

**Profound Decisions Player Events - Referee Notes**  
**Referee rules for events set in the Maelstrom campaign organized by players**  
*Version 1.6*

*Not seen by players unless they are attending a player event and it specifically applies to them*

**Loyal KW eidolons**

You can walk in IC from the event off site boundary no sooner than ten minutes after being slain or RETURNING. If there is no area set up to act as the equivalent of the Maelstrom tent (by either the organisers or eidolon players) then you must remain OOC for at least ten minutes and cannot role-play with other eidolons.

If you wish to use abilities such as 'Gather Soul' then make sure you have the relevant show-me lammies with you to avoid dispute issues.

**Loyal NW eidolons**

You can walk in IC from the event off site boundary no sooner than ten minutes after being slain or RETURNING.

If there is no area set up to act as the equivalent of the Maelstrom tent (by either the organisers or eidolon players) then you must remain OOC for at least ten minutes and cannot role-play with other eidolons.

If you wish to use abilities such as 'Gather Soul' then make sure you have the relevant show-me lammies with you to avoid dispute issues.

If you already have souls enshrined from the last event then you can appear with those if you wish however you are unable to enshrine any additional souls for the course of the player event.

It would be useful for you to let us know after the event how many times you entered and left the maelstrom and if you had enshrined souls or not.

**Fallen eidolons**

You cannot use soul stones to burn out of the maelstrom with so the only way you can re-enter the mortal world is if the very top member of your pact is also at the event and still alive. The top member of your pact is the one whose soul symbol you are wearing.

In such cases it will take a minimum of ten minutes before you come back from the edge of the event IC boundary after being slain or RETURNING and at that time the top member of your pact must be IC.

If there is no area set up to act as the equivalent of the Maelstrom tent (by either the organisers or eidolon players) then you must remain OOC for at least ten minutes and cannot role-play with other eidolons.

Fallen eidolons who already have souls enshrined from the last event can appear at the start of the event with those if they wish however you are unable to enshrine or re-enshrine any souls for the course of the player event. Consequently if you return to the maelstrom for any reason during the event then you can only leave it if you are pacted and with none of your soul stones enshrined i.e. you will not have any enshrined skills or abilities. You will need to email [rules@PD](mailto:rules@PD) after the event to inform us of this.

If you wish to use eidolon abilities such as 'Gather Soul' then make sure you have the relevant show-me lammies with you to avoid dispute issues.

**Undead**

You can only return if your necromancer is at the event and still alive.

It will take a minimum of ten minutes before you come back as a shadow from the edge of the event IC boundary after being killed and your necromancer must be IC at that time.

Also if your character does die then after the event is over you will need to email us after using 'My Maelstrom' to 'kill' the character. This is so that we have a record of you having being killed and to reset your stats if you are powered up, in the same manner that you would do it if you died at a PD main event.

### **Facet**

Personal reserve mana crystal lammy – take the season to fully recharge so no issue now

Facet racial brief says "Any facet that is near a source of magic automatically regenerates one lost body hit per hour. You are always classified as being near a source of magic at an event."

Player events count for this too as they are set in the New World.

Facets can heal their mortal wounds as normal at player events using one point of mana and thirty seconds as long as they have their personal reserve mana crystal lammy.

The personal reserve mana crystal lammy states "Show this lammy to a ref within one hour of gaining it". At a player event if a facet gets executed or gets to the end of their death count and therefore 'has to place down their personal reserve mana crystal lammy, the facet player has to play a secondary for the rest of event regardless. The player who picks up their personal reserve mana crystal lammy will have to inform PD post-event for an official adjudication. I.e. in game the facet doesn't re-grow during that event as the ref needs to check what the other player did with the lammy.

### **Dryad**

We tell the attending dryad player(s) directly before the event what the current forest pool is (based on the last PD event end total as we continue to keep track throughout downtime and any player events). They then have to inform us afterwards of any use of it - this also allows them to use any other dryad abilities that don't require a referee or the issuing of lammies / stickers like poisons and armour points. Its main use will likely be the healing of mortal wounds.

The only additional Dryad basic rules are that if you email [rules@PD](mailto:rules@PD) directly before the event then we will tell you what the current forest pool total is and then you have to email after the event of any use you made of it – this can only be for dryad abilities that don't require a referee or the issuing of lammies / stickers. I suspect the main use in your case would be if you needed to heal a mortal wound.