**Life**" delivered by **touch**, but you also immediately **die**; this Death cannot be prevented in any way, although you can still benefit from Life effects as normal

—BLEED—

Summoning this Spirit is mildly addictive. Also, while possessed by this Spirit and for 30 minutes afterward, you are afraid of the dark and will not go willingly into dark places. *(This has no strict effect on game mechanics.)*

RESEARCHING NEW SPELLS



In Twin Mask, the magical arts have a long history. Indeed, certain spells have been part of the arcane canon for so long that not even the most ancient books record the first person to use them. Not all spells are timeless, though. Some magical effects that used to be possible for mages are now seemingly impossible, in the modern Age of Adetrune. In recent years, too, there has been a shifting of the relations between the various realms of existence... and new spells have proliferated in the wake of that change. Now, individuals and teams of researchers are excited to delve into whatever new possibilities the magical arts may hold, as research gives them the chance to develop entirely novel ways of manipulating the energies flowing invisibly through the world.

Researching a new spell is a very time-consuming endeavor, but it can allow you to permanently make your mark on Adetrune while also gaining your character a valuable, personalized spellcasting option (that you can choose to share with others). **A character may only have one active spell or crafting research in progress at any given time (and may not pitch a new idea while they have an active blue research tag)**, though you may contribute to other players' research as often as you wish. In order to research a new spell, you must follow these steps:

- 1) Your character must have the SPELLWRIGHT skill and the GRANDMASTER MAGIC skill (in the relevant school) in order to invent a spell. You should come up with a general idea for your spell and choose its Magical Art. We are looking for a fairly vague level of detail... like "A Divination spell that allows silent communication between people" or "A Channeling spell that hurts you but makes you invisible for a while." At this point, you can also propose a name for your spell.
- 2) Use the RESEARCH skill during a game to check on the feasibility of your idea. This is research on your chosen Magical Art, so you will need a Research Item Tag that relates to that Art. (*A "Library" building tag fulfills this need.*)
- 3) After the Twin Mask game that you perform the research action, submit your proposed spell or crafting recipe via the Spell Research Submission form:

[Spell Research Submission Form](#)

- 4) Wait to hear back from Twin Mask's Rules Team about whether your idea is feasible. You will receive this judgment **via email between games**. (*After all, Staff has more time between games to make game-balance decisions.*) If your idea is approved, a Rules Team member will also tell you what level your proposed spell would be, from Circle 1 (Apprentice) to Circle 4 (Grandmaster) or even, in theory, the almost-unreachable Circle 5 (Paragon). This will sometimes involve some out-of-game communication, as you and a Staff representative work out what you intend the spell to be able to do.
- 5) If your idea is approved and you want to pursue it, you may pick up a Blue Research Tag at any subsequent Twin Mask game, at which point you can start committing RESEARCH actions toward that goal. **NOTE: A character may only have one active Blue Research Tag at any given time.** Anyone with the LORE skill for the relevant magical art can

commit such a RESEARCH action. Based on the level of the spell, it will take anywhere from 10 to 50 such actions to finish, according to the table below; you will use your Blue Research Tag to track the tally of RESEARCH actions dedicated to this goal over multiple game sessions. During this entire process, you may not know the exact, specific, in-game implementation of your spell (including any numbers for damage, healing, duration, and so on). You can work with Staff members to try to tailor the spell toward the particular effects you want, but the details will technically remain uncertain until all the research is completed.

Spell Level	Required Research Actions
Apprentice	10
Journeyman	20
Master	30
Grandmaster	40
Paragon	50

- 6) Immediately *after* the game that you finish the requisite number of RESEARCH actions, you should submit it via the Completed Spell Research form:

[Completed Spell Research Form](#)

Your spell will be finalized, and you may pick up your new spell at Logistics at the next Twin Mask game session, with the name that you chose (*assuming, of course, that the name has Staff approval*). At that point, it may be wise to use SCROLL SCRIBING to make a few copies of your new spell, since that scroll will be the only copy in existence!

RESEARCHING NEW CRAFT ITEMS

Spells are not the only expression of people’s ingenuity. Since before the beginning of recorded history, people have found ways to construct magical weapons, mundane tools, buildings, and other things that can improve life immensely... whether or not those things actually have magical energy woven into them. In a process that is very similar to the “Researching New Spells” steps above, Twin Mask players can attempt to work out **Craft Recipes** that allow them to combine materials in novel ways to produce never-before-seen results.

Your character must have the INVENTOR skill and the CRAFTING: GRANDMASTER skill in the relevant crafting discipline in order to invent a crafting recipe. Then, just as with New Spell Research, you must come up with an idea related to your crafting field, at a fairly vague level of specificity: something like “a shield that can magically unfold to be a boat” or “a cooking recipe that makes people sensitive to magical energy flow.”

Once you have used RESEARCH to determine that your idea for a magical item is feasible, you can begin to work with a Twin Mask Staff representative to flesh out the details. Consult the steps of “Researching New Spells” above; your design will take a roughly similar number of actions—somewhere between 10 and 50—as determined by the Staff representative who is working with you. Use the **same online forms** to submit and finalize your efforts. Anyone with at least APPRENTICE level in the appropriate Crafting skill will be able to commit RESEARCH actions toward your goal.

DIVINE MAGIC

The gods of Adelrune—as detailed in the [Religions](#) section of chapter 2—hold an important and multivalent place in the functioning of the world. They help to bind Adelrune together, they help to carve out a place for the mortal races in the turning of the Ages, and they shield reality from certain things *outside* that are best left unnamed. By offering formal devotion to these hallowed beings, people of all bloodlines can serve as conduits for the power that they wield, letting a bit of that divine force spill more directly into Adelrune and create powerful effects.

The core of Twin Mask’s divine magic system is communal worship: by gathering sufficient numbers of devout people at a [Shrine](#), religious leaders can enable all of those people with the PRAYER skill (and themselves) to enact marvels, depending on the particular Rite that they all participate in. If you want to be such a religious leader, you will need to pick up some of the “PRIESTHOOD” skills (in the [Religious Worship](#) category) and, to expand your skills beyond the Universal Rites, probably one or more copies of the RITE MASTERY skill. You can lead groups of people in the Rites you have access to, and everyone who can use the PRAYER action during those Rites will get a lingering benefit of some kind in return for their devotion.

There are 11 different kinds of Rites, each of which represents a rough category of divine energy, a type of benefit that worshippers might seek from various gods. The 11 Rites are *Universal*, *Absolution*, *Community*, *Death*, *Guidance*, *Life*, *Mysticism*, *Nature*, *Prosperity*, *Protection*, and *War*. The Universal rites may be performed by any Priest. The others require the appropriate RITE MASTERY skill.

It is important to remember that, for the most part, people in Adelrune do not choose only a single god and then pray to that god exclusively. Rather, people’s cultures or personal journeys lead them to a *faith*, which is generally composed of an entire pantheon of gods. A blacksmith of the Celestine Faith might feel a personal connection to Cinnorast the Smith, but he would also pray to other gods of the Celestine Faith, depending on the day’s goals and circumstances. As such, **there are no limits on which faiths, priests, or followers can engage in any of the 11 Rites**, as long as you are worshipping with others who share your faith. No matter which god your character feels closest to, they can benefit from any Rite that you attend as long as it is dedicated to your general faith and you have PRAYER to contribute. Interestingly, too, if you are the religious leader enacting a Rite, you do not actually have to commit one (or more) of your *own* PRAYER actions to that Rite. You can enact as many Rites as you want for other people’s benefit, even if you do not use PRAYER during those Rites (and therefore gain nothing for yourself).

Each Rite has 4 known levels of power, depending on 1) **the number of people** of the same faith (as noted on their character sheets) who are gathered together for the Rite, and 2) **the rank of PRIESTHOOD** skills that the person leading the Rite has attained. In order to tap into the highest tier of divine energy, you must have a large number of people gathered, *and* the person leading you in the Rite must have sufficient training.

- ◆ You may enact a Rite at Level 1 even if you are **alone**, as long as you have PRIESTHOOD: RANK 1
- ◆ You may enact a Rite at Level 2 if you have at least **3 people** (which can include yourself) of the same faith gathered, assuming that you have PRIESTHOOD: RANK 2

- ◆ You may enact a Rite at Level 3 if you have at least **6 people** (which can include yourself) of the same faith gathered, assuming that you have PRIESTHOOD: RANK 3
- ◆ You may enact a Rite at Level 4 if you have at least **9 people** (which can include yourself) of the same faith gathered, assuming that you have PRIESTHOOD: RANK 4

So, for instance, if you have a truly masterful religious leader (with PRIESTHOOD: RANK 4), that person could theoretically lead a Level 4 Rite... but if they can only gather 7 people of your faith together, you will have to settle for running a Level 3 Rite instead. Similarly, you could have 20 people who want to worship together... but if you only have a religious leader with PRIESTHOOD: RANK 1, you will have to settle for a Level 1 Rite.

The most notable way to **artificially increase a Rite's possible level** beyond what would normally be allowed by the available number of available worshippers... is **sacrifice**. If you can ritually sacrifice a living person (willingly *or* unwillingly) within the first 5 minutes of a Rite, that Rite can be 1 Level higher than would normally be allowed. Importantly, the religious leader of the Rite must still have the PRIESTHOOD skill rank necessary to manage that increased level. The Level-boosting effect of such sacrifices is cumulative... so if a person had PRIESTHOOD: RANK 4, they could theoretically sacrifice 3 people to enact a Level 4 Rite, *even if they were totally alone*. (They would need to have a PRAYER action available, too, or they would get no benefit from the Rite.)

Since the PRAYER skill is used as a part of Rites and determines who can benefit from them, the process of enacting a Rite will generally take 30 minutes (or 20 if the **Bardic HYMN** skill is used), which must be spent at the appropriate **Shrine**. Importantly, each person contributing their PRAYER to a Rite may choose to **gain the benefit of a lower-level Rite instead** of the maximum allowed. When a person with PRIESTHOOD: RANK 3 leads a Rite, then, they allow access to the benefits of that same Rite at levels 1, 2, *or* 3. Everyone using a PRAYER gets to select the one effect that will be best for them.

To perform any Rite, the religious leader in charge must **spend 1 part of an appropriate herb item**, burning it at their Shrine so that its fumes can drift outward toward the realm of the gods. (Please do not actually light the tag on fire.) The various Rites, their Levels, and the necessary herb types will be detailed on the following pages. First, though, there is one specific term that will appear frequently in those descriptions:

“**Invocations**” are effects that you can activate later on, when you need them. They don't do anything when you are first granted them, during the Rite when you use PRAYER: instead, they give you the ability to produce an effect at any point during the next 3 days (that is, during the rest of that particular Twin Mask game session). To activate an Invocation, you need to audibly call on the god providing the boon. For instance, you could say “I channel the agility and swiftness of the god Hawk, Messenger of the Sun: [*technical call of the effect*].” Activating an invocation requires **at least 3 seconds** of this kind of speech. An invocation also cannot be whispered: part of the goal, here, is that you are advertising the benefits that your faith has provided for you. Importantly, you **cannot have the effects of more than one invocation active upon you at the same time**: you can have the *capacity* to call multiple invocations, but cannot *use* them in a way that overlaps their effects.

UNIVERSAL RITES

Requires Burning 1 Part of a **Purification** Herb

NOTE: Anyone with the PRIESTHOOD skill may enact these Rites without purchasing RITE MASTERY.

—Level 1—

Rite of Conversion: Any number of willing people attending this Rite, even if they have not contributed a PRAYER action, may officially accept the faith of the priest enacting the Rite. (This involves going to Logistics and officially writing that faith on one's character sheet.)

—Level 2—

Rite of Consecration: Once this Rite is complete, the Shrine structure used to perform it becomes officially and specially *consecrated* to the god or faith that the priest calls upon during the ceremony. Consecrated shrines may produce various effects and benefits to devout people who worship there, at the discretion of Story Staff members. When a shrine has been consecrated with this Rite, it cannot be desecrated for the next 3 days.

—Level 3—

Rite of Water: When you complete this Rite, you gain 1 Sanctified Water item.

—Level 4—

Rite of Desecration: Much like the previous Rite, this one is centered on a Shrine... but this Rite officially *desecrates* a shrine that has previously been consecrated. In order to complete this Rite, you must ritually sacrifice one person who is a follower of the god or faith that the shrine is dedicated to, and the Rite and sacrifice *must* be performed at the Shrine you intend to desecrate. This is the only exception to the rule that a Rite must be performed at a shrine to your faith. Once this Rite is complete, the affected shrine cannot provide any benefits to the followers of any god or faith unless a priest performs the Rite of Consecration on it again.

Note—the person to be sacrificed must be played by an actual person, so (for instance) Ally Cards (from the Influence system) cannot be used as sacrifices.

RITES OF ABSOLUTION

Requires Burning 1 Part of a **Rejuvenation** Herb

—Level 1—

Invocation of Clarity: You may Invoke the effect “By my Gesture, Remove Dominate” once.

—Level 2—

Rite of Forgiveness: For the next 3 days, you are considered to have a “**Corruption**” score 1 lower than it actually is.

—Level 3—

Rite of Forgetfulness: Choose one person (yourself or another) involved in this Rite. That person may choose to permanently lose one or more of their memories, gaining the FRACTURED MEMORY flaw to represent the loss. (They do not gain any Character Points that this flaw would normally provide.) Once forgotten, such memories are entirely lost, and even effects like **Torture** cannot retrieve them.

Note—at Story Staff discretion, though, the events represented by those memories may continue to have ramifications in the world.

—Level 4—

Rite of Absolution: The person using the PRIESTHOOD skill to enact this Rite must choose one other person involved in the Rite, then sacrifice herself. The priest truly dies—“turning to mist” if she is Returned—and gains 1 Corruption. She may play the “death game” to see if she can Return, as usual... but she may also choose to play the “death game” one additional time each time that she wins. Each time that she wins, she transfers 1 Corruption from the chosen person to herself. (Note that this will make the “death game” more difficult.) As soon as she loses any iteration of the “death game,” she dies permanently and cannot play further.

Note—to avoid game-mechanic abuse, the character using the PRIESTHOOD skill to enact this Rite must have at least 100 Character Points.

rites of community

Requires Burning 1 Part of a **Sedative** Herb

—Level 1—

Invocation of Peace: You may Invoke the effect “By my Gesture, Remove Berserk” once.

—Level 2—

Rite of the Contract: As part of performing this Rite, formalize and consecrate an agreement between two willing parties, to last for the duration of 3 days. Anyone who breaks the resulting contract during that time will immediately die, and they will be unaffected by Life effects. This means that their death will be permanent, unless they are Returned and can win the “death game” to Return.

Note—to formalize and bind the agreement, you must write the terms on a piece of paper, then take that paper to a Twin Mask Staff member, who will initial and log the contract. If there is ever a dispute as to whether the agreement has been violated, that Staff member (or another Staff member deputized by them) will settle the dispute.

—Level 3—

Rite of the Hearth: Choose a Tavern, Healer’s Tent, or Mobile Healer’s Tent (from the [Engineering Craft Structure Table](#)); for the next 3 days, that building or workstation will produce its benefit twice as quickly. A Tavern will restore 2 mana every 15 minutes, and a Healer’s Tent will restore you to full Health after 15 minutes of rest. Remember that even though this effect lasts for 3 days, a Mobile Healer’s Tent may only be set up once per game. Alternatively, you can choose a Forge (from the same table) and Bless it so that any uses of the FORTIFY ARMOR and REPAIR SHIELD skills employing that Forge will take 30 seconds less, to a minimum of 1 minute. Additional applications of this Blessing have no effect.

Note—to keep track of this effect, you should write “Rite of the Hearth” on a piece of paper, along with your name, and attach it to the Structure tag for the rest of the game session.

—Level 4—

Rite of Marriage: Choose two willing people who are attending this Rite, at least one of whom is a member of your faith. When they exchange tokens of love with each other, you may bind them together in marriage, meaning that they may not harm or be forced to harm each other, even by magical compulsion. This sacrament can only be used on a particular individual once in that person's lifetime. For the following 3 days, both newlyweds are immune (and may call “no effect”) to **Death** effects and **Drain** effects.

If accepted by the faith of the officiating priest, this Rite can also apply to polyamorous unions, but such sacraments will require one additional person in the Rite to dedicate their PRAYER action to this specific, Level 4 effect for each additional person beyond 2 who is to be joined in marriage.

rites of death

Requires Burning 1 Part of an **Entropic** Herb

—Level 1—

Invocation of Death: You may Invoke this power to gain a touch-delivered “Lesser **Death**” effect, usable once within the next 30 seconds.

—Level 2—

Rite of Fate: Choose one Returned who has died but not yet played their “death game.” That person will play with one additional Fate (that is, one additional card) during that game.

—Level 3—

Rite of Burial: Choose any number of corpses within line of sight of this Rite's location; they become permanently immune to any “Animate Dead” Necromancy spells. If the dead bodies' spirits were only recently departed, and if music is incorporated into this Rite, the dead spirits will be able to hear any words spoken during or immediately following this Rite. (This second effect is functionally identical to the **Bardic REQUIEM** skill.)

Note—although this effect has unlimited duration, it can still be removed by a Desecration Rite.

—Level 4—

Rite of the Proxy: Choose any person attending this Rite. As long as they have a **Corruption** score of 3 or higher and are willing to be killed, you may ritually sacrifice them, sending them to the afterlife to play the “death game” in another person's stead. Once they reach the realms of death, they must ask the permission of the spirit they are attempting to help. If the spirit agrees, the sacrificed person will play the game only once, for the fate of both themselves and the other person. If the sacrificed person arrives in the afterlife after the spirit has already played the “death game,” of course, then their sacrifice will have been in vain. In any case, this Rite cannot assist spirits who died more than 3 days ago.

rites of Guidance

Requires Burning 1 Part of an **Enhancement** Herb

—Level 1—

Invocation of the Teacher: You may Invoke this power to teach yourself almost any single skill in the rulebook. After calling out praise for your god, you can **train** yourself for 30 minutes and learn nearly anything. The only exceptions are **Background Features** and **LORE**... you cannot use this Invocation to gain training in those skills.

Note—write “Invocation of the Teacher” on the back of your character sheet, where your trainer’s signature would normally go.

—Level 2—

Rite of Knowledge: During this Rite, choose any unrestricted **LORE** skill. In the 3 hours immediately following this Rite, you may act and **RESEARCH** as though you had that skill.

Note—“restricted” LORE skills tend to be related directly to key plot points of the Twin Mask game. Consult a Story Staff member to determine if a particular LORE skill is restricted.

—Level 3—

Rite of Guidance: This Rite will develop into a grand and meaningful hallucinatory vision, shared among all who attend the Rite—whether or not they have used **PRAYER** as part of the Rite—regarding some matter of importance to the Returned or to Adelfrune in general.

If a Story Staff member is unavailable to lead you through such a vision, then instead each character who uses a Prayer action as part of the Rite will gain the ability to Invoke an effect identical to “Guidance,” a Grandmaster Divination spell that allows you to spend 30 seconds looking into possible futures, then aid somebody in finding their path toward a goal.

—Level 4—

Rite of Answers: One of the people participating in this Rite must sacrifice a (tagged) item that they feel closely, personally connected to. If they do so, then as soon as this Rite is completed, the officiating priest may choose to be possessed—for roughly 1 minute per **PRAYER** action spent on this Rite—by a spirit in some way related to their faith. The spirit might be a long-dead true believer, the servant of a god, a neutral spirit that is knowledgeable about the faith, or even a spirit that has been horribly wronged by that faith. While the priest cannot control which spirit comes to them, the spirit’s connection to the religion will always be strong, hopefully meaning that it can answer questions relating to that religion with great insight. If strongly motivated to do so, though, the spirit can choose to leave the priest’s body and return from whence it came before the allotted number of minutes expires.

rites of Life

Requires Burning 1 Part of a **Healing** Herb

—Level 1—

Invocation of Health: You may Invoke this power to call “Restore Health” and return your Health Points back to their current maximum.

As with nearly all other effects, this one cannot be used while you are in a state of bleedout.

—Level 2—

Invocation of Life: You may Invoke this power to gain a touch-delivered **Life effect**, usable once within the next 30 seconds. You do not suffer any pain or other ill effects from using this ability (as you would if using the **RESURRECTION** skill.)

—Level 3—

Rite of Commencement: This Rite is intended to celebrate and formalize the accomplishments and growth of one of the members of your faith, to honor their drive to learn and achieve remarkable things. Choose any person attending this Rite. If that person, during the last 3 days, has been trained in any new skills and had them signed off on their character sheet, then they may immediately begin using those skills during the current Twin Mask game session. This does not apply to skills learned after this rite is performed.

*Note—normally, of course, you cannot use a skill until the Twin Mask game session **after** you learned it.*

—Level 4—

Rite of Growth: Any number of willing people attending this Rite, even if they have not contributed a PRAYER action, may transfer part of their maximum Health Point totals to those who *have* contributed PRAYER actions. Each person involved may lower their maximum HP for a period of 3 days to raise another participant's maximum HP by the same amount for 3 days. These changes will naturally end after that duration, but there is no other way to restore a lowered maximum HP total. A person's maximum HP total cannot be elevated beyond 10 using this Rite.

rites of mysticism

Requires Burning 1 Part of a **Hallucination** Herb

—Level 1—

Rite of the Magi: At the end of this Rite, you recover 20 mana (up to your maximum).

—Level 2—

Invocation of Power: As long as you have at least one APPRENTICE MAGIC skill, you gain the ability to Invoke a 3-hour period of enhanced magical ability for yourself. After calling out praise for your god, you can choose one Magical Art you are skilled with and, for the next 3 hours, act exactly as though you were 1 level more advanced in that Art (up to the level of Grandmaster). All costs of spells remain normal—you gain access to the Core Spells in that level, if any, and you may instantly attune to any scroll that comes into your possession, as long as it is part of the Magical Art you have chosen to enhance.

—Level 3—

Rite of Possession: The priest leading this Rite may either summon (as per the “[Summoning](#)” [Magical Art](#)) a powerful spirit into themselves, or they may exorcise an unwelcome spirit from the body of somebody else attending the Rite. If they choose to summon a spirit into themselves, that spirit will be of a Master (Circle 3) or Grandmaster (Circle 4) power level: if the priest has the PRIESTHOOD: RANK 4 skill, then the spirit will be of Grandmaster power, and otherwise it will be of Master-level power. They have no control over what spirit will possess them, nor what powers it may grant them... in fact, the priest cannot even dismiss the spirit unless they have the MASTER MAGIC: SUMMONING skill (for Circle 3 spirits) or GRANDMASTER MAGIC: SUMMONING skill (for Circle 4 spirits).

If this Rite is used to exorcise a spirit from a possessed individual, the process will often have serious consequences and may even kill the possessed person’s body.

Note—the specific details of both uses of this Rite are mysterious and unpredictable; Story Staff can change the functioning of this Rite (and its aftermath) at their discretion.

—Level 4—

Rite of Frailty: As long as you have some part of a person’s body and can ritualistically curse it during this Rite, you can cause that person to be wracked with pain and feebleness for the next 3 days. During that time, their maximum HP total will be halved (rounded down). Additionally, their defensive skills (PARRY, DODGE, or WILLPOWER) will be hard to use: in order to get a defensive effect to work, they will have to expend 2 uses of the appropriate skill. This Rite can only be used on any particular individual once per year.

Note—the body part to be used must be “tagged” as an official game item. This curse can only be prevented or resisted by a “Greater Resist” effect.

rites of nature

Requires Burning 1 Part of a **Spiritual** Herb

—Level 1—

Invocation of the Storm: You may Invoke the effect “By my Voice, [Stun](#)” once.

—Level 2—

Invocation of the Elements: When you Invoke this power, choose a type of elemental damage (Fire, Ice, Lightning, Acid, Light, or Darkness). For the next 3 hours, you may add that damage type to any weapon attacks you make.

—Level 3—

Rite of the Seasons: This Rite can only be used during the first Twin Mask game session after a real-world Solstice—that is, after late June or late December. Choose up to 12 different food item tags and (after this Rite) take them to Logistics; those tags will have their expiration dates extended by 6 months each.

—Level 4—

Invocation of the Tree: You may Invoke this power while touching any tree. After calling out praise for your god, you describe yourself—and any other willing people who are touching you at the time—as “melding into the tree,” and all of you go **out of character**. You have 3 minutes in that out-of-character state to walk (or run) to another tree and then describe your body, and those of the people with you, emerging from it. If you fail to complete this process within 3 minutes—or if *anyone* connected to the process fails to do so—then everyone involved will immediately die. Even if someone is still out of character, they will reappear in Adelrune, wherever they happen to be, dead. (“**Life**” effects will still work normally, as long as they are used within your **death count**.) As a cost to Invoke this ability, your maximum HP total will be reduced by 1 for the next 3 days... and *every person you bring with you* will increase that loss by 1. Even if you bring 10 people with you, though, Invoking this Rite cannot reduce your maximum HP total below 1.

Note—obviously enough, you cannot use any skills or abilities while out of character.

rites of prosperity

Requires Burning 1 Part of a **Stimulant** Herb

—Level 1—

Rite of Wealth: When you complete this Rite, you may take a physical Economic Influence card and transform it into 2 Economic Influence cards.

—Level 2—

Rite of Crafting: For the 3 hours following this Rite, the time needed for you to use any non-cooking **Crafting** skill (that is, **BLACKSMITHING**, **WEAPONSMITHING**, **ARMORSMITHING**, **SHIELDSMITHING**, **LOCKSMITHING**, **ENCHANTING**, **SCROLL SCRIBING**, **ARTIFICING**, **STABLE ALCHEMY**, **TAILORING**, **FLETCHING**, or **ENGINEERING**) will be reduced by 15 minutes, to a minimum of 10 minutes. Your use of **COOKING** skills will be reduced by 1½ minutes, to a minimum of 1 minute.

Note—as long as you begin using a relevant skill while this 3-hour Blessing is in effect, that skill usage will be affected by it.

—Level 3—

Rite of Abundance: When you complete this Rite, choose a Forge, a Work Table, or a Laboratory (from the **Engineering Structure Craft Table**). For the next 3 days, whenever somebody performs a **Crafting** skill using that structure, the time needed to complete their crafting will be reduced by 15 minutes, to a minimum of 10 minutes. Alternatively, you can apply this Blessing to a Kitchen, and any performance of the **COOKING** skill using that Kitchen will be reduced by 1½ minutes, to a minimum of 1 minute. Additional applications of this Blessing have no effect.

Note—to keep track of this effect, you should write “Rite of Abundance” on a piece of paper, along with your name, and attach it to the Structure tag for the rest of the game session.

—Level 4—

Rite of the Smith: Choose a person attending this Rite, even if they have not contributed a PRAYER action. While this Rite is being performed, that person can use the FORTIFY ARMOR skill, the REPAIR SHIELD skill, or the *Structure Repair* Economic Influence Action with enhanced effectiveness. Each of those skills and actions, during the Rite, will be able to simultaneously repair *any applicable targets* within 3 feet of the Blessed person. (For structures, which cannot be easily moved, it is acceptable to just move the item tag within the proper radius.) If the affected person is using *Structure Repair* on multiple structures, they will still have to pay the Activation Cost multiple times, although they will only have to roll their Risk Chance once.

rites of protection

Requires Burning 1 Part of an **Enchantment Herb**

—Level 1—

Invocation of the Guardian: When you Invoke this power, you may use your PARRY skills to protect other people, exactly as though you had the GUARDIAN skill, for the next 3 hours.

—Level 2—

Rite of Security: To perform this Rite, you must have a Lock item (from the LOCKSMITHING Crafting skill), and that lock must currently be installed on a building or object; this Rite will make that Lock un-pickable and unbreakable for the next 3 days. To complete this Rite, you must take a length of white ribbon and write upon it “In the name of [appropriate god or religious faith], this lock cannot be picked or Destroyed.” That ribbon is then attached to the protected lock, where it will remain until the end of the Twin Mask game session. This Rite can also simultaneously be applied to other Locks, as long as one additional PRAYER action is dedicated to this particular effect for each one.

—Level 3—

Invocation of the Temple: This Rite grants temporarily increased resilience to defenders of the Shrine structure used to perform it. When you Invoke this power, your maximum and current HP totals are doubled, and any armor values provided by your equipment, skills, or other effects are also doubled. This effect lasts for 3 hours, but will only function while you are within 30 feet of the location where this Rite was performed. If you step further away than that, the benefits that you have Invoked will immediately cease. HP and armor points added by this Invocation act as a kind of “buffer” atop your normal totals, such that your enemies must work through these extra points before they can deal normal damage to your actual armor or Health Points.

—Level 4—

Rite of Refuge: This Rite helps to protect the area surrounding the Shrine structure used to perform it. As part of the Rite, you take a length of rope or ribbon and tie it in a large, prominent knot on that Shrine, and then you expend 1 Sanctified Water item by pouring it in a radius around the Shrine. For as long as that knot remains tied during the next 3 days, anyone who spent a PRAYER action on this particular effect will have the ability to call “By my Gesture, Lesser Repel” at anyone who approaches within 10 feet of the shrine, forcing them to take a **Repel** effect. Before you use this call on a person, you must give them some kind of verbal warning to stay away... but otherwise it can be used as often as you wish.

Note—this Rite cannot be used on major roads to restrict travel, or abused in other non-defensive ways.

rites of War

Requires Burning 1 Part of a **Poisonous** Herb

—Level 1—

Invocation of Rage: When you Invoke this power, you immediately take a **Stun** effect. Then, for the 3 minutes afterward—or until you are put into bleedout—you will be in a **Berserk** state (and therefore attack the closest person, friend or foe). While that Berserk state is active, all of your weapon attacks function as **GREAT STRIKES**. If you survive through the entire 3 minutes without going into **bleedout**, you will immediately take a **Sleep** effect because of sheer physical exhaustion.

Note—even with a Great Strike’s extra 2 damage, attacks in Twin Mask are capped at 10 damage.

—Level 2—

Invocation of Skill: When you Invoke this power, all of your weapon attacks will deal 1 extra damage beyond what they normally would, for the next 30 minutes. This effect counts as a **Bestow**, so it will not stack with other **bestowed effects**.

—Level 3—

Invocation of Steel: When you Invoke this power, you choose a person within arm’s reach (who may be yourself). If you touch that person, you may call “bestow proficiency” to grant them access to any single **Weapon Proficiency** or **Armor Proficiency** skill for the next 3 days. That skill must be chosen at the time this effect is Invoked, and it cannot be changed afterward. This effect bestows exactly one skill; if you choose an advanced skill, it does not grant any of the prerequisite skills “leading to” the one you chose.

Note—the skills that this Invocation can bestow are SHORT WEAPONS, ONE-HANDED WEAPONS, TWO-HANDED WEAPONS, OVERSIZED WEAPON USE, THROWN WEAPONS, BOW AND ARROW, TWO-WEAPON FIGHTING, ARMORED TRAINING: LIGHT, ARMORED TRAINING: HEAVY, and SHIELD USE.

—Level 4—

Invocation of the Warrior’s Death: When you Invoke this power, you enter an exalted state of battle-readiness for the next 30 minutes. During that time, your maximum and current HP totals are doubled, and all of your weapon attacks will deal **+3 damage**, which counts as a **Bestow effect**, overwriting any weaker bestowed increases to damage. After those 30 minutes, though, you will immediately die, and **Life effects** will not be able to resurrect you. There is no way to prevent this eventual **Death**... so you might as well do something impressive with the time that you have.

CHAPTER 5: GAME SYSTEM INFORMATION

“Rule 22: If all else fails, just hit it until it’s dead.”

—Kizar Flynn Vulphrim, *A Guide to Adventuring*

All of the skills, cultures, and magic of the previous chapters cover many of the specific things you will see and do while exploring Adelfrune... but Twin Mask is not just a world to inhabit. It is also a LARP system, and there are some basic mechanics and effects that you will need to understand in order to play the game. Fortunately, the Twin Mask system of LARP is designed to be intuitive—when you are in a fight against a demon, you shouldn’t have to think too much about the rules. To this end, many effects and durations are standardized.

BASIC RULES

THE RULE OF 3

This rule governs the duration of most effects, regardless of their delivery, so that they will be easier to remember. Effects almost always last 3 seconds, 3 minutes, 30 minutes, 3 hours, or 3 days. (A few skills may also take 30 seconds to use.) Of course, all skills and effects will detail how long they last in their descriptions; early on, though, most players will not have those durations memorized, and it is hard to consult this rulebook during play.

Typically, major disabling effects that are designed to be used during combat—such as [Stun](#), [Paralyze](#), [Bind](#), and [Disarm](#)—will last 3 seconds. Significant effects or timed counts that make sense with a longer duration—such as [bleedout](#), [death count](#), [Sleep](#), [Weakness](#), and [Slow](#)—will last 3 minutes. Effects or augmentations that are supposed to last through a full battle will generally have durations of 30 minutes. Effects designed to “buff” characters over multiple fights or role-playing modules will typically last for 3 hours (although this duration is actually the least common, since it is so hard to reliably keep track of). The very few effects that are intended to last for an entire game will last 3 days.

The Rule of 3 will not answer every question you may have, but it should aid you in making judgments on effects that you haven’t heard of before. The only durations that are likely to break the Rule of 3 are effects that only target yourself (and therefore don’t require any knowledge or interpretation from other people) and, very rarely, effects that come into play when there is plenty of time to explain the full effect (these are typically linked to rituals or plot-related events with heavy Twin Mask Staff participation).

HEALTH

An average human has 5 Health Points (or “HP”). This is the default starting HP total of all player characters. Your maximum HP can be lower than 5 if you take the FRAIL background flaw, or it may be higher than 5 if you pay for the TOUGHNESS skill. Though some LARPs use location-based damage systems to track injuries to different limbs individually, this game does not. Regardless of where you are hit, your health total is simply reduced, and you do not need to role-play specific injuries unless you actively want to do so. All combatants are responsible for keeping track of their own health. If your character is reduced to 0 Health Points, they are put into a state called “bleedout” and begin progressing toward death. See “[Damage, Death, & Dying](#)” for further details on that process.

Some effects (such as using most “Life” effects or using the INTERNAL RESERVES skill) have the drawback of lowering your maximum HP for a period of 3 days. If you use enough such effects to reduce your maximum HP to 0, your character has effectively committed suicide: they will immediately die, with no chance to be resurrected, since being returned to “life” would mean going back up to... 0 HP. They will still have to count through their entire [death count](#), despite the fact that no resurrection effects will be able to save them... and then they will turn to mist, off to meet their fate. Importantly, no effect that temporarily boosts maximum HP (such as “Enhancement” COOKING-based food), even if it lasts for multiple days, has any effect on this kind of character death: only your maximum HP, as printed on your character sheet, is involved. If you suffer enough penalties to change *that* number to 0, you are thoroughly dead.

ARMOR

In Twin Mask, armor works by essentially adding “buffer” **Health Points atop your base total**. When your character takes any points of damage, that damage is first applied to your armor points before it has the chance to affect your underlying Health Points.

Heavier varieties of armor provide larger Armor Values, with base values of 7 for light armor and 15 for heavy armor. The physical representation of that armor, too, will be different depending on these categories. Light armor is generally constructed of padding, soft leather, or studded leather. Heavy armor is generally constructed of metal or plates. These are the **actual, real-world materials** that your armor pieces should be made of: if you want the extra protection that armor provides, you will need to put up with a bit of encumbrance. (While it is sometimes acceptable to build armor pieces of foam, polyurethane, or [Worbla](#), the results must still appear to be normal metal or leather, and any such armor pieces must be approved by Staff before use.)

To get the benefits of armor, you must wear enough armor pieces to appear as though you are legitimately protected from real blows: as a guideline, you should have armored material **covering at least 30% of 4 different parts of your body**. That is, choose 4 of the following locations—Head, Front Torso, Back Torso, Right Arm, Left Arm, Left Leg, and Right Leg—and make sure that your chosen locations are each at least 30% covered in armor.

Sometimes, for Twin Mask game sessions that are likely to feature very hot weather, Staff will announce that “abbreviated armor coverage” is an option during the day. This allows people to wear less than the minimum amount of armor specified above, while still getting the full benefits of that armor. This is meant to prevent heat exhaustion and heat stroke, so it is only available while the sun is out. When Staff decide that an upcoming game session will be hot enough to

allow for this temporary modification, they will make an announcement, which will contain more information about the new, temporary minimums.

COMBAT MANEUVERS

Any given use of a combat maneuver (such as “GREAT STRIKE” or “DISARM”) is not actually expended until it hits its opponent in a valid location—or until that opponent uses an ability (such as DODGE or WILLPOWER) to actively negate the attack. This rule is designed to do two things: 1) to make the skills that provide such maneuvers more valuable, and 2) to cut down on arguments and disagreements during play. In the scramble of combat, it can sometimes be hard to tell if a blow landed—and it can be tempting to call “Hold!” and stop all the action, just to argue that your opponent really *should* be Disarmed. Don’t do so! If your DISARM skill didn’t work, you get to keep the ability to use it, so you can just try again immediately!

In technical terms, this rule means that:

- If you swing and miss, you retain the use of your ability.
- If you swing and hit your target’s weapon or shield, (assuming the ability isn’t *designed* to hit your target’s weapon or shield) you retain the use of your ability.
- If you hit your opponent but they do not realize it, you retain the use of your ability. ***Do not call a Hold in play.***
- If your opponent doesn’t role-play the effect of your ability, it is likely that they didn’t hear your call, and you should probably retain the use of your ability. Some common-sense judgment is involved in making this decision: if a player is new to the game, or is just really overwhelmed by the need to role-play, it’s quite possible that they took the damage from your GREAT STRIKE but just didn’t react very much. In such cases, you should consider the use of your ability to be expended. **Role-playing the damage that one takes is an essential indicator in Twin Mask**, though, and as long as you are dealing with veteran players, you should interpret a lack of reaction as a sign that your ability was somehow ineffective and should be retained. Of course, this only applies in circumstances that allow a player to react: if they are Paralyzed, then retaining the use of your ability by claiming that “they didn’t react” qualifies as an abuse of this rule.

SPELLS

Spells use mana, obviously—but that mana is not actually expended unless the spell is successful or is blocked by DODGE or WILLPOWER or “Resist”, in much the same way that ineffective combat maneuvers can be retained. If your opponent isn’t role-playing the damage or the effect of your offensive spell, and also does not use an ability to counter it, then you should assume that the spell has had no effect, and you should retain the mana used to cast it. You also retain a spell’s mana if you are using a packet or WEAPON CASTING to deliver that spell’s effect and then miss your target. **It is important to note, though, that packet-delivered spells hitting a target’s shield, sword, clothing, or carried object DO count as hitting that person.**

REST

Many skills “Return with: Rest,” which means that a character must take a break from dangerous activity in order to regain the use of them. To be considered properly “rested,” one must avoid engaging in combat, running, or any other strenuous activities for 30 minutes. Using other skills—crafting items, repairing armor, performing music, teaching others, and so on—is totally fine and will not prevent your character from resting. A stressful and hostile environment, though, makes it impossible to reach a “rested” state, so any time spent in close proximity to a fight, or any time spent during adventures away from the main Twin Mask game area, will make it impossible to rest. Indeed, even if such dangers are temporary, they will actually interrupt and ruin your recuperation: you must have 30 *uninterrupted* minutes of relative quiet to gain the benefits of rest. In general, if you are close enough to a combat that you would be affected by any “by my voice” calls made by those combatants, you are too close to rest properly.

TRAINING

New skills cannot be learned without help: you must find another player character (or NPC) with the skill you want to learn, then get them to spend 30 minutes role-playing the process of teaching you the skill. There are **four exceptions** to this requirement. **First**, any skills learned during the “grace period” after first making one’s character—that is, within the first 3 games—have their training requirement waived. This allows you to change your abilities freely, without worrying about finding mentors, and also simulates the process of your character regaining their memories. **Second**, you do not need training for skills that you have already learned once: if you have already taken one instance of **GREAT STRIKE**, then you do not need training for any further instances you want to take. **Third**, you can avoid finding an in-game tutor by spending an Influence Card on the *Allied Instruction* action (see the description of “Allied Instruction” near the beginning of Appendix 1). **Fourth**, any RACE-SPECIFIC SKILLS (for **humans**, **Effendal**, **Newborn Dreams**, or any of the “**Blooded**” races) can be self-taught, as long as you still take the time to roleplay the process of teaching yourself the skill.

DAMAGE, DEATH, & DYING

“Rule 23: If it does not die, hit it harder.”

—Kizar Flynn Vulphrim, *A Guide to Adventuring*



Your character has already died once; it is very likely that, at some point in their future, they will die again. Or, at the very least, they will find themselves lying on the ground, cut down and bleeding to death—until, hopefully, one of their new friends can save them. Combat and danger are integral parts of *Twin Mask*, so it is important to understand what is expected of you when it is not your lucky day. This section will cover all the rules regarding damage and dying.

attract the attention of others who can help you. Although you cannot drink a potion yourself, other people can help you do so.

As mentioned earlier, the Twin Mask damage system does not track negative numbers for Health Points, so any healing administered to you while you are bleeding out will begin counting upward from 0. Any amount of healing—even just a single point—is enough to restore you to normal consciousness. It is important to realize, though, that there is a significant cost associated with dipping into this bleeding-out state, even if you are healed within seconds of reaching 0 Health Points: as soon as you leave your bleed count, **you must begin a 3-minute Weakness count**. The strain of getting so close to death takes a toll on you.

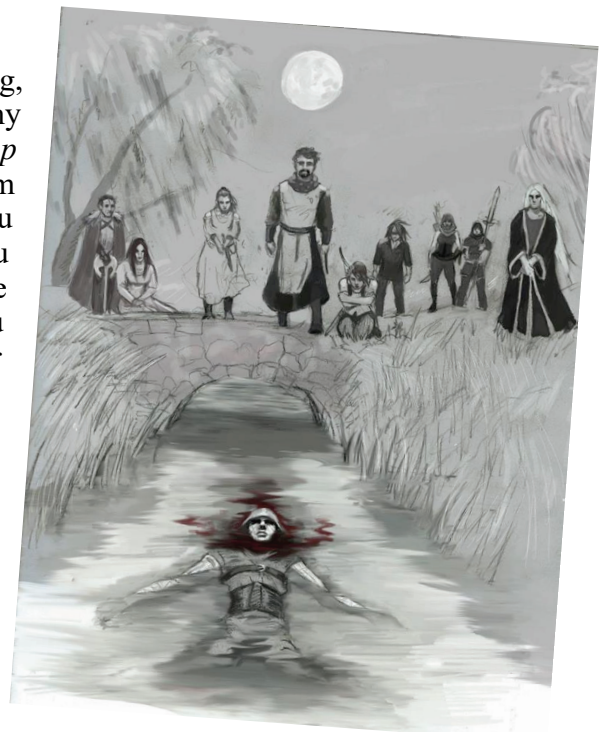
And, of course, if you reach the end of your bleed count without receiving aid—or if somebody administers a **deathblow** to you while you are bleeding out—your character dies. There is still a chance that you can be brought back to Life with powerful magic, but that magic must be administered within 3 minutes of your **Death**. As detailed below, if your character dies, you will begin a 3-minute “**death count**.”

WEAKNESS

Even when you are saved from bleeding out, you must still endure 3 minutes of **Weakness** before you are fully effective again. A weakened character (even if the Weakness is not caused by a brush with death) is only marginally more capable than a character who is bleeding out: they cannot fight, run, cast spells, brew potions, or even walk quickly. All actions should be done as though under the influence of a **Slow** effect, and you should role-play a somewhat delirious state. Notably, though, a player in a state of Weakness may drink a potion unassisted, albeit with some difficulty.

DEATHBLOWS

If you come across somebody who is in bleedout, sleeping, or completely bound by fetters—or, of course, if an enemy finds *you* in such a state—it is possible to administer a *coup de grace* to the helpless person, immediately putting them to 0 HP and beginning their Death Count. To do so, you must be within 3 feet (arm’s reach) of that person, and you must call out “Deathblow: [description]” while pantomiming the actions you describe. For instance, you could call “Deathblow: decapitate” while swinging your blade to slice off the person’s head. Ideally, though, you will find something more interesting to do than merely chopping off a head... players should be creative, descriptive, and cinematic with their Deathblows, since it is likely that this is an absolutely pivotal moment for whomever you are killing. (When you are choosing the specific description of a Deathblow, please do not try to inject any humor into your actions: this is the ending of a life, and goofiness will ruin other people’s immersion.) Of course, make sure to perform your Deathblows safely:



do not run your weapon along a person's neck, for instance, or grab at their hair. A Deathblow can be administered by any spell that can deal damage, as long as the person doing the Deathblow spends the appropriate amount of mana to cast it. Deathblows prevent the resulting corpse from being able to receive **Elixir-delivered effects** (like potions of resurrection) until the body has been repaired with **Surgery** or a **Restore Corpse** effect.

While somebody is performing a Deathblow, the only good way to stop them from succeeding is to use the GUARDIAN skill to call "guard Parry"—this will prevent the Deathblow, even if it was based on a damage-dealing spell. Indeed, every time you use GUARDIAN in this way, the protected person becomes immune to Deathblows for 3 seconds. Merely attacking the person trying to perform a Deathblow will not prevent them from going through with their *coup de grace*; damage does not interrupt Deathblows. On the off chance that a person is merely pretending to be asleep or dead (to avoid combat, for instance), you may perform a Deathblow on them nonetheless... and, unless they choose to use a defensive effect like Dodge or Parry, that Deathblow will take effect as normal. And, finally, Deathblows can also be administered to people who choose to accept death and do not resist.

Note—Technically, you can choose to administer a Deathblow in relatively non-violent ways, such as "Deathblow: I close your eyes and let you bleed out quickly," but in such cases you must be particularly clear that your intention is to administer a Deathblow. Similarly, you should take the effect of a Deathblow even if a player uses slightly different terminology, such as "killing blow" or "coup de grace." As long as their intent is clear, slightly different words do not matter.

DEATH COUNT

As mentioned above, there are rare forms of magic in Twin Mask that are capable of returning the recently deceased to life. The window in which a person is considered "recently deceased" is normally only 3 minutes—so, as soon as you die (whether by bleeding out, suffering a killing blow, or being on the wrong end of a **Death** effect), you must begin a 3-minute death count, to give your allies a chance to recover your body and revive it within that window. During this time, you must literally play dead: you are not aware of your surroundings, and you may not move or speak. If your allies are able to use **Life** effects to bring you back, you will be restored to your Health Point maximum, but you will still need to begin a 3-minute **Weakness** count.

If your allies are not able to use Life magic on you within the span of your death count, your body vanishes into a cloud of vapor as the mists claim it. You should collect your nearby items (unless they are in the possession of another character), indicate that you are out of character, and report to NPC Camp to begin your journey through the afterlife.

"MISTING"

When the mist claims your character's body, their spirit begins an adventure. It is likely, particularly for your first in-character mist, that they will be able to return to life—but there is always a chance that your character will never return, and that chance grows larger and larger each time they mist, as their '**Corruption**' score increases. After misting, report directly to NPC camp, where further details will be explained by a Staff member—but you should know that your character may be able to play games, or broker a deal, with death itself.



STATUS (& OTHER) EFFECTS

“Rule 24: If it still does not die, set it on fire.”
—Kizar Flynn Vulphrim, *A Guide to Adventuring*



Over the course of the game, you may hear people calling out various effects. In general, although exceptions do exist, effects follow a relatively simple formula. The formula is broken up into four parts, but only the parts that are needed will actually be used. For example: *“By my voice, all undead, Stun, by agony.”*

In this example, *“By my voice”* is the **delivery**. Other delivery calls could be, for instance, *“by my gaze,”* *“by my gesture,”* or *“by my ward.”* There is no need to make a verbal *“by my [something]!”* call when you are delivering an effect by projectile, melee attack, touch, or spell packet—such delivery methods are immediately obvious, and it would be redundant to say, for instance, *“by my touch!”* as you touch someone and call out an effect.

The next section of the call in our example is *“all undead.”* This part is known as the **limiter**. By default, an effect always targets anyone whom the delivery impacts; for example, a *“by my voice”* call will affect anyone who hears it, and a *“by my gesture”* effect will impact whoever is nearest along the line of your gesture. The limiter can restrict the associated effect so that it only applies to a desired sub-category. If you are not of the sub-category—in this example, if you aren’t undead—you are not affected. And, if no limiter is needed, none will be included in the call.



Next comes the most important part of any call: the actual **description** of the effect. This is what will impact the people or creatures affected by the call—in our example here, “*Stun*” means that any affected characters will be reeling and unable to fight or use abilities for 3 seconds. Each effect produces a different result, and each has a set duration, as explained in the list following this section.

The final part of an effect call is a **qualifier**. In our example, the qualifier is “*by agony*.” This addition would mean that the Stun effect is not just generic: it is based on pain, and the recipient should therefore role-play the Stun effect to match. Usually, such qualifiers are just tags that help people role-play properly, but not always. For example, if your character has the ability to ignore pain-based effects, then this Stun call would not work on you.

Before we get to the descriptions of the various effects, there is one more kind of modifier that we need to explain: there is a significant difference between the call “*by my voice, Stun*” and the call “*by my voice, lesser Stun*.”

Lesser effects are much weaker than normal versions of the same effects, particularly from the perspective of the Returned. The only people and creatures that Lesser effects can impact are those with “lesser auras”—which generally means minions and common people. As a player character, you are one of the Returned, which means that your spirit has been elevated past this rank. Player characters, and the vast majority of important non-player characters, completely ignore lesser effects. As a Returned, it is not possible for you to choose to accept a lesser effect; it simply does not touch you at all.

Normal effects are the standard versions—you should never hear a call of “normal” anything. Saying “*Stun*” or “*Disarm*” naturally means that you are using a normal version of those effects. They affect just about anybody (with the exception of extremely powerful beings) and can be blocked by normal defenses such as Dodge and Willpower.

Greater effects are quite rare, and they are usually reserved for very powerful entities indeed. A greater version of an effect can only be Resisted by “greater” defenses (which Returned PCs do not have access to). Even if you normally have **immunity** to an effect, and could call “no effect” in response to it, you will *still* be affected by a Greater call. You are going to be taking that effect, no matter how many DODGE, WILLPOWER, PARRY, ESCAPE, MAGIC-RESISTANT (and so on) skills you have purchased. Note that for purposes of effects that only stop physical or magical attacks, a “Greater” effect counts as both.

Note that, although the various kinds of effects are spelled out below, **Story Staff can always choose to tweak the rules** for the purposes of a particular event or plotline. They may also produce new effects that follow new rules.

EFFECT DELIVERY METHODS

- **Gaze** — You look directly at a person and call the effect, trying to make it as obvious as possible which person you are focused on. This method is only supposed to affect one individual; if multiple people believe that they were being focused on, they should default to taking the effect, just to be conscientious... but the intended effect is on just one person. Unless specified in the effect description, the target does not need to meet your eyes, so looking away or averting your eyes will do nothing to defend against these effects.
- **Touch** — You touch the target and call the effect. There is no need to call “by my touch.” Your hand (or other body part) must be bare in order to successfully touch your target, but skin-to-skin contact is not strictly required, so you may touch your target’s clothing (but not armor) to produce this effect. While typically your hands are used for this method, technically any part of your body could be used—but you must be respectful of the target’s preferences. You should default to touching a target on the arm or shoulder, but if you are going to touch the target in any suggestive or non-standard way, you should first ask “consent to physical role-play” and give them some idea of your intentions.
- **Ward** — When anyone crosses a “[warding line](#)” (or touches/moves one of the stones establishing that line), you may choose to call the effect by saying “*ward*, [effect]” or “*by my ward*, [effect].” It is often wise to point at the person or otherwise get their attention, so that they know to take the effect. Activating a warding line in this way counts as casting a Warding spell, even though it costs no mana, so (for instance) you would need the ARMORED CASTING skill to do so, if you were wearing armor at the time. Note that holding an item (such as a sword) over a line counts as crossing it.
- **Packet** — You throw a [small bag of birdseed](#) at the target and simultaneously call the effect; you should not wait to see if the packet hits before you make this call. If the packet hits a person’s body, armor, shield, weapons, or other gear, it counts as a hit and they should take the effect. If you miss, you **retain the mana** used to cast the spell. There is no need to call “by my packet.”
- **Gesture** — You point directly at the target and call the effect, trying to make it as obvious as possible which person you are focused on. This method is only supposed to affect one individual; if multiple people believe that they were being focused on, they should default to taking the effect, just to be conscientious... but the intended effect is on just one person.
- **Voice** — You call out the effect, choosing to be as loud or as quiet as you wish. As soon as the call *begins*, anyone (other than yourself) in earshot will be affected; people cannot clap their hands over their ears halfway through the call, to try to avoid the effect. If a person did not hear the details of your call, though, perhaps because they were involved in a heated conversation, they should default to not taking the effect (since they would only be guessing at its specifics). Keep in mind that people inside a [Wooden or Stone Fortified Building](#) will not be affected by Voice calls made outside that building.
- **Elixir** — As somebody drinks (or pantomimes drinking) the potion you made, you call the effect. Alternatively, *THEY* can call the effect, as long as you have explained to them exactly what the elixir's call should be, or if they have an item card detailing that

information. A person must have an intact head and throat to imbibe a potion. There is no need to call “by my elixir.” It *is* possible to administer a potion to a person who is dead, in bleedout, or unconscious.

- **Weapon** — As you strike at your target with a weapon, you call out the effect. This replaces the damage (or other effects) that a normal blow of your weapon would cause. If the blow is blocked by a shield or weapon, or if you miss, the effect does not take effect, but you also don’t expend that effect. There is no need to call “by my weapon.”

3-SECOND EFFECTS

- **Stun** — You are unable to fight, use skills, or defend yourself for 3 seconds. You may move, although you must do so in a stumbling way.
- **Disarm** — Your weapon is, essentially, Stunned and knocked to the ground for 3 seconds, during which time **nobody** can touch or use it. Disarm can affect whatever hand-held object it impacts, including two-handed weapons, random objects such as books, and even shields. *(Of course, many shields are actually strapped to one’s arm, so they do not fall to the ground, but one cannot use the affected shield to defend oneself during the duration of the Disarm, and any attacks that hit the shield must be taken as if they had hit your body.)* If a Disarm effect hits a person’s body and they are not wielding a weapon or shield, they must choose a single object they are holding to be Disarmed. If you are holding a prop that is delicate or important, you do not have to drop it directly to the ground; you can crouch and place it on the ground nearby, perhaps in a relatively safe location, though you must do this quickly and without going out of character.
- **Paralyze** — You are unable to do anything or move for 3 seconds. (If you were moving when you became Paralyzed, you will probably fall to the ground; please choose a safe method of doing so, even if it means less “realism.”)
- **Bind** — Your feet are locked in place for 3 seconds. You may not take steps or move from your current position, although the rest of your body continues to function normally and you may fight, cast spells, or perform any other actions that do not require moving.

3-MINUTE EFFECTS

These effects will persist until they are specifically ended by a Removal call (like “remove Dominate”) or finish their full, 3-minute duration. Even if you are damaged to the point of [bleedout](#) and then revived, these effects will continue to run their course.

- **Sleep** — You fall to the ground, unconscious and helpless, for 3 minutes. You will not wake up under any circumstances, even if attacked.
- **Slow** — You can only move and attack at half speed for 3 minutes. In general, this makes it very easy for enemies to block or evade your attacks.
- **Berserk** — You are compelled to attack whoever is closest to you, friend or foe, for 3 minutes. You should role-play extreme anger and hatred during this time. If you have no means of doing damage and cannot easily acquire one (for example, by picking up a nearby sword), you should simply be loud and disruptive as the rage consumes you. You should *not* pantomime punching or otherwise engaging in actual physical combat with others, as that could lead to injury or safety concerns.

- **Weakness** — You cannot cast spells, use skills, fight, run, or even walk quickly for 3 minutes. You are also essentially under the influence of a Slow effect during this time.
- **Petrify** — You are turned to stone: essentially Paralyzed for 3 minutes, with the added feature that you cannot be harmed or physically damaged by any effect during that time.
- **Poison** — Your body is powerfully affected with a lethal toxin or venom: you know you have been poisoned, and after 3 minutes of role-playing increasing pain and discomfort, you will die. (This does not count as a “Death effect” and cannot be countered by things that would stop those effects.) Even if it is delivered by a weapon attack, Poison is a status ailment and thus bypasses armor.
- **Death** — You are legitimately dead: unconscious, immobile, and essentially immune to damage that is not based on mutilation. All temporary negative status effects such as Berserk or Dominate are removed. At the end of your **Death Count** you turn to mist, and it is no longer possible to use Life effects to revive you.
- **Dominate** — Dominate gives the caster control over the target’s body, but not its mind, for 3 minutes.
 - You are, essentially, being “puppeteered” by whoever called the effect.
 - A Dominated creature can take NO actions except following the orders of the caster, including moving, speaking, using items, or casting spells. If a Dominated creature has not been given an order, they must simply stand motionless.
 - The caster may only give a single action as a command at a time, such as, “Kill that person” or “Bring me that sword.” A complex command such as, “Search the town for the Sword of Steve Stabbing, then stab Steve with it,” would be invalid and should not be followed.
 - A Dominated creature is aware of what is happening at all times while it is Dominated, retains full memory of the time spent Dominated, and knows which creature is giving it commands.
 - A Dominated creature must follow the commands of the caster to the best of their ability but cannot be compelled to reveal information or perform tasks that reveal information. Dominate does not grant the caster access to the target’s mind, thoughts, or memories. For example, if you were ordered to, “Tell me **where the treasure is buried**,” you would simply parrot, “Where the treasure is buried.” If you are ordered to take the caster somewhere unknown to them, you may simply take them anywhere, as they could not possibly direct your body to the location in question using the information they possess.
 - A Dominated creature cannot be compelled to use specific skills. For instance, you cannot be ordered to, “Make a potion that heals me,” or, “lockpick this door,” but if you are ordered to “kill the rest of your party” you should use skills as necessary to accomplish that goal, including damaging spells if necessary.
 - You should *never* attempt to use “meta” information such as “these aren’t my friends, and so a command to kill my friends is invalid.” Many commands are shorthand to represent the control the caster has over the Dominated creature’s body, and you should always act in good faith. Attempts to circumvent Dominate in this way are considered a violation of the rules.
 - A character can not be affected by a second Dominate effect while the first is still active; any attempts to do so will fail.

STEP-BASED EFFECTS

- **Repel** — You are forced to take 3 steps directly away from the source of this effect. If you cannot do so without endangering yourself (rather than your character), you should move as far as you safely can, then take a Stun effect. Repel effects also work on bodies in [bleedout](#) or [death count](#), but not on objects.
- **Attract** — You are forced to take 3 steps directly toward the source of this effect. If you cannot do so without endangering yourself (rather than your character), you should move as far as you safely can, then take a Stun effect. Attract effects also work on bodies in [bleedout](#) or [death count](#), but not on objects.

OTHER EFFECTS

- **Drain** — Drain takes Health Points (HP) from the target and heals the caster for the same amount, although you may not go above your maximum Health Point total in this way. If you are hit with a “Drain” call and take the effect, you have lost that many Health Points, **ignoring any armor value** you may have. It is possible, but extremely rare, to have “Drain [Resource]” calls that do not specifically target Health. If the call is **not** followed by a specific resource, though, the “Drain” call always takes Health Points and gives them to the caster.
- **Break Limb** and **Break Shield** — Your affected limb or shield is unusable until it is repaired. Limbs can be healed with the SET BONE skill, and shields can be fixed with the REPAIR SHIELD or FIELD REPAIR skills. Even after a broken limb has been repaired with a SET BONE effect, it is considered “**maimed**,” and you cannot use that limb for 3 full minutes as it recovers. A broken limb may not be actively used *in any way*, including attacking or blocking with a weapon or shield, using an ARTIFICING item, feeding yourself or another person a potion, or delivering a gesture or touch-based spell. You do not need to drop anything held in the hand of a broken arm, but those objects cannot be used. If an attack strikes a weapon or shield held in a broken arm, you must treat it as though it hit your body. You may not run or LEAP on a broken leg, though you may drag it slowly behind you at a walking pace. If you have mobility issues, you may also choose to simply “post” on a broken leg (keeping it immobile but still using it to support you).
- **Break Item** — It is possible for your foes to break things other than arms, legs, and shields. Whenever a non-shield item is broken, it cannot be used until it has been repaired. If that type of item could theoretically be researched or built through the use of any of the “[Crafting](#)” skills, then a person with the appropriate crafting skill (of at least APPRENTICE level) may spend the standard amount of time (exactly as though they were making a craft item of Skill Level 1) to repair it. They need not spend any materials to repair the item. If the type of item does not correspond to any of the crafting skills, consult a Story Staff member about the requirements for repairing it.
- **Life** — You are able to return a dead body to life, as long as this effect is applied within a limited amount of time after that death occurs. (Usually, this “window” is 3 minutes after a person dies; once a person’s [Death Count](#) is up, they will turn into mist [if they are Returned], or they will simply not respond to this effect.) When a person is affected by Life, they are automatically healed to their current maximum HP total, and all temporary negative status effects such as “Berserk” and “Dominate” are removed, but they will be disoriented and suffer from Weakness for the following 3 minutes.

- **Cursed** — For the duration of this effect, you cannot be healed by any means and cannot be affected by Life effects. If you take damage or die, there is no way to recover. The default duration of this effect is 30 minutes, although different durations will generally be specified whenever this condition is applied. If the Cursed effect is attached to an item (such as a sword), then anyone bearing that item will be Cursed while they bear it, and if they die, the item *cannot* simply be removed from their body to end the effect.
- **Stealth** — When this modifier is applied to an attack, that attack cannot be negated by Parry, Dodge, or Willpower effects, and it bypasses all armor to do damage **directly to Health Points (HP)**.
- **Torture** — You must truthfully answer the next yes-or-no question posed to you during the duration of the Torture. You need only truthfully answer a single yes/no question to fulfill the requirements of a Torture effect. Only the TORTURE RESISTANCE and TORTURE IMMUNITY skills can prevent this effect.
- **Destroy** — When you call “Destroy,” you must also name a target for the effect. Assuming that the target is not defended in some way, this effect permanently destroys it. Typically, this effect targets corpses or spirits.
- **Strength** — When you call “Strength,” you can do things that require physical might beyond the scope of human, or Effendal physiology.
 - The following pre-approved effects can be performed without requiring a “Strength” call. If you have **SUPERNATURAL STRENGTH**, you gain these benefits automatically:
 - You may run at full speed while (in-character) carrying a person.
 - When describing a **deathblow** you administer, you may include acts of crushing strength.
 - You may ignore the “no armor, no shields” restriction on the LEAP skill. Make sure to be cautious, though, in doing your post-LEAP “hero landing” while in heavy armor: it’s easy to accidentally injure yourself OOC with heavy plate!
 - The following pre-approved effects can be performed if accompanied by a “Strength” call:
 - You can throw a person who is willing, incapacitated, or dead. That person will act out their flight by taking 3 steps in the direction you indicate, stopping if another person or obstacle blocks their way. This movement does not emulate the LEAP skill; the tossed person is not immune to any damage or effects, although they will not be technically touching any environmental hazards (like a pit of acid) on the ground.
 - You can hold a person (or thing) very securely. That person cannot pull themselves out of your grip unless they make their own Strength call, they are aided by somebody who makes a Strength call, or they use the ESCAPE skill. This type of Strength effect should not be used in combat: it is intended exclusively for role-playing purposes, not for taking an enemy out of the fight by bear-hugging them or grappling their shield.

DEFENSIVE EFFECTS

- **Dodge** — You may negate any successful attack against you that can be physically avoided: weapon attacks, touch attacks, and packet-delivered effects. Note that Greater effects cannot be negated in this way.
- **Willpower** — You may negate any successful attack against you that is delivered in a way that cannot be physically avoided: that is, effects delivered by gaze, ward, gesture, voice, or elixir. Note that Greater effects cannot be negated in this way.
- **Parry** — If you are actively holding a weapon, you may negate any successful melee weapon attack against you (not including attacks delivered by touch).
- **Resist** — Each Resist effect specifies what it can protect against (for instance: Torture, Poison, “weapon attacks,” etc.) You may entirely negate one attack or effect of that kind. Most pointedly, this effect is capable of negating an attack with the “Stealth” modifier... but Greater effects cannot be negated in this way.
- **Airborne** — You must raise both hands above your head to show that this effect is active. While Airborne, you cannot call defenses except “Willpower” or “Resist,” make attacks, actively use skills, or cast spells, but you *also* cannot be affected by any attacks or spells that can be physically dodged (that is, attacks that could be canceled by a Dodge effect). You can still be affected, however, by non-weapon attacks such as voice, gaze, gesture, or ward.

SPECIFIC SPELL EFFECTS

These effects are much rarer than the normal ones listed above... but, since they can be produced by certain [crafted items](#), it is important to explain them here nonetheless.

- **Mistform** — You become a translucent, humanoid-shaped cloud of fog that is difficult to damage. Non-elemental weapon and touch attacks cannot affect you while in a Mistform effect. Weapon or touch attacks with Fire, Ice, Lightning, Acid, Light, Darkness, or Greater modifiers affect you normally, as do non-weapon effects such as gaze, voice, gesture, and packets. While in Mistform you are effectively under a Slow effect (which means you cannot run), and you cannot speak, fight, call defenses except “Willpower” or “Resist,” actively use skills, or cast spells. The “[Mist Form](#)” spell lasts for 30 seconds, during which time you must hold your hands above your head and repeat “My body is mist” every few seconds.
- **Sense Magic** — When you call [Divination](#)’s “Sense Magic” effect, you seek to determine whether or not there is magical energy present within (and/or swirling around) a person, place, or thing. The proper source of this information is a Story Staff member—if you can find one nearby, you should ask them what your Sense Magic effect lets you perceive (as long as they are not otherwise occupied). If no Staff members are around, you can go to Logistics to ask the on-duty Story Staff member there for information... or you can wait, “pondering your visions,” until you find a better opportunity to ask for that information. And, as always, Staff members may choose to provide additional description regarding the nature, context, motion, and other attributes of any magic that you sense.
- **Restore Corpse** — Often associated with [Necromancy](#), this effect instantly rebuilds enough of a corpse for it to have all the limbs and biological systems that it had in life. It

does not return Life to the corpse, but it does fit enough pieces back together (or “regrows” them) to allow even a thoroughly dismembered corpse, if repaired and animated, to serve as a fully effective undead minion. (Note that it cannot restore any HP to undead creatures, though.) Because Restore Corpse rebuilds the throat, circulatory system, and gastrointestinal system of the dead body, too, it will allow anyone nearby to administer an Elixir-delivered effect to that corpse: generally, this is used to enable an Alchemical potion of resurrection to function on a beheaded or mutilated body.

BESTOWED EFFECTS

One category of effect needs extra explanation: anything that uses the word “bestow” in its description. These effects are generally meant to provide some kind of lasting benefit for a certain amount of time, and that aspect of them is totally straightforward.

The more complex and confusing aspect of bestowed effects is how they stack with one another. Or, to put it more clearly: how they do *not* stack.

First, the good news: you can have any number of bestowed effects active on your character at the same time, as long as they are providing different types of benefits. You can benefit from the DANCE LESSON skill (which bestows one use of the “Dodge” effect for 3 days) at the same time that you are benefiting from the SERENADE skill (which bestows one use of the “Willpower” effect for 3 days). Even though both Dodge and Willpower are defensive effects with relatively similar functions, they are not the same, so they can coexist.

Next, the bad news: when two bestowed effects try to affect the same aspect of your character at the same time, **the stronger effect will overwrite the weaker one**. The higher the numbers of an effect, whether positive or negative, the stronger it is. If two effects are “tied,” then comparing the durations of those two effects will determine which is stronger. And, if the two effects are equal in duration, you get to choose which of them will be suppressed. If you are benefiting from EVASIVE INSTRUCTION (which gives you one Dodge for 30 minutes)... then any other effect that grants a 30-minute use of Dodge cannot coexist with it and will overwrite it. If you are benefiting from a MILITARY DRILL that included a Dodge (giving you one “returns with rest” Dodge for 3 days), then EVASIVE INSTRUCTION will have **no effect on you whatsoever**: it is overwritten as soon as it is applied, since MILITARY DRILL is providing a Dodge effect for a longer duration.

Likewise, if you are benefiting from the ARCANE TUTELAGE skill (which provides a 10-point increase in maximum mana for 3 days), then any shorter-term effect that tries to bestow 15 mana on you will overwrite the ARCANE TUTELAGE for as long as the 15-mana bestow lasts.

The [Divination](#) spell “Defensive Portent” bestows 3 points of armor that last for 30 minutes, which can stack with any normal armor that you might wear... but the [FORTIFY ARMOR](#) skill allows smiths to bestow bonus armor (2 for light armor, 4 for heavy armor) that will last for 3 days. Since these are affecting the exact same stat, they do not stack with each other: if you have *heavy* FORTIFIED armor, Defensive Portent is useless for you because 4 is greater than 3, so the FORTIFY ARMOR skill prevents the spell from ever having a chance to work. If you have light FORTIFIED armor, though, a Defensive Portent will work, with its 3 bestowed armor points suppressing the fortification’s 2 bestowed armor points until the Defensive Portent is used up or expires.

BEING A WILLING TARGET

If a spell or effect requires a “willing” target, that target must be aware of the effect and agree to take it for the entire duration—that is, a willing creature will realize what is happening at every point during the duration of the effect. A target can rescind their “willing” status at any point up to the completion of the effect. If they do so, that will cancel the remainder of the effect; it will also mean that the person who produced the effect will retroactively not have expended mana or resources. A creature cannot be “tricked” into receiving a spell that requires a willing target, and Dominate effects *cannot* cause a target to be willing: willingness requires conscious mental effort.

SOULBOUND, ATTUNEMENT, AND CONCENTRATION

These mechanics are key to understanding how crafted items and spellcasting function; you will need to know them almost any time you interact with a crafted item or cast many of Twin Mask’s varied spells.

- **Soulbound** — An item that is Soulbound is intrinsically, magically linked to your character’s spirit. Thus, you may exert a certain amount of control over it. A soulbound item has several properties related to how it can be interacted with:
 - A Soulbound item cannot be stolen, destroyed, lost, or given away—even temporarily. Keep in mind, though, that losing the physical tag for a Soulbound item will still result in your being unable to use the item, and Twin Mask staff will be under no obligation to replace it.
 - A Soulbound item cannot be modified, destroyed, or even interacted with without the consent of the owner, and that consent cannot be acquired via magical compulsion or control. This means a Soulbound spellbook cannot be opened, a Soulbound sword cannot be touched or picked up, etc. This can never be used to weigh down, block, or impede another player or object; it is simply a way to provide clear guidelines for how people can and cannot interact with Soulbound items.
 - The lone exception to the above rule is that a Soulbound spellbook may be left in a location to be interacted with by others for the purposes of communal reading or scribing—but such spellbooks and their associated scrolls still cannot be moved, stolen, destroyed, or modified beyond, for example, sitting on a table for anyone to page through.
 - **Building Tags** and **Blue Research Tags**, while they *also* cannot be stolen, are **not Soulbound**. They do not possess a link to your spirit, and thus you may not enact the mechanics above with buildings, such as limiting access or interaction with them.
- **Attunement** — Attunement is the process of linking yourself to certain crafted items in a way that allows you to use them to their full potential:
 - The only items that require attunement are those that have “charges”: limited uses during a certain period of time. A Silver sword does not require attunement, but an item that gives 1 “Resist” (or 3 Resists) that “Return with: Rest” does. An item with both kinds of properties only requires attunement for its *limited* properties to be used.

- When you first acquire an item that you are not attuned to, if it has a limited number of uses, it is considered to have 0 available charges. Every limited-use item will be considered to have all its charges expended when you first acquire it, no matter the source.
- Once the item has remained in your possession for 30 uninterrupted minutes, you are considered “Attuned to” the item, and any previous holders are immediately no longer Attuned to it. If the item has charges available (such as an item that Returns with: Rest), you may now use those replenished charges. If the item has longer time limitations, such as “Returns with Sunrise/Sunset,” you must find out whether the item still had charges available before you attune to it. If you are unable to find this information, you must wait until its next normal recharge cycle, no matter how far away.
- **Concentration** — Many spells require “concentration” to cast or maintain. Concentration represents a heightened state of mental focus and strain as you mentally mold and shape the magical energies into whatever effect you are trying to accomplish.
 - While concentrating, you are functionally under a “Slow” effect, and therefore must move and fight at half speed and cannot run.
 - If you *or your armor* take damage while concentrating, no matter how little, your concentration breaks and the spell you were trying to cast fails.
 - While concentrating, you may not use skills or spells other than the one you are attempting to cast.
 - While concentrating, you may not consume potions or trigger crafted items that have limited charges per rest, per sunrise/sunset, or per Twin Mask game. Crafted items that provide effects that require no activation function normally.
 - The mana for the spell you are attempting to cast is spent *once the concentration finishes*. For example, if a spell requires 30 seconds of concentration to cast, and you took 1 point of damage 15 seconds in, your concentration would be broken and you would need to spend another 30 seconds concentrating to successfully cast the spell, but you would have spent no mana.
 - Unless otherwise specified, a spell that requires concentration takes 1 second per level of the spell—1 second of concentration for a 1st-Circle spell, 4 seconds of concentration for a 4th-Circle spell, *etc.*

OUT-OF-CHARACTER CALLS

In addition to the many in-character calls you might hear during game, there are certain calls that exist beyond the bounds of Twin Mask's in-game experience. Whether to enhance the game's storytelling or to allow necessary real-life concerns to intrude temporarily into that storytelling, these calls are mostly open-ended ways to signal that something needs to change or be suspended for a moment.

- **“Caution”** — This is a small-scale call, used to signal that something nearby is dangerous and that people should avoid it. As noted in the [Combat Safety](#) section of chapter 6, you can also use it to move in-game action away from hazards, pulling everyone out of character for just long enough to reposition. For instance, if combat has moved to an area with unsafe footing, you can call “Caution—loose gravel behind you! Let's move this fight back into the main road!” At that point, everyone in danger can cease attacking one another, move to safety, and then resume combat. Often, if this call requires that people be out-of-character for more than a few seconds, you can bring everyone back into the action by saying “3, 2, 1... lay on!”
- **“Clarify”** — This call lets you partially delay the action immediately around you for just a moment, to help clear up some particular confusion. If somebody uses a call that you have never heard before (for instance, “by my gaze, 5 glass damage!”), you can call “Clarify—what does ‘glass damage’ do?” The person who used that term would then take a moment, out-of-character, to explain what they had said. Since Twin Mask is a game of shared, collaborative suspension of disbelief, it is very important for everyone to understand what the elements of the game represent, even when new or strange things pop up during the course of an event.
- **“Hold”** — This is a large-scale, disruptive call that will pull everyone within extended earshot out of the game for a while—so you should never say “hold” unless this kind of pause is necessary and important. When you hear anyone make this call, you should immediately stop whatever you are doing, loudly repeat the "Hold" call once, go on one knee (or otherwise crouch to the best of your ability), and stay silent. In the following hush, whoever made the call will speak to clarify why a Hold is necessary, and Staff members will try to resolve the situation as quickly and safely as possible. Players should not speak or stand during this process, since overlapping voices and blocked sight-lines can make it impossible to communicate clearly about whatever pressing subject necessitated the Hold. For instance, if players are fighting along a fence, and then the whole fence collapses when a player pushes against it, taking the player down with it... nearby players should call “Hold!” to pause all nearby action. Staff members will rush to the area, check for injuries, and do whatever they can to clear the hazardous fallen fence. Then, once the problem has been resolved as much as possible, a Staff member will ask, “Is there any reason for this Hold to continue?” You should **NOT** say “no” aloud: let anyone with further or continuing problems speak. If nobody says anything in response to the question, then (and only then), will the Staff member say “OK, everyone stand back up and resume your positions. 3, 2, 1... lay on!” *

- **“Medic”** — This call is effectively a more specialized version of a Hold, meant to be used when urgent medical care is necessary. You should treat it exactly like the Hold call, with added emphasis on finding a member of the Twin Mask First Aid team. If somebody, for instance, begins to have a dangerous asthma attack during a large-scale combat (perhaps from all the dust that fighters have kicked up), anyone who notices their struggles should call “Medic!” to pause the fight and allow medical aid to help resolve the problem. Once any injured or struggling people have been helped and possibly removed from their dangerous positions, a member of Staff or First Aid will bring people back into the in-game action, just like the end of a Hold. *

* Note that, since “Hold” and “Medic” are disruptive in-game calls, you **should not use those words** during normal play! Train yourself to use synonyms: rather than saying “let’s *hold the line* against these monsters” or “we need a *medic* to heal these orphans,” terms like “keep the line” or “healer” are good alternatives.

- **“Forsooth”** — This call functions as a way for Staff to verbally describe things that are beyond the means of a LARP to physically represent. Players should **generally not use** this call. After making this call, a Staff member will describe something, and anyone who can hear the call should role-play exactly as though the described scenes or events have really happened. For example: if a Staff member says, “Forsooth—where I’m gesturing, there is a massive catapult; it launches a boulder that crashes into the ground right here, leaving a crater and knocking you back”... then you should react by throwing yourself backward (and perhaps, with your fellow players, exclaiming about the catapult). As soon as the Staff member stops speaking, you should react as your character would to their new experiences.
- **“Time Freeze”** — This call should **never be used** by players! It allows Staff members to represent sudden changes to the world. When you hear this call, you should immediately pause whatever you were doing, close your eyes, and begin humming so that it’s harder to hear any movements that Staff or NPCs might make. If other players nearby are continuing their normal activities, you are encouraged to repeat the phrase “time freeze!” in their direction, to spread the word. Staff and NPCs will make some change to the world (such as moving people or things into position), then call for you to stop humming before briefly using a Forsooth-style call to explain any particular details that accompany the sudden change. Then, they will signal for you to un-freeze, opening your eyes and going back into character, to react to the change that has just happened.

CHAPTER 6: KEY GAME POLICIES

“Rule 88: Reputation is everything; don’t let others build it for you.”

—Kizar Flynn Vulphrim, *A Guide to Adventuring*

The cardinal rule: **this rulebook does not have ALL of Twin Mask’s game policies.** For any and all additional policies, check any official announcements before and at each game event.

People come to a LARP for many reasons, and a game like Twin Mask is a profoundly complex experience with a lot of moving parts and different ways to appeal to players. Therefore, it is very likely that one person’s favorite thing about this LARP will be another person’s least favorite thing. We hold no illusions that our game will be able to provide what everyone is looking for equally well, but we are responsive to feedback and believe that we have built a game that can strike a happy balance between people’s competing desires. In short: we want to give everyone a great game and an immersive environment.

In order to do this, we ask a lot from our players. Primarily, we ask that everyone does their part to make the game a comprehensive experience, better for not only themselves but also those around them. As part of this effort, Twin Mask players should read the game’s **Code of Conduct** (available online in the [“Player Resources”](#) section of the Twin Mask website). It outlines our policies on harassment, consent, disciplinary action, and the role of our Community Member Services team.



PLAYING NON-PLAYER CHARACTERS (NPCs)

One of the best parts of Twin Mask—if you look at it clearly—is the requirement that all players must take a 4-hour shift to work “behind the scenes” at some point during every game. This might sound like a burden... but it means that we can make truly large-scale fights or events happen within the scope of the LARP, and it gives everyone a stake in the overall game experience. It can also be nice to get out of character for a bit and, while getting into different costumes or situations, chat with your fellow Twin Mask players.

Honestly, a lot of people describe themselves as feeling a bit “out of place” during their first Twin Mask game... but we have found that many of them suddenly feel like everything “clicks” once they get behind the curtain. Your time as an NPC lets you see that you are collaborating with one another—players *and* Staff—to make something much greater than the sum of its parts.

During your first Twin Mask game, you will choose a NPC shift at the same time that you check in and get your character sheet all set up. During subsequent games, you will choose your NPC shift from the ones that are still available when you buy tickets online. (This means that, if you

really care about when you take your 4-hour shift, you may want to keep an eye out for when tickets “go live,” so you can buy one as soon as possible.)

Importantly, you should **bring extra clothing with you to every Twin Mask game—black and featureless, with no corporate logos or slogans**—so that you can wear it while serving as an NPC. We have a whole wardrobe department that will handle the tunics, hats, belts, weapons, armor, *etc.* you might end up wearing as an NPC... but we need your clothing to be a black “blank slate” underneath all of those costume pieces.

As an NPC, you will often be pitted in combat against the Returned, even very late at night. If you have the option of wearing contact lenses instead of glasses, even if just for your NPC shift, you may find that they help a great deal with wearing monster-masks and handling night combat.

If you have significant restrictions on what you can or cannot physically do as an NPC, you may work with the Twin Mask Staff members and Player Advocates to discharge your “NPC-shift duties” in a way that works better for you. If you cannot (or really, really *prefer* not) to engage in combat, you can request to help behind the scenes in other ways. Additionally, we are always looking for “muscle crew” members who are willing to take shifts before or after the game, helping to carry the heavy bins and gear required for set-up and break-down rather than actually playing NPCs during game.

PLAYING MULTIPLE CHARACTERS (“ALTS”)

Many people, once they have a chance to experience the world of Adelrune, find that they are interested in playing more than one character: there is so much variety in the game that it is practically impossible to experience all of it when you are bound to a single character concept.

It is definitely possible to play multiple characters in Twin Mask. Indeed, each character that you play during a given Twin Mask game session will progress just as fast (getting the same number of Character Points) as any other characters you play. Here are the key policies for playing multiple characters:

- You may **play each character up to twice** during a Twin Mask game session. This can mean starting as one character, changing to your alternative character, changing back to the *original* character, and (if time permits) switching back to your alternate.
- You must spend **at least 3 hours playing a character** before you can change to a different one.
- If you are involved in “Character-versus-Character” (CvC) conflict, you cannot avoid the consequences of that conflict by quickly changing into another character; you must spend at least **3 hours playing the same character after any CvC incident**.
- Your characters **cannot interact with each other**: they cannot share information with each other, for instance, or exchange item tags or money.
- Since the Logistical cost of keeping track of another character (with their Gathering skills and plotlines, *etc.*) puts an extra burden on Twin Mask Staff, you will be required to pay an **extra fee** if you want to play multiple characters. (Look online for the specifics of this fee, as it is subject to change.)

NIGHTTIME, DARKNESS, & LIGHT SOURCES

Twin Mask, for the entire duration of each event, is a game that runs for 24 hours a day. If you are in an in-game space, it doesn't matter if it is 4:30 AM... you can be drawn into an adventure (or attacked) at any time, and you should be prepared for action. Important events related to the story can and will happen in the small hours of the night, or in the early morning, almost as often as they happen at dusk. Just because you are sitting down to have a meal does not pause the action or make your character safe. Many Staff members choose not to sleep at all, so that they can keep things going all through the night. In other words: Twin Mask is *intense*, both in its immersion and in its demands. Do not be surprised if your 11:00 PM bedtime means that you have missed events that your character would have enjoyed or valued.

In general, darkness and dim lighting are great for a game like Twin Mask; when it is difficult to see, most people's imaginations become more active and various "practical special effects" work convincingly. Therefore, once you are in character, you are only permitted to use an amount of light equal to dim lantern light.

There is a reason why all spell scrolls that create magical light refer to *glowsticks* as benchmarks: your light source should allow you to read printed text if it is held close to the paper, but it should be dim enough to keep people's night-vision sharp and the world's shadows dark. If you wish to bring a modern-day camping lantern or flashlight to game, you will need to cover it (perhaps with colored paper) to reduce its intensity. Although there are times when it is OK to use a flashlight—such as when you have arrived late to game and must set up a tent—please be respectful of the people around you and keep in mind that flashlights break others' immersion.

BEING OUT OF CHARACTER ("OOC")

Out of Character (OOC) status means that, for everyone else in the game, you do not exist. In fact, it is normal to refer to OOC people as “the wind”—for instance, you might be alarmed to see dim figures in the distance approaching you, and you might even call out a warning... but when they get closer and you see that they are OOC, you would say “never mind; it was just the wind.” Out-of-character status can be signaled by two things: 1) wearing a white headband, or 2) holding your fist or weapon above your head.

In general, if you are a player at Twin Mask, you should not be OOC. This status is largely reserved for Staff members and NPCs. Even when you are just trying to make your way to the bathroom, or you decided to stay in the tavern while most of the Returned went off on a mission—you are still in the game, and you could be ambushed or attacked. Trying to mark yourself as OOC just because your character is vulnerable is a form of cheating.

There are, however, several legitimate reasons to go out of character. Some examples of valid reasons include:

- ◆ You have arrived late to the game, and you have to set up your tent or cabin before going in-character. (Please be respectful and try not to break others’ immersion.)
- ◆ Your character has just died and turned to mist, and you are trying to find a Staff member.
- ◆ Your character is going away from the player camp in order to hunt, gather resources, or do one of the other tasks that are generally managed outside the scope of the Twin Mask game space. To perform such activities, you should go to the edge of the camp site (preferably out of the view of other players), go out of character by putting on a white headband or raising your fist, and find a Staff member.
- ◆ You are physically injured and need medical assistance—or you are providing such medical assistance to another person.
- ◆ You have just dropped your glasses, or you have lost your wedding ring or car keys, *etc.*, and need to find them immediately.

You can always go OOC if you feel that you are, as a person, physically or mentally at risk. Twin Mask often pushes people near their limits, but we do not want to go past those limits: if you are having trouble breathing, for instance, or if you feel an anxiety attack coming on, you should pull yourself out of the action. We have a well-trained First-Aid Team who can give you the time, space, and attention you need to make sure that you can keep enjoying yourself later on. In fact, if you have a known history of problems that could require special attention, consider contacting our First Aid Team at Medical@TwinMask.com ahead of time.

Parking lots, bathrooms, and Staff areas are considered entirely out-of-character locations. Inside a non-genre personal sleeping tent in the “tent city” area is OOC as well: you can undress or sit in your sleeping bag without having to worry about being attacked. Travel between locations, even if both of those locations are OOC, must still be done in-character—that is, it is a natural part of the game to be a bit nervous while you are walking to the bathroom from your tent in the middle of the night. You could be attacked.

OUT-OF-CHARACTER SPEECH

For some people, the most enjoyable thing about LARPing in general—and Twin Mask in particular—is the ability to lose themselves in an immersive, believable fantasy world for a weekend. Even if that is not your own primary motivation, please do not ruin the experience for other people. Stay in character. OOC speech ruins the immersion of those around you, and, even if you have just come up with the funniest movie reference of your life, you can never be sure who may be around, just on the other side of a nearby tree. Leave the reference unsaid. If you absolutely need to tell someone something relating to the outside world, bring them to an isolated area, say what you need to while keeping your voice as low as possible, and then return to the game. OOC speech should be reserved for clarification and speaking to Staff.

Even if certain OOC things absolutely need to be said, a little ingenuity and indirect reference can actually be very effective in conveying your meaning without breaking character. For instance, rather than saying, “hey Tony—just a reminder, but we need to leave the event early,” you could say, “Gerald, I wanted to remind you that we have to leave on that expedition tonight rather than tomorrow.”

PHYSICAL ROLE-PLAYING (AND OUT-OF-CHARACTER CONSENT)

It can be very tempting, sometimes, to wrap your fellow players (or NPCs) in a bear hug, slap them across the face, run a flirtatious hand along their arms, throw a cup of water at them, or to engage in some other kind of direct physical contact. Unless such contact is clearly inoffensive (that is, merely putting your hand on a person’s shoulder, or gently poking them in the arm), you should avoid touching them *without asking first*. If you plan to make contact with somebody in a way that could reasonably be considered “intimate,” you must first ask them (in an undertone) “*Consent to physical role-play?*” along with a brief description of the kind of touch you want to initiate. This question is considered out-of-character. If they answer “yes,” then you may continue. If someone appears uncomfortable with continuing contact, though, you should always stop and ask again. (Of course, spells and skills that are delivered by touch do not require you to ask permission—just use common sense and be respectful.)

TENTS

Most people bring standard camping tents to sleep in during the Twin Mask event. There is a special section of the Twin Mask game space that is set aside for such tents: sometimes called “tent city,” it is a place where relatively little combat happens (due to the safety concerns of tripping among the tents) and photography is discouraged (since the tents are so clearly out-of-character objects).

These tents are some of the very few OOC locations in Twin Mask. If you bring a tent and pitch it in this area, you can sleep in relative comfort, knowing that you will not be killed or robbed as you rest. You can change clothes there with the knowledge that no one is going to barge in, and, should you hear combat outside, you can elect to ignore it even though your character might never do such a thing. (You also have the option to hear it, as though you were in character, and

charge out to do battle.) If you hear outside conversation from inside your tent, you may decide whether or not your character overhears that conversation.

Even though these tents are safe and primarily OOC spaces, though, they are not particularly good places to stash in-game objects or artifacts. It is possible for NPCs to steal in-game things from your tent, even though nobody but you is allowed to actually, physically enter it—a Staff member may come to you and inform you that you have been “robbed,” then ask for objects that an NPC might have found while searching your tent. Of course, if you have set up protective objects, traps, and wards in or around your tent, you may then respond to the Staff member’s question with a list of the problems that a thief would run into in trying to steal from you—and, if those defenses are significant enough, those in-game artifacts in your tent may be safe after all!

Tents in *other locations*, scattered all throughout the Twin Mask game space, need to be decorated and constructed to look genre-appropriate... and are **in-character spaces**. Twin Mask Staff members are very enthusiastic about encouraging people to create such places, since they are so effective in promoting role-playing. You should be aware, though, that any action that can take place in the rest of the game—such as combat or theft—can take place there.

OUT-OF-CHARACTER SPACES

The following areas are always out-of-character—

- The non-genre tents of the “tent city” area (although the area around and between those tents is still in-character)
- The bathrooms and porta-potty areas
- The line in front of the Logistics desk
- The designated first-aid area (near Logistics)
- The NPC area
- The parking lots

All other spaces, including all the various tents and “buildings” set up in the game area, are in-character spaces at all times. If you decide to sleep in one of those tents or “buildings,” you could be attacked by enemies or assassins even after you have gone to bed. It is therefore wise to hire a guard, use in-character traps or locks, or at least develop a plan in case of unexpected attacks—some players even go so far as to design and wear in-character pajamas while keeping boffer weapons under their pillows. Exhausting though it may be, such dedication to immersion can also be exhilarating.

Nonetheless, we don’t want to accidentally trample on your toothbrush or medications. To ensure that your out-of-character possessions remain untouched, we encourage all players with such “permanently in-character spaces” to designate a certain area of that space (perhaps a box or bin) as an “OOC object area,” so any stealthy PCs or NPCs will be aware that they should avoid whatever it contains. Such a “safe space” is *not* a way to safeguard in-character items; it is against the rules to keep any in-game objects in a space that has been designated “OOC” in this way.

For PCs, all in-character spaces are “fair game” for snooping around. One thing to keep in mind, though, is that basically none of the site’s wooden buildings are available for use, and you should assume that they are out-of-character areas. Particularly if the door is latched or closed in a way

that takes effort to get past, you should not be going inside. Similarly, the narrow spaces behind or between buildings can often be unsafe (and therefore very unwise to explore).

If all of this sounds intimidating, don't worry about it: just sleep in a tent in "tent city." Just keep in mind that, once you emerge from that tent (even if just to run to the bathroom), there could be monsters waiting along your path.

COMBAT SAFETY

Twin Mask features quite a bit of combat, which means that these guidelines will actually govern some of the most important and hectic time you will spend in character. The combat policies listed below are designed to help make combat safer, more fun, and more consistent.

ACCESSIBILITY AND ACCOMMODATION

First, though, it is worth noting that not *everyone* has to be ready to fight. LARPing is a sport, yes, but we also want it to be accessible to people who are injured or in some other way unable to participate in combat. Below, we will go over some of the difficulties that you might face as a player who needs to avoid combat and/or exertion, for whatever reason. And, in order to help welcome you to game, we will discuss how those difficulties can be eased or worked around.

- ◆ **Distance and Topography:** Twin Mask hosts a *lot* of players, which means that the game necessarily occupies a large site. Players who wish to participate in as much action as possible should expect to spend a lot of time walking—or running, if they need to get away from danger. It is possible to stay in a relatively small area for most of game, but that choice may come with extra danger (if you cannot flee from strong enemies) and may mean that you miss some large-scale and exciting events happening in other parts of the site. Additionally, it is not *necessary* to be able to traverse rough or uneven terrain, but some events and role-playing opportunities will require crossing such difficult terrain. The majority of Twin Mask's game site is flat, and many (but not all) buildings are ADA accessible. The main bathrooms at the center of 'town' are accessible, and most players camp approximately 100 yards (and down a slight hill) from the restrooms and main tavern.
- ◆ **Dust:** Year-round, but most particularly during the summer months, the combination of booted feet, hectic combat, dryness, and wind can produce really significant amounts of dust on the Twin Mask game site. Players with respiratory complications or sensitivity are strongly encouraged to buy and wear protective dust-masks for such times.
- ◆ **Trigger Warning – Gunfire:** Because the main Twin Mask game site is relatively near a shooting range, it is common to hear the semi-distant sound of gunfire during daylight hours. While this sound is definitely not loud enough to interfere with speech or quiet activities, its presence may be a serious consideration for anyone with a sensitivity to it.
- ◆ **Dangerous Combat Action:** Twin Mask is intended to deliver experiences in which your character feels unsafe. Enemies may lurk in every shadow, and battles may risk the life of your character and their friends. During these situations it is important to remain in character. Going "out of character" to avoid in-game danger is considered cheating. Still, it

is possible for intense combat to accidentally expose players to out-of-character danger. In such cases, you should go OOC for as long as it takes to end the dangerous situation. For instance, if combat has moved to an area with unsafe footing, you can call “**Caution!**” This gives you a chance to quickly explain the danger, then shift the current scene to reduce it. You might say, “**caution—loose gravel behind you! Let’s move this fight back into the main road!**” At that point, everyone in danger can cease attacking one another, move to safety, and then resume combat.

- ◆ **Unsafe Game Situations:** In addition to combat, Twin Mask can push people in all kinds of intense ways. Some people choose to sleep very little during the weekend of a game, and they may be in heightened emotional states as a result, or sometimes a scene—whether it is swift combat or intense role-playing—simply reaches a point that makes you feel actively unsafe. As noted in the “Being Out of Character” section above, “**you can always go OOC if you feel that you are, as a person, physically or mentally at risk.**” This evaluation of risk is different for each person, naturally. If you are having a panic attack, you should go Out of Character and seek a situation or person (perhaps a First-Aid Team member) that can help. If you are in danger of fainting, you should go Out of Character until you can recover your equilibrium. If you are a Non-Combatant player and you have been cornered by armed enemies, you should use the ability known as “Diana’s Blessing” (see below) to go Out of Character for as long as it takes to move away from combat. In general, though, you should use OOC status as sparingly as you safely can: as soon as you are not in physical or emotional peril, you should return to In-Game status. Again, threats against your character should never prompt you to go OOC, unless they are coupled with real-life threats.

NON-COMBATANT STATUS

During a Twin Mask game session, combat is always a possibility... 24 hours a day, without warning. As such, players should be thoroughly aware that they may take some hits from boffer weapons during the weekend of a game session. Fortunately, Twin Mask uses a “lightest touch” attack system, so it is very possible to play and contribute even if you are not comfortable with being struck hard: you can play a “support” character, you can try to stay away from big melees, and you can even caution people you are fighting to swing a bit more gently at you. Even if you have significant accessibility restrictions—such as a disability, a chronic illness, or another medical concern—you can jump right into the game, as long as you can safely survive a few hits from a boffer weapon. For such players, too, it is always a possibility to reach out to the Safety Team (through our [Player Resources](#) options, such as Facebook) and try to work out any necessary accommodations.

Still, there are quite a few people who wish to participate in Twin Mask but cannot be safely exposed to the normal rigors of combat... and, for such people, we offer the possibility of playing as a **Non-Combatant**.* Non-Combatant status is signaled by an orange headband—which should be supplemented by an orange glow-stick at night, to make it more visible—and it means exactly what you might expect: this person should not be physically attacked under any circumstances, but they will not contribute to combat in any way, either.

(*Note that we cannot guarantee that you will *never* be hit by a boffer weapon, even if you are a Non-Combatant player. LARP is a sport, and it has a lot of moving pieces, so a player could accidentally swing a boffer sword at you in the dark, before they realize you are a Non-Combatant. Consider this risk, in making your decision to play.)

Previously, this goal was met by a patchwork collection of policies. Now, though, Non-Combatant status is much simpler. If you are cleared for Non-Combatant status and its associated orange headband... you can use the ability known as **Diana's Blessing** to swiftly remove yourself from all combat situations.

DIANA'S BLESSING

As the world-altering magic of the Clocktower chimes, a ripple of energy spreads outward from the Celestine Empire. Its most powerful effects are felt nearer that land, erasing disease and famine. Even diminished, though, that energy still produces a powerful effect when it rolls across Port Frey and Solace, far across the sea. There, those whom the energy has elected to shun violence... find themselves floating for a moment, their skin glowing with light.

If you are a Non-Combatant player, you have the ability—and the responsibility—to teleport away from any combat near you by becoming a fleeting cloud of celestial light. To do so, you raise a fist over your head (or don a white headband) to signify that you are out of character, call “I fade into golden light,” and then move away from combat as quickly as you safely can.

When you do so, you must leave behind any plot-dependent items (or items that you believe may be stolen). You may not bring any other people with you. This movement should be done as unobtrusively as possible... but if you need others to clear a way for you, you should call “Caution!” or even “Hold!” as necessary. Once you are away from combat—ideally, out of sight of any ongoing fighting—you should say “a cloud of golden light reforms into my body” and go back into character. Immediately afterward, you should act confused for 3 minutes; this confusion has no mechanical effects, but it is 1) a natural response to such a disorienting state-change, and 2) could lead to very entertaining role-playing.

Diana's Blessing affects some people but not others, seemingly at random, and it sometimes fades after a month.

*In-character, this does **not** mean that the character you play needs to be similarly vulnerable or combat-averse. You are welcome to play a heroic fighter who is, unfortunately, pulled away from combat by the magic of Diana's Blessing right when they would want to stomp their foes into the ground. However, you still are **out-of-character** required as a player to immediately remove yourself from combat, no matter what other roleplay choices you make.*

The intent of the above ability is to get Non-Combatants away from combat quickly. Fortunately, Twin Mask staff know that they can trust such people not to abuse this ability: if you are a Non-Combatant, you already know that you should not contribute to any battles. You may, of course, heal or otherwise support anyone who comes to you for aid, but you should do so as far from the battle as possible (and certainly out of sight of that battle). If you are uncertain about whether an action would be considered “directly contributing to a battle,” you should err on the side of non-involvement.

PULL YOUR BLOWS

In general, Twin Mask players should always swing their weapons in a light and relatively gentle way. It is against the rules to use force to push your blows through others' defenses—for instance, you should never put your weight behind your sword in an effort to grind past another person's guard—so there is never any need to swing hard. If somebody gets their weapon up in time to block your attack, pull back and try again. Even in the heat of combat, be considerate of your fellow players and pull your blows.

Fight with caution in mind. For instance, if you are swinging a sword-shaped boffer weapon, the “flat” of the blade actually has LESS padding than the “sharp” part. You should not attack with the less padded part! If Staff receives complaints about your fighting style—if you are hitting too hard, or striking with the non-padded part of weapons—then they will have to pursue various rules-enforcement actions, such as imposing restrictions on your weapons (only allowing round boffers, for instance, or ones with significantly more padding on the sides).

45-DEGREE ARC

Each swing of your weapon must have a minimum arc of 45 degrees, as measured by the weapon's rotation. This is intended to prevent people from rapidly “vibrating” their weapons against their enemies and claiming that each tap counts as a separate strike. One of the best ways to ensure that you are complying with this rule is to vary the body part that you are targeting with each strike—attacking an arm, then a leg, then back up to the torso, and so on. You may attack the same limb multiple times in a row, of course... but make sure that you are legitimately moving your whole weapon enough to meet the 45-degree requirement, rather than just flexing it back and forth rapidly. Additionally, this means that **thrusting with any weapon is *not* allowed**.

THE FLURRY RULE

As another measure intended to prevent rapid-fire tapping in combat, Twin Mask uses something called the Flurry Rule: you can only make 3 attempts to hit a target before breaking engagement. Since Twin Mask uses light (“boffer”) weapons and encourages players to put relatively little force behind their swings, it is not hard to move a sword quickly enough to strike multiple times in a second. This fact can make combat non-strategic, incredibly hard to keep track of, and even unrealistic: without this rule, many players fall into a habit some Staff members call “the windmill of death,” which usually consists of a person attacking as wildly and as quickly as they can, with no breaks or feints or complex behavior. As such, Twin Mask players can make 3 attacks, but then they must “break engagement”—which consists of just 1 second without attacking. You can still defend or maneuver between flurries; you simply have to take a break from attacking. This forces combat to center more on feints and skill, while also allowing a definite advantage to players who can surprise and get the drop on their opponents.

LEGAL AND ILLEGAL TARGETS

In Twin Mask, attacks to the head, neck, groin, or hands cannot cause any in-game damage. If you are struck in the head, neck, or groin, you should call out the name of the body part that got hit (so that people know that there has been a mistake). Additionally, you then become immune to damage for 3 seconds (so you can regain your composure). Attacks to your hands do not require you to call anything out, and they do NOT grant you 3 seconds of invulnerability, but they are still illegal targets, so you can ignore any blows that land there. You cannot, however, actively try to use your hands to block attacks with weapons. It is important to note, too, that the 3 seconds of invulnerability following a blow to the head, neck, or groin should not be abused to “power through” difficult combat situations. That period is meant as a courtesy, since people hit in those body parts can likely use a moment to get themselves back into the game. Of course, if you are repeatedly struck by someone who seems to be actually *trying* to hit you in the head, neck, or groin as a way of “stunning” you, then feel free to use the invulnerability to deal a lot of damage to them, and then alert a Staff member as soon as possible.

DAMAGE

As mentioned earlier, in the “Damage” section of Chapter 5, players are required to role-play any damage they take. This not only adds to the atmosphere of the game but also lets the attacker know that their target was hit. If you use a skill, spell, or ability on a target who does not 1) block the attack with their weapon, 2) call an ability that negates it, or 3) role-play the effect of the attack... then you should assume that the target didn’t hear you, or that they have an ability that lets them ignore the effect. In either case, you do not lose the ability and may use it again and again until your opponent either dies or starts role-playing their damage. This rule is designed to encourage role-play and to eliminate many time-outs and mid-combat arguments.

SHIELDS

This section is short and simple: if you are wielding a shield, you may not hit someone with it. There is no such thing as a “shield bash” in Twin Mask. Additionally, if you are fighting someone who is wielding a shield, you may not kick their shield or try to use strength to force it out of the way of your attacks. Keep in mind, though, that hitting a shield with a spell packet counts as a hit.

GRAPPLING

In keeping with the priority that Twin Mask places on safety, real hand-to-hand combat is not allowed in game. You may not tackle, punch, kick, or engage in any other physical activity that is likely to cause injury. In game, however, you are absolutely allowed to *PRETEND* to punch, kick, and tackle one another. Generally, this means that you will pantomime your action (without being too close and accidentally hitting your opponent) while describing the full scope of your intended physical action. Your opponent then role-plays appropriately, according to their understanding of your action. For instance: if a drunken soldier is “punching” you, he would mime the act of throwing a punch while simultaneously calling out “I punch you!” You would stagger backward as though you had been punched. Similarly, if a demon were using a [Strength](#)

effect to throw you across the tavern, she would call out “Strength; I throw you!” while acting out the process of lifting you up with one hand and then launching you across the room. You are free to interpret the person’s description however you wish—for instance, you wouldn’t have to take many steps across the room—as long as you are making a good-faith effort to abide by the spirit of their attempt to create a physical impact.

CHARGING

Twin Mask has a “no charging” rule: in the same way that players cannot use the strength of their sword arms to push their weapons through other people’s guard or shields, players should not try to use their physical presence to bull-rush through other people. With the “no charging” rule in place, there is a big increase in safety at the cost of a bit of realism. A combatant in a doorway is an imposing obstacle, whether they are a slim rogue with a dagger or a hulking brute with a great-axe: you are not allowed to shove through them, so you will have to cut them down with actual, in-game attacks before getting through. Additionally, you should seek to maintain and respect a certain amount of “personal space,” especially in combat: being too close (less than a few feet) to another combatant can easily lead to injuries as people move suddenly. Although such considerations can be hard to observe if you are using touch attacks or daggers, you can avoid many wounds by keeping a bit of distance.

A person’s personal space while fighting can be commonly measured by the length of their arm, up to their knuckles. If you are closer than that, you are **too close** to them while fighting.

Additionally, if you are running quickly enough at somebody that your weapon attacks will hit with extra strength, you need to slow down. Even if you are not bull-rushing *through* somebody, charging right up to them and swinging a sword can lead to injuries. You can certainly run—but you should stop running outside of your weapon’s range (or the weapon range of your foe) before engaging in combat.

ARCHERY

In Twin Mask, archery is fairly realistic: you will have to bring an actual bow and actually fire arrows at your enemies. Beyond that, most of the special rules for archery are centered around safety. Here are some of the most fundamental guidelines:

- You may not shoot anyone who is closer than 10 feet.
- Bows may not exceed a 30-pound draw strength.
- You must consider the possible consequences of an arrow’s missing or bouncing back off of the target.
- You may not “blind fire”; all shots must be along your clear line of sight.
- No crossbows are allowed, since you would have no active control over the speed of a crossbow bolt.
- All arrows must be capped with a blunt end (such as a penny), then constructed to have at least 2 inches of padding beyond that cap (though 2.5 inches is recommended, to pass safety inspection).

To prevent injuries, arrows have to be as safe as possible: for instance, the padding on all arrow

tips must be larger than a person's eye socket... for obvious reasons. To ensure that all bows and arrows used in the game meet Twin Mask's safety requirements, all such equipment will need to be inspected and tested at the beginning of every Twin Mask game by specially-designated Staff members or Advocates. If you are interested in using a bow in game, you should read the full [Twin Mask Archery Safety Rules and Policies](#) document, available online.

Importantly, too, it is **not possible to block an arrow with a weapon**. Any arrows that hit a person's weapon should be treated as dealing their normal damage (or other effects) to them.

GETTING A WEAPON FOR TWIN MASK

Online, in the last few years, there has been an explosion in the quality and variety of cool-looking "boffer" weapons that you can buy, and people have also produced a lot of video guides that can show you how to make your own. These weapons are totally suitable to hit your friends with... or to use at most LARPs. Unfortunately, though, not all of those weapons will meet the high standards for safety that Twin Mask prides itself on maintaining. This is an intense game, and people can often swing too hard, despite all the rules and policies (above) that try to get them to use the "lightest touch" necessary.

Before every Twin Mask game, you will have to bring any new weapons you want to use to our Safety team, who will test them to see if they are soft enough. People have spent hundreds of dollars on amazing-looking weapons... and then been unable to use those weapons, since they were unsafe. Don't let that happen to you.

Particularly if you have not played Twin Mask before, **please do not buy or craft a weapon before coming to game**. We can provide you with a "loaner" sword or dagger. Once you have seen other people's weapons and had a chance to talk with other Twin Mask players on the subject, you have a much higher chance of purchasing or building a weapon that you know will pass our safety inspection.

Also, Twin Mask's [Player Resources](#) (primarily our online community, in Discord and on Facebook) is an excellent place to get information about what kinds of weapons are likely to work for you. If you are dead-set on bringing a weapon to your first game (perhaps because you want to use something other than a sword or dagger, the two categories that we can easily provide as "loaners"), you should make contact with Twin Mask players online and ask their advice. We have a LOT of experience in this particular field.

TWIN MASK EVENT POLICIES

CHARACTER VS. CHARACTER CONFLICT (CVC)

Most of the time, Twin Mask is a game about different characters' finding a way to work together despite their differences. The prime motivator of the game's story is not supposed to be the clash between different player-led factions: from the perspective of Staff, the focus is always on the players versus the environment (that is, the dangers and troubles that all players face together). When people feel passionately about different plot lines, though, it is natural that characters will come into conflict. CvC actions are allowed in Twin Mask, but they should always be used with restraint and toward the goal of building an interesting story.

Character-versus-Character conflict can be incredibly compelling, providing the sense that one's actions have real-world consequences. When people start taking the game too seriously in this way, though, they may feel the temptation to *cheat* in order to push toward their goals as quickly and ruthlessly as possible. Because of this impulse, we recommend trying to involve Twin Mask Staff members in ongoing CvC situations when you have a chance—if we can help to prevent or catch any possible cheating, we will be happy to do so. (Staff involvement is *encouraged* rather than required.) And, of course, Staff members will not provide any in-game advice about how to handle the situation; we really value player agency. You can make whatever choices your character would make, as long as you are following the rules.

With that said, “it’s what my character would have done” is a pretty weak excuse for doing something that actively makes the game less enjoyable for other people. If, at some point, you realize that your actions are harming people’s experience of Twin Mask, we encourage you to reconsider the choices that you and your character are making.

Naturally enough, too, any illegal actions that your character takes—such as attacking or killing somebody else—will likely have serious in-character repercussions. There is a dedicated corps of Returned Guards in the cities of Port Frey and Solace, and they take their jobs quite seriously. Indeed, to encourage this in-game system of criminal justice, the following policies are directly related to CvC actions:

- If you are involved in CvC activity, you must spend (at least) the following 3 hours playing the same character, actively inhabiting the Twin Mask game space, so that people have a chance to respond to that character.
- This means that you must be legitimately *in-character*... so time spent OOC (in your tent, in the bathroom, *etc.*) does not count toward the 3-hour requirement. It also means that you cannot engage in CvC activity less than 3 hours before your scheduled NPC shift, which will require you to stop playing your character.
- You cannot engage in CvC activity after 4:00 AM on Sunday, since the game ends so soon afterward.

It is very valuable, but not strictly required, to “touch base” with the people you are engaging in CvC conflict with. If the other parties in the conflict are feeling attacked or angry in an out-of-character way, you should know that. If they are on board with pursuing the CvC conflict, you have a great opportunity! By planning your antagonistic scenes and character developments, you can produce some amazing stories collaboratively. Be good to other Twin Mask players, even if your characters are at odds with each other.

NO BULLYING (“DON’T BE A JERK”)

To continue on the theme of the previous points, all Twin Mask players (rather than characters) should always treat each other with respect and dignity. We expect our players to avoid any action that could cause physical or mental harm or distress to another person (such as verbal abuse, physical abuse, assault, and bullying), including discrimination or harassment on the grounds of gender, sexual orientation, gender identity, cultural background, religion, age, disability, race, or civil / economic / family status. We expect players to actively create and promote an environment that is inclusive of all people and their unique abilities, strengths, and differences: we wish to promote diversity as a whole. These standards of conduct are explained at greater length prior to each player’s attendance, and every player must sign a statement supporting these ideals. If you are doing something in game that will cause a person to be legitimately angry at you when the game is over, stop it.

Should you feel that you are being harassed, you can contact the Twin Mask Community Member Service team at CMS@TwinMask.com to file a grievance. Follow the Twin Mask Reporting Procedures, which are provided along with the signed Participation Waiver and Code of Conduct that you received prior to your first event.

RUMORS AND OOC INFORMATION

We have found that it is almost impossible for most people to truly separate “what their characters know” from “what they, themselves know.” This is simply a fact of human nature—so, rather than fighting it, we have developed a policy that allows it to play a role in Twin Mask. Sometimes, a player will want to talk or brag about some criminal activity that their character pulled off. They might say, during an after-game lunch, “oh man, I totally got a great haul from killing that merchant!”

No matter whether you play an upright, law-abiding character; or a fellow criminal who is jealous of that “haul”; or a disinterested bystander... it can be almost impossible to make decisions that are *truly* independent of your new knowledge of that character’s crime. By allowing your character to know the information, though, you would feel as though you were “meta-gaming,” taking advantage of privileged information that your character should not know.

So... we allow you to blur the line just a little. More specifically: if you hear a Twin Mask *player* speak about their own *character* in an OOC way, then **you are allowed to treat that out-of-character information as a rumor that your character has heard**. Such a statement is absolutely *not* an in-character admission of guilt, of course, since it is merely something that your character heard casually mentioned in the marketplace or alleyway. It is, however, grounds for your character to be suspicious. Depending on the personal style of your character, it might be enough to justify beginning to investigate the matter.

IN-CHARACTER THEFT

It should go without saying that out-of-character theft—such as stealing from others’ tents—is completely unacceptable and can lead to expulsion from the game and/or criminal charges. If

your character is drawn toward larceny, though, in-character theft can be somewhat more acceptable, as long as it is done within reason (and you are willing to face the possible consequences).

When stealing things in-character, it is enormously important to **be respectful of other people’s props and “phys-reps”**—that is, the physical representations of characters’ gear. As part of that effort, you should **only steal objects that you believe have in-game, mechanical relevance**: do not steal (for example) somebody’s quill pen, drinking horn, or lantern. If something is clearly a decorative prop, do not walk off with it. After all, many Twin Mask players choose to spend significant money (or crafting time) on their costumes and props, to enhance the immersive experience of Twin Mask... and the theft of a beloved item can ruin a person’s entire game. Even if you fully intend to return the prop after the game, it is very easy for something to go wrong in the meantime, and (in any case) the victim’s character should not keep using the “stolen” item in future games, so you have essentially invalidated their use of a beloved prop. Also, **if you have stolen a person’s prop, you are responsible for its safety**. If you steal an expensive sword or shield prop, and then that object is physically damaged while it is out of its owner’s hands, you are liable for that damage. (This can result in disciplinary action or, in extreme cases, expulsion from the game.)

Weapons, armor, shields, and similar battle-ready items should generally not be stolen, **unless they have a ribbon tied around them to signify that they represent a particular crafted or magical item**. If a person has a sweet-looking sword, we can be sure that they have spent a lot of time or money on that prop... but there is no guarantee that it represents anything with special mechanical relevance in game. It could just be a “normal” sword that swings for 1 damage, just like any other weapon, and such “base” items should not be stolen.

If your character steals any object from another character or NPC, you must go to the Story Staff area (the “trailer” in NPC camp) and record your actions in the Theft Log-Book there. This is a necessary step because there are multiple in-character ways of tracking a stolen item or person down (such as divination spells, tracking, having a soul-bond with an item, *etc.*), and Twin Mask Staff need to be able to respond accurately to any players with those abilities. Intentionally failing to notify Staff after an in-character theft is a form of cheating, and it will be treated harshly. Additionally, most steal-able items are meaningless if you do not have their Item Tags (which explain their properties); **when you inform Staff that you have stolen something, Staff can go to the item’s owner and claim the appropriate tag**, so that the item is usable again.

Finally, it should also be pointed out that in-character theft taken to an extreme, or done for malicious reasons, can turn into “griefing” and become unacceptable.

ITEM CARDS AND TAGS

Many items and objects in Twin Mask are beyond the scope of the game, making them basically impossible to represent: a cart full of iron ore, a sailing ship, and so on. Other items *do* have physical representations in game, but need a little extra game-mechanic information attached to them: a **Crafted** sword, for instance, could have many combinations of powers... and it is pretty inelegant to try writing those statistics on its blade!

Twin Mask’s solution to this problem is to use “Item Tags” (also known as Item Cards). These are color-coded paper cards that either *stand in* for an object (for iron ore and ships) or serve as a *companion* to an object, to help explain its function (for a Crafted sword). In an important way, an Item Tag is like the in-game “heart” of an object: **if you don’t have the Tag, you don’t really have the object**. So, for instance, if a character steals your beautiful, physical sword, that item won’t actually *do* anything... until a Staff member is sent out from Logistics to claim the tag from you (and explain that your sword has been stolen). It is only once the tag and the physical item are reunited again that they can be used.

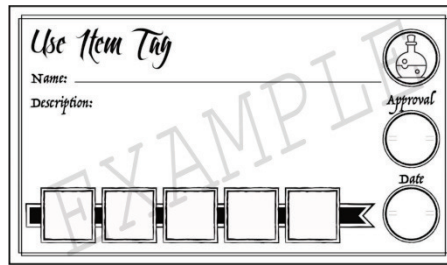
Overall, this means one thing: if you own an Item Tag, you should be carrying it with you at all times! Many players carry thematically good-looking wallets or cases specifically for this purpose, particularly if they tend to have a large quantity of tags.

Below are some examples of different kinds of tags. Even if the tags that you find in game **don’t match these** perfectly in appearance, they are still tags and still have all the mechanical functions outlined here.

White cards are for standard items, green cards are for consumable **Food items**, blue cards are for items that *cannot be stolen*, and red cards are for special Plot items (*which will need to be returned to Logistics at the end of every game*).

The image shows a rectangular form titled "Item Tag" in a decorative font. Below the title are two lines for "Name:" and "Description:". To the right of these lines is a row of four small circles labeled "A", "J", "M", and "GM" above them. Further right is a circular area labeled "Approval" with a vertical line through its center. Below the "Approval" circle is another circle labeled "Date". A large, faint "EXAMPLE" watermark is overlaid diagonally across the center of the form.

This is a standard item card, which is used to represent many kinds of things. The “**Name**” will generally be a mechanically descriptive name (“Battering, Lethal Sword”) or, for more special items, a title (“the Foe-Razor”). The “**Description**” will include as much explanation of the item’s properties as convenience (or handwriting) allows. The circles marked “**A J M GM**” will be filled in according to the skill of the character making the item (Apprentice / Journeyman / Master / Grandmaster); this information is not always necessary for all items. The “**Approval**” circle will have the initials of the Logistics Staff member who authorized the Item Card’s creation, while the “**Date**” circle will be marked with the month and year in which the Card was created. If the item has an **expiration date**, it will be on the back of the card (or sometimes the bottom-left corner).



This is a “Use Item” card, which represents things that have a limited number of uses. All of the sections are the same as for standard items... except for the boxes at the bottom! Each one represents a single use of the item; if a box is **clear**, then it can still be used. If a box has an **X** drawn through it, then that box is *not* available for use. When you use up one box of such an Item Tag (perhaps by taking one draught of the potion it represents), you should mark one box as “used.” Some older copies of this kind of Item Card actually have an outdated design: instead of clean boxes along the bottom, they will feature 5 dangling tabs that you are supposed to rip off the card as you work through the card’s 5 uses.

Also, it is worth mentioning that **structures** (such as buildings and ships) have large, blue cards that reflect the size and stability of those “items.” The most frequent use for Building Tags will be to bring them to Logistics, to show that you have the proper equipment for various kinds of **crafting**.

INCENTIVE POINTS AND DONATIONS

To encourage Twin Mask players to contribute to the health and development of the game in out-of-character ways, we offer **Incentive Points (“IP”)** as a way of rewarding people... while also limiting people’s impulse to “pay to win.” These points are tracked on your character sheet, and you can spend them in various ways.

Perhaps the primary use of IP is to accelerate the development of your character: every game you attend, you can convert up to 3 IP into an equivalent number of Character Points (“CP”). See the “**Getting Character Points**” section of chapter 3 for more details on this process. Notably, no matter how many IP you have, there is no way to get more than 3 CP out of them per game. (In other words: if you can scrape together 3 IP per game, you can accelerate your character’s growth just as fast as *anyone* can, no matter their out-of-game resources.)

You can, however, also spend IP on *other* things that might make your character’s life a bit easier. At the beginning of each Twin Mask game, when you get your character sheet, you can convert IP into money, influence, or materials:

- You can spend 3 IP to get 1 silver piece. (You can only use this option up to 5 times per game session.)
- You can spend 3 IP to get 1 of any **Influence** Card. (You can only use this option up to 5 times per game session.)
- You can spend 3 IP to gain a 1-Point item that could be acquired through any of the **Gathering** skills: MINING, HERBALISM, WOODCUTTING, HUNTING, MERCANTILE, or BLACK MARKET. Note that if you choose to gain lumber, you will receive 1 *random* appropriate item tag, just as though you were of Apprentice level in WOODCUTTING. (You can only use this option up to 5 times per game session.)

Additionally, between game sessions, you can spend **5 IP to have your character “forget” a previously-purchased skill** and regain any CP that was spent on it. If you have purchased multiple uses of a skill (i.e. 3 copies of PARRY), this option will allow you to get “refunded” for some or all of those uses, as you choose. You cannot remove skills that are the prerequisites of other skills you possess, and if you want to remove a [Background Feature](#) (or [Flaw](#)), you will need permission from a Story Staff member.

Collecting some IP, then, can be quite useful. Fortunately, the process of getting IP—especially if you only want 3 per game, to turn into CP—is likely easier than you think. **Here is an extended list of various ways to gain IP:**

- Get **4 IP** for each extra hour that you spend on an NPC shift.
- Get a **variable** amount of IP by helping Twin Mask Staff set things up (*before* the beginning of a game session) or by helping clean up the site (*after* the end of a game session).
- Get a **variable** amount of IP by donating drinking water or ice to the game. Different quantities of water are worth different IP totals, and there is often a “cap” on the amount of IP you can get in this way per game session. Check our [Player Resources](#) options (such as our Facebook page) for the most recent updates to this policy.
- Get a **variable** amount of IP by purchasing items that the game needs and having them delivered to Staff between games. We maintain an [Amazon wishlist](#); for every \$5 you spend on those items, you will get 1 IP. If you purchase an item that is marked as “high priority,” you will instead get 2 IP for every \$5, as long as you note that the item was high-priority when you submit your purchase. Use this [Donation Log Form](#) to get IP for your purchases!
- Get a **variable** amount of IP by crafting necessary items and donating them to the game. (Contact Twin Mask Staff members to ask what kind of things might be needed.)
- Get a **variable** amount of IP by donating interesting or necessary costume pieces. (Contact Twin Mask Staff members to ask about particular clothing items.)
- Get a **variable** amount of IP by helping to repair or launder costuming between Twin Mask games. (Contact Twin Mask Staff members about pursuing this opportunity.)

FOOD

This heading actually covers two different elements of the Twin Mask experience: real-life food, and in-game food. First, people definitely need to eat actual food during a weekend-long LARP event. You can handle this necessity either by bringing food with you to the game (and, ideally, storing it in airtight containers, so that local wildlife is not motivated to investigate your tent) or by working together with other players to coordinate meals. Generally speaking, if you ask online, you can find any “meal plan” options that people might have developed for upcoming games. These “meal plans” are not managed by Twin Mask Staff.

Secondly, *in-game* food is a mechanic that you can use to acquire skills more quickly for your character. During the course of a game, you may have opportunities to gather item tags labeled as “food.” (For instance, you can use the HUNTING skill to do so consistently.) Most such food items will expire after a set amount of time (check the back of the tag), so it is wise to use them soon. To do so, you staple the item tag to your character sheet at the end of an event, when you

turn your sheet in to Twin Mask Staff. This will provide your character with **1 additional Character Point**. Only 1 food item per character can be used in this way per event.

ALCOHOL AND DRUG POLICY

Twin Mask has a strict no-alcohol policy, and drug use is also not permitted at game. The use of such substances during events greatly increases the cost of insurance, encourages people to break character, and makes combat less safe.

FINALLY: "THE BELL-RINGER'S POLICY"

This is essentially a catch-all policy that means "use common sense, even if you are sleep-deprived." For instance:

- If you buy a skill that has a 'touch' delivery, don't go around slapping people.
- If you buy a skill that lets you ignore damage done below the kneecap, don't run around kicking people.
- Don't spit in anyone's face.
- Don't set people on fire.

These things shouldn't need to be said. Play responsibly and be respectful of other people.

CHAPTER 7: EXAMPLE CHARACTERS

“So these Returned come back from death, and they don’t even have most of their memories? That is... well, I mean, it’s an amazing opportunity, if you think about it. Imagine what kind of person you could become, if you could build yourself a new life from the ground up, without any of your stupid childhood decisions getting in the way.”

—ERIK CORONASH, MERCHANT OF PORT FREY

We know that the length of this rulebook can be intimidating. There is a lot of information here, and some people get the impression that they need to memorize everything... or they will somehow be “LARPing wrong.” Fortunately, such an impression is incorrect. The best way to get into Twin Mask (or any LARP, for that matter) is simply to come out and give it a shot—or maybe even to just play NPCs for a weekend, to learn what the game and its culture are like without having to worry about character death at all.

If you come to Twin Mask, with or without a new character, we will run you through the basics of how the game is played. Making a character can be hard, though: a huge percentage of this book consists of “skills,” and weeding through that vast field of possibilities can feel like an impossible task. That’s why this chapter is here. If you want to start with a template to tweak, or if you just want to choose one and jump straight into the game, you should start here. These character builds are designed to get you started, not to dictate what you can or can’t do: Twin Mask has a policy of **allowing you to totally change your character within your first three games**, so you are definitely not stuck with whatever you start with. These Example Character Builds simply ensure that you can do some relevant things during your first game or two.

If you come to a Twin Mask game event *without* having built a character beforehand, we will not be able to walk you through the full process of building a character. In that case, you will simply choose one of these 11 Example Characters, perhaps tweak one or two skills, and then get into the game!

With the exception of the final Example Character (the Dream of Potential), these character builds assume, for simplicity’s sake, that you will be playing a **Human** or an **Effendal**. It is important to note that other Bloodlines (such as Newborn Dreams or Dragon-Blooded folk) get only 20 CP to spend at character creation, rather than the 40 that Humans and Effendal get. If you really want to be one of the alternative races, you will have to look through the suggested skills and choose only the ones that are absolutely critical.

On the following pages, you will see suggested first-game setups for the Shield Fighter, Raging Barbarian, Knife-Wielding Assassin, Stylish Duelist, Wandering Monk, Combat Healer, Master Sorcerer, Practiced Surgeon, Charismatic Courtier, Alchemical Merchant, and Dream of Potential.

SHIELD FIGHTER

CLOUDED MEMORY (-2) and ILLITERATE (-4) ([Background Flaws](#))

NATIVE LORE: [Your Home Nation] (0) ([Background Features](#))

SHORT WEAPONS (1) and ONE-HANDED WEAPONS (2) ([Weapon Proficiencies](#))

ARMORED TRAINING: LIGHT (2) and ARMORED TRAINING: HEAVY (2) ([Armor Proficiencies](#))

SHIELD USE (6) ([Armor Proficiencies](#))

TOUGHNESS (3) ([General Combat Skills](#))

3 Uses of PARRY (4, 4, 4) ([General Combat Skills](#))

2 Uses of GREAT STRIKE (3, 3) ([General Combat Skills](#))

DODGE (6) ([General Combat Skills](#))

WILLPOWER (6) ([General Combat Skills](#))

You know that your sword (or other weapon) will be able to deal a constant stream of damage to your opponents, so you have trained heavily in defensive skills rather than trying to maximize your lethality. While you have a couple **GREAT STRIKES** to get a good hit in when the opportunity presents itself, you are invaluable in holding together a shield wall, protecting those weaker than you while slowly pushing foes back. You are tougher than most and can take a hit—but make sure to call for healing before you are cut down, and watch out for enemy Sorcerers! (Any spell packets that hit your shield, after all, will count as hitting you!)

Required Character Gear:

- Bring (or arrange to borrow) a shield that can pass Twin Mask's safety inspection.
- Bring (or arrange to borrow) some **armor**, the closer to plate mail the better. If you cannot get armor, or if your armor is not Heavy, you can spend some the 4 points dedicated to ARMORED TRAINING on an extra PARRY instead.
- You will want a sword, somewhere up to 48 inches long. You may be able to borrow one from the game's "loaner" weapon cache, but the loan is not guaranteed!



RAGING BARBARIAN

CLOUDED MEMORY (-2), SOVEREIGN ZEAL (-2), and ILLITERATE (-4) ([Background Flaws](#))

NATIVE LORE: [Your Home Nation] (0) ([Background Features](#))

SHORT WEAPONS (1) and ONE-HANDED WEAPONS (2) ([Weapon Proficiencies](#))

TWO-WEAPON FIGHTING (6) ([Weapon Proficiencies](#))

ARMORED TRAINING: LIGHT (2) ([Armor Proficiencies](#))

3 Uses of BATTLE RAGE (7, 7, 7) ([The Honored Path of the Berserker](#))

ENDURING RAGE (6) ([The Honored Path of the Berserker](#))

BREAK LIMB (5) ([The Honored Path of the Berserker](#))

TOUGHNESS (3) ([General Combat Skills](#))

LEAP (2) ([The Assassin's Arts](#))

Wielding two full-size weapons, you are focused on dealing a lot of damage very quickly. When you go into a rage, you have ten full seconds during which all of your strikes will hit for +2 damage, which will really add up quickly. Although your armor is nothing special, you have the ability to refuel your health by killing bleeding-out enemies, so you can keep going for a while—but it is important to take a 30-minute break as often as possible after combat, to give your voice a rest and to let your damage-dealing rage abilities return to you.

Required Character Gear:

- Bring (or arrange to borrow) at least one sword that can pass Twin Mask's safety inspection—you may be able to borrow the other sword from the game's "loaner" weapon cache. If you cannot get two swords, you can spend the 6 points dedicated to TWO-WEAPON FIGHTING on DODGE or 2 instances of TOUGHNESS instead.

- Bring (or arrange to borrow) some light [armor](#) that will still let you move quickly. If you cannot get armor, you can spend the 2 points dedicated to ARMORED TRAINING on an extra LEAP instead.



KNIFE-WIELDING ASSASSIN

CLOUDED MEMORY (-2), ILLITERATE (-4) ([Background Flaws](#))

NATIVE LORE: [Your Home Nation] (0) ([Background Features](#))

SHORT WEAPONS (1) ([Weapon Proficiencies](#))

STEALTH ATTACK (6) ([The Assassin's Arts](#))

3 Uses of 10-DAMAGE STRIKE (8, 8, 8) ([The Assassin's Arts](#))

STUN (3) ([General Combat Skills](#))

DISARM (4) ([The Art of Dueling](#))

ARMORED FOREARMS (6) (“The School of Suffering”)

LEAP (2) ([The Assassin's Arts](#))

With your armored forearms and dagger, you can ward off some blows from the front... but you are not generally going to deal significant amounts of damage in that kind of fight. Instead, if you can sneak through darkness and/or confusion to get around people's guard, you can deal a devastating burst of damage to them, then leap away to avoid retaliation from their friends. You can deal multiple 10-damage attacks in a flurry... and, for each such attack that hits your target's back, your STEALTH ATTACK skill lets you call “Stealth 10!”, meaning that they won't be able to DODGE or PARRY, and you will bypass any armor they are wearing! Additionally, with your ability to STUN and/or DISARM an enemy, you can give yourself the chance to get out of tight

spots... or you can rain normal dagger-blows on that enemy as they struggle to recover. After spending all these powers, you can keep lurking around the edges of a fight, dealing bits of damage here and there—or you can retreat and find a place to rest, to bring you back to your full, terrifying potential.

[♦] Note: if you have the opportunity to attend a MILITARY DRILL, you should take it. The additional defenses and damage will be particularly helpful for your otherwise laser-focused character type.

Required Character Gear:

- A dagger or short weapon, 24 inches or shorter! You may be able to borrow a dagger from the game's “loaner” weapon cache, but the loan is not guaranteed.



STYLISH DUELIST

CLOUDED MEMORY (-2) ([Background Flaws](#))

NATIVE LORE: [Your Home Nation] (0) ([Background Features](#))

SHORT WEAPONS (1) and ONE-HANDED WEAPONS (2) ([Weapon Proficiencies](#))

SALUTE (4) and STYLISH HAT (2) ([The Art of Dueling](#))

WITTY REPARTEE (7) ([The Art of Dueling](#))

2 Uses of DISARM (4, 4) ([The Art of Dueling](#))

PARRY (4) ([General Combat Skills](#))

DODGE (6) ([General Combat Skills](#))

DANCE LESSON (8) ([The Bardic Arts](#))

You are good at keeping yourself from taking much damage in combat: with good defensive skills and a stylish hat, you can give yourself the equivalent of armor and evade the deadliest blows, as long as you are willing to SALUTE your enemies. As long as you keep your mouth moving as fast as your blade, too, your praise for your own sword-arm (WITTY REPARTEE) means that you will deal enough damage to give your foes pause. Even in quieter moments, your grace can win you many friends: as a dancer, you can constantly help other people learn to handle themselves better in combat, as long as you can take a rest between each dance lesson.

Required Character Gear:

- A fancy hat, of whatever description looks best to you! If you cannot get a hat of sufficient splendor, you can spend the 2 points dedicated to STYLISH HAT on LEAP ([The Assassin's Arts](#)), GAMBLING ([Skullduggery](#)), or INSPIRATIONAL SPEECH ([Officer Training](#)) instead.
- You will want a sword, somewhere up to 48 inches long. You may be able to borrow one from the game's "loaner" weapon cache, but the loan is not guaranteed!



WANDERING MONK

CLOUDED MEMORY (-2), ILLITERATE (-4) ([Background Flaws](#))

NATIVE LORE: [Your Home Nation] (0) ([Background Features](#))

BARDIC KNOWLEDGE (4) ([Background Features](#))

SHORT WEAPONS (1) and ONE-HANDED WEAPONS (2) ([Weapon Proficiencies](#))

PARRY (4) ([General Combat Skills](#))

WILLPOWER (6) ([General Combat Skills](#))

ARMORED FOREARMS (6) (“[The School of Suffering](#)”)

2 uses of LEAP (2, 2) ([The Assassin’s Arts](#))

BREAK LIMB (5) ([The Honored Path of the Berserker](#))

PRAYER (4) ([Religious Worship](#))

EXAMINE WOUNDS (2) and APPLY PRESSURE (1) ([Mundane Healing](#))

SET BONE (3) and BANDAGE (4) ([Mundane Healing](#))



You are skilled in the arts of peace: you have heard stories and rumors in traveling all over Adadrune, and you will be of great use to your friends through your talent in healing and dressing wounds. You can repair others’ broken bones, leap away from danger, and block any blows with your forearms. When combat comes, you have also picked up many ways to use focused force to defend yourself by ending combat before it really begins: your blade, for instance, can Break a foe’s arm so that they cannot swing at you, or their leg to reduce their movement. Additionally, you can gain the benefits of [Divine Magic](#) with your PRAYER skill, so you should seek out people who share your faith: if you can attend a Rite, you can gain some very impressive capabilities. Keep in mind that, if literacy is important to your character concept, you should drop the ILLITERATE flaw and one of your 4-point skills (other than BANDAGE).

Required Character Gear:

- You will need some strips of fabric—the more, the better—to serve as bandages. You may be able to arrange to borrow some of these from other healers!
- You will also want a sword, somewhere up to 48 inches long. You may be able to borrow one from the game’s “loaner” weapon cache, but the loan is not guaranteed!

COMBAT HEALER

CLOUDED MEMORY (-2) ([Background Flaws](#))

NATIVE LORE: [Your Home Nation] (0) ([Background Features](#))

MAGICAL APTITUDE (4) ([Background Features](#))

LORE: [CHANNELING or ALCHEMY] (4) ([Knowledge](#))

10 Instances of MANA FOCUS (1 each) ([The Magical Arts](#))

APPRENTICE MAGIC: CHANNELING (6) and JOURNEYMAN MAGIC: CHANNELING (6) ([The Magical Arts](#)) ...**OR**... APPRENTICE MAGIC: ALCHEMY (6) and JOURNEYMAN MAGIC: ALCHEMY (6) ([The Magical Arts](#))

EXAMINE WOUNDS (2) and APPLY PRESSURE (1) ([Mundane Healing](#))

SET BONE (3) and BANDAGE (4) ([Mundane Healing](#))

2 Uses of SUDDEN MOTIVATION (1, 1) ([Officer Training](#))

You wear no armor, and you cannot wield any weapons. Despite all this, you are absolutely crucial in battle. If you choose to specialize in [Channeling](#), you will be able to heal people quickly and directly; if you choose [Alchemy](#), your healing will be a bit more efficient but slower and more cumbersome. Even if you are totally out of mana, too, you can bandage people back to health, and you can motivate them to shake off their post-healing Weakness and keep fighting (with SUDDEN MOTIVATION). If your character is not scholarly, too, you could take the ILLITERATE (-4) Background Flaw and spend those extra points on 4 instances of MANA FOCUS... you can still read spell scrolls, even if you are illiterate!

[♦] Note: If you can, attend an [ARCANE TUTELAGE](#) class: it will literally double your available mana for the whole weekend.

Required Character Gear:

- All you need are some strips of fabric—the more, the better—to serve as bandages. You may be able to arrange to borrow some of these from other healers!
- If you choose to pursue the art of ALCHEMY, you will need to bring some potion-bottle props (which can be plastic, as long as they are roughly medieval-period appropriate).

MASTER SORCERER

CLOUDED MEMORY (-2) ([Background Flaws](#))

NATIVE LORE: [Your Home Nation] (0) ([Background Features](#))

MAGICAL APTITUDE (4) ([Background Features](#))

LORE: SORCERY (4) ([Knowledge](#))

16 Instances of MANA FOCUS (1 each) ([The Magical Arts](#))

APPRENTICE MAGIC: SORCERY (6), JOURNEYMAN MAGIC: SORCERY (6), and MASTER MAGIC: SORCERY (6) ([The Magical Arts](#))

You can only do one thing, but you can do it very well. Fortunately, [Sorcery](#) is a versatile Magical Art, and you will be able to cast all the Sorcery [Core Spells](#) in the game. You will be able to turn into [mist](#) to avoid danger, and you can conjure light in dark places (if you can bring a genre-appropriate [light-source prop](#) to use for your “Sorcerous Light” spell). You will deal all of your damage by using spell packets to throw bursts of elemental energy at people. If your character is not scholarly, too, you could take the ILLITERATE (-4) Background Flaw and spend those extra points on 4 instances of MANA FOCUS... you can still read spell scrolls, even if you are illiterate!

[♦] Note: If you can, attend an ARCANES TUTELAGE class; it will significantly increase your available mana for the whole weekend.

Required Character Gear:

- All you need are some spell packets—the more, the better—to throw at people. These are cloth squares filled with birdseed and tied into small “bean bags.” You may be able to borrow some of them from your fellow spellcasters!
- If you wish, you can bring a [light-source prop](#) for your “Sorcerous Light” spell.

PRACTICED SURGEON

CLOUDED MEMORY (-2) ([Background Flaws](#))

NATIVE LORE: [Your Home Nation] (0) ([Background Features](#))

LORE: ANATOMY (4) ([Knowledge](#))

WILLPOWER (6) ([General Combat Skills](#))

EXAMINE WOUNDS (2) and DETECT POISON (2) ([Mundane Healing](#))

APPLY PRESSURE (1) and SET BONE (3) ([Mundane Healing](#))

2 Uses of ADMINISTER ANTIDOTE (2, 2) ([Mundane Healing](#))

BANDAGE (4) and 2 Uses of TRAUMA PATCH (4, 4) ([Mundane Healing](#))

SURGERY (5) ([Mundane Healing](#))

3 Uses of SUDDEN MOTIVATION (1, 1, 1) ([Officer Training](#))

You are an undisputed master of the healing arts. While you may not be able to perform feats of incredible restorative magic that some Returned are capable of, you will be able to alleviate almost any bodily affliction you come across much more consistently, as you are unconcerned with mana costs. You can cure anything from broken bones to deadly poison, and your BANDAGE and TRAUMA PATCH skills will let you get characters back into the fight quickly, or give them a few minutes to rest while you patch them up at a slightly slower pace. If you run across a player with a truly impressive yet empty health pool, escort them to the nearest [Healer's Tent](#), a building where you can use your SURGERY skill to restore them to full health in just a few minutes, regardless of how hurt they are. Once they are all patched up, you may not have lollipops, but you can give them a quick pep talk with SUDDEN MOTIVATION to get them out of the [Weakness](#) that comes with [bleeding out](#), getting them back into the fray. Finally, a physician that needs heal themselves is no use to anyone, so while you may be able to avoid swords by simply being somewhere else, you have one use of WILLPOWER to make sure you can avoid a single area or ranged spell.

Required Character Gear:

- You will need some cloth strips to act as bandages, and some basic, *safe* fake surgical implements, such as a small foam knife to use as a cutting implement and some thread. Your healing or surgical kit can become more elaborate after you give the character a try; a couple simple tools will suffice to start.

CHARISMATIC COURTIER

CLOUDED MEMORY (-2) and OATH BOUND (-6) ([Background Flaws](#))

NATIVE LORE: [Your Home Nation] (0) ([Background Features](#))

NOBILITY (6) ([Background Features](#))

SHORT WEAPONS (1) and ONE-HANDED WEAPONS (2) ([Weapon Proficiencies](#))

SALUTE (4) ([The Art of Dueling](#))

WITTY REPARTEE (7) ([The Art of Dueling](#))

DODGE (6) and WILLPOWER (6) ([General Combat Skills](#))

DANCE LESSON (8) and SERENADE (8) ([The Bardic Arts](#))

As a Noble, you have learned the skills that are most proper for high society: how to duel, how to dance, how to read, how to sing or recite... and, most importantly, how to make friends. You can handle yourself on the battlefield, with WITTY REPARTEE giving you a bit of offense and your

other skills giving you a lot of defense. In the quiet moments before and after battle, though, you really shine: every time you rest, you regain the ability to give other people DANCE LESSONS and SERENADES, which bestow incredibly valuable skills on the people you choose (and, to an extent, on yourself). It's easy to make friends when you can give out benefits so freely. You have also realized just how important loyalty is, and so you will stick to your word—or at least the *letter* of your agreements—with the same strength of will that drives your political ambitions. Now, after Returning to the nation of Solace, you just need to start figuring out who the influential people are....

[♦] You can consider picking up some “[Standing](#)” skills to begin earning Influence. (See [Appendix 1](#) for more information on Influence.) If you wish, you could choose to drop either DANCE LESSON or SERENADE, then spend those 8 CP on ECONOMIC or POLITICAL STANDING, RANK 1 and 2. If you do so, don't forget to report to Logistics at some point during game, to pick up your Influence cards!

Required Character Gear:

- You will want a sword, somewhere up to 48 inches long. You may be able to borrow one from the game's “loaner” weapon cache, but the loan is not guaranteed! You require nothing else... except for your charm.



ALCHEMICAL MERCHANT

CLOUDED MEMORY (-2) ([Background Flaws](#))

NATIVE LORE: [Your Home Nation] (0) ([Background Features](#))

STABLE ALCHEMY: APPRENTICE (6), STABLE ALCHEMY: JOURNEYMAN (6), and STABLE ALCHEMY: MASTER (6) ([Crafting—Edible](#))

HERBALISM: RANK 1 (4), HERBALISM: RANK 2 (4), HERBALISM: RANK 3 (4), and HERBALISM: RANK 4 (4) ([Gathering](#))

MERCANTILE: RANK 1 (4) and MERCANTILE: RANK 2 (4) ([Gathering](#))

You understand that there are lots of people running around with swords and world-shaking magic and depressing personal histories. That's not your plan. You are here to make some money, to be a "hero" to others by crafting the things people need... and every other hero needs a few potions on their belt before a big battle. As a Stable Alchemist, you will have access to all of the [Alchemy Core Spells](#) as detailed in Chapter 4, which you can use to start crafting potions. As a businessperson, you know the value of forming good personal connections and have access to some trade goods via your MERCANTILE skill. By meeting other craftspeople in Port Frey, you will be able to find the [ENGINEERING structures](#) you need to ply your trade, meet the wealthy people with the materials needed to build things, and learn what counts as a fair rate.

[♦] STABLE ALCHEMY is a very good crafting skill for a new player, as the herb tags you get when you collect your check-in skills can be turned into quite a few potions. You should take note of the herbs required for some potions you would like to craft, and request those properties from your HERBALISM skill. You also have 2 ranks of MERCANTILE to acquire additional items for trade, or perhaps a Food tag to turn in for more CP. If you choose to modify this character to perform another crafting discipline, it will be important to familiarize yourself with the costs of items in that crafting tree, and how easy they will be to acquire with your limited number of starting skills.

This archetype could easily take COOKING instead, as that skill also largely uses herbs, but you are unlikely to be able to sell COOKING items as readily as crafted potions.

Required Character Gear:

- You will need to bring some potion-bottle props (which can be plastic, as long as they are roughly medieval-period appropriate) and maybe a wallet to hold the item cards that your Gathering skills provide!



DREAM OF POTENTIAL

Note: This Character is a [Newborn Dream](#) rather than a [Human](#) or [Effendal](#)!

TETHERED (-10) ([Background Flaws](#))

INFINITE POSSIBILITY (4) ([Restricted Newborn Dream Skills](#))

SHORT WEAPONS (1) and ONE-HANDED WEAPONS (2) ([Weapon Proficiencies](#))

TOUGHNESS (3) ([General Combat Skills](#))

DODGE (6) ([General Combat Skills](#))

STUN (3) ([General Combat Skills](#))

DRAWN TO THE MUSE (3) ([Restricted Newborn Dream Skills](#))

SLUMBER SIGHT (8) ([Restricted Newborn Dream Skills](#))

If you really have no idea who you want to be in the world of Adlrunne... you can choose to embrace that uncertainty. As a Newborn Dream, you are an echo of countless stories. Unlike all those stories, though, you have coalesced into a physical entity, suddenly and excitingly awakening to existence among the Returned. This set of abilities will let you experience Adlrunne as a blank slate: without any specialization, but with the ability to help in a lot of small ways. As you “get your feet wet” in existence, you will be presented with a huge amount of new information—and your INFINITE POSSIBILITY ability will let you do a “deep dive” into one subject that seems the most important to the people around you. With a sword in hand, you can block blows and deal damage, STUNning enemies to give you and your new friends a chance to get in some good hits. You’re fairly tough (with 6 HP rather than the default 5), with the ability to DODGE many kinds of dangerous attacks—and you should actively seek out people with the SERENADE and/or DANCE LESSON skills, since your DRAWN TO THE MUSE skill will let you experience the wonder of Adlrunne’s art and, in the process, get two additional DODGES or WILLPOWERS for the whole weekend. All of these skills recharge when you get 30 minutes of rest, which is a great opportunity to sing and dance and chat.

And, of course, if a monster has you backed into a corner, you might just be able to put them to [Sleep](#) with your SLUMBER SIGHT ability. The waking world isn’t for everybody, after all. It just happens to fit your style very well—no matter what style that might turn out to be.

Required Character Gear:

- You will want a sword, somewhere up to 48 inches long. You may be able to borrow one from the game’s “loaner” weapon cache, but the loan is not guaranteed!

A FINAL NOTE: APPENDICES

Certain topics, listed below, are *very* relevant to a fraction of Twin Mask players... but not to the majority. These are subjects that you can entirely ignore until you have played quite a few games and inhabited Adadrune for a while—because, as it turns out, they are focused on the world outside Solace and Port Frey. They are beyond the scope of normal gameplay, and so they have been separated from the more crucial, everyday information featured in this book.

To download the Rulebook Appendices, go to the “Rule Book” section of the Twin Mask website!

APPENDIX 1: INFLUENCE

This large and complex system describes almost everything you can do with the “Influence Cards” that you can acquire with the [Influence / STANDING Skills](#). It explains the Allies you can recruit with those cards, along with the various Influence Actions you can take once you have some Allies on your side. For instance, you can acquire extra resources, gather information, wage war, or send messages to NPCs during game events. Additionally, it explains the postal system, which allows you to send letters to NPCs *between* Twin Mask games.

APPENDIX 2: CHARACTER ODYSSEYS

This system is designed to serve well-established players who need to take a break from playing a particular character. After enough time with their characters, some people begin to feel “burned out”—and by sending those characters on Odysseys to other parts of Adadrune, these people can rediscover a simpler way to enjoy Twin Mask, at a slightly smaller scale. Characters that go on these quests will be gone for roughly a year of real time. When they come back, they will be able to acquire an impressive, unique, high-powered ability that befits their prominent standing in the world of Adadrune.

APPENDIX 3: PERMANENT DEATH

The Returned can come back from death, of course... but not indefinitely. When a beloved character permanently dies, it can be a tragic and intensely heartfelt moment for that character’s friends and, most of all, for that character’s player. As a way of saying “thank you” to long-term players who have contributed much creativity and effort over the lifespan of their characters, this system is designed to let them bring in their *next* character with a bit of extra flexibility and power, based on the stature of the previous one.