

Referees Guide 2006

Version 8.2

This document contains ratified referee decisions and guidelines and supersedes the original Rules Minutes Meeting (Saturday 28th August) and Referees Guide part 2 - effects (version 3.1). It has been updated in line with second edition PD rules, the ratifications made at the 2005 rules meetings and also of those between January - July 2006.

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Documents containing rules on a specific topic

- *Ref Guide - Drugs* *Rules for individual Alchemicals, Contrabando and native herbs*
- *Duelling calculator* *Excel spreadsheet, Word document and Palm program for ref run duels*
- *Battle Marshals* *Guidelines and signatures of plot staff who can be battle marshals*
- *Ref Guide - Supplications* *Rules for plot staff supervising supplications*
- *Ref Guide - Eidolons* *Info for GOD, plot team and referees about aspects such as Wang, issuing blessings etc*
- *Burial Grounds* *Word document*
- *How to Ref Maelstrom* *A guide and general overview to the practise of being an LRP referee*

Other relevant documents

- *Ref Meeting Minutes* *Ratified rules and concepts made during the regular ref meetings awaiting incorporation here*
- *Discussion Issues* *Rules and problems etc awaiting rules team approval / debate*
- *Online DB tasks list* *Ratified rules awaiting implementation e.g. additions / alterations to database*

Combat / Healing related

Armour – if you are wearing multiple sources then every hit simultaneously comes off all sets. Heavy Armour skill does not also give you any benefits of wearing crafted light armour – you need Light Armour skill to get more than one point out of light armour. You can wear a lammy that says full set if you only have a partial phys rep which obviously only protects you for fewer points.

Death count - when not being stunched it doesn't have to be out aloud, however a player can voluntarily vocalise it if they wish

Strike Down – Simultaneously the soles of both feet must be off the ground and the torso touch the ground. If you can't or don't wish to fall over in such a fashion then you may instead crouch and drop everything in both hands for five seconds. Either way, you may first move up to two steps from where you were struck, in the same fashion as incapacitation (p23)

Staunching Wounds skill – staunching and reviving can be conducted at the same time. Eidolons can't be stunched

Multiple firing projectile weapons – dual firing crossbows can be used although they count as a poor phys rep for a single firing one and the user must designate the single chute used. Multiple springbow tubes tied together are similarly discouraged, but are allowed, however they still have to obey the no multiple attack / one second rule limitations i.e. no firing all together

Coup de grace – with a referee a coup de grace can occur without a weapon safe phys-rep if role-played appropriately. A coup de grace also counts as a single for damage purposes. The definition of an unresisting character is one who is either voluntarily submitting to the blow or is *completely* incapable of doing so e.g. paralysed or *totally* tied up

Ranged damage – non-locational hits (i.e. magic and dark powder) are counted as chest hits for any relevant purpose. Even though muskets are more accurate than pistols, neither is accurate enough to shoot rope etc. The damage must be called only after the shot has successfully gone off

Claws - parries count as hits. For melee use claws must be at least 4 inches (i.e. same minimum ruling as for all cored weapons) – measured from finger tips or knuckles as relevant to type used. Smaller claws are allowed but for role-playing use only

Hand crossbows – allowed as there is no size restriction for crossbows

Staves – usable in game but are only uncrafted weapons i.e. zero/singles, which is why there is no skill listed. Can be any length

Children – can't do damage regardless of weapon because they are too weak/small

Cutting fingers off – if still present then it can be successfully reattached by using Escharotic Pumice to restore the lost Body Hit plus surgeon tools and Treat Wounds skill to sew it back on. If the finger is not present and the player wishes not to wrap it up then it counts as a shattered hand as under the torture rules

Torture – with a ref present, you can use it to blind someone i.e. take their eye out (they are allowed to wear a see-thro eye patch for OOC safety). Up the tech tree will be a solution

Branding – allowed anywhere on the forehead except the centre (to avoid confusion with soul symbols)

Autopsy's – anyone can determine physical wounds but a special skill (Anatomist – a racial-specific skill) when used with surgeons tools is required to do more – see relevant sheet. Thus they will be able to build up IC knowledge of what poisons affect which organs and in what way (as part of the skill, they receive basic knowledge of common ones). Opening up living victims when done skilfully (i.e. biopsies) automatically causes 3 hits and a mortal wound (as Coup De Grace)

Amputate – takes 50/100 seconds role-playing with advanced / crafted surgeon tools. If patient is still alive then they are cured of their mortal wound but they lose a limb, as chosen by the surgeon. A mortal wound on the chest or the head can also be removed using this method i.e. the limb lost isn't necessarily where the mortal wound occurred

Battle Marshals - Plot Staff can act as Battle Marshals by having signed their agreement to the rules (see relevant document)

Targeting calls – should either be MASS effect (all in 5 meter radius range) or be targeted (via physical contact, pointed at or target spoken) however MASS spells can in future be written so they instead affect an arc by physically indicating it

Siege weapons – relevant skill is required only to load one, but anyone can fire it. The weapon lammy will describe it as one of four types; *catapult* (i.e. a rock lobber; ref required to walk requested number of paces into other camps and do a MASS SINGLE STUN), *ballista* and its bigger brother *arbalest* (e.g. ogre cross-bow; does TRIPLE THROUGH), *cannon* (requires special cannon powder and fires shot not balls at events; does MASS SINGLE STRIKEDOWN), *rams and siege towers* (not used at events). A better version of a catapult is a *Trebuchet* (which therefore does MASS DOUBLE STUN)

Duelling rules - see separate 'duelling calculator' spreadsheet / document / palm program

Shooting - It should be evident that in a self-refing system you can't shoot someone who is obscured nor easily snipe into anything other than a quiet ordered situation. If a ref is present he can decide to use his judgment to adjudicate results (e.g. issuing 'random' hits to people inside a skirmish) however players must realise the ref is under no obligation to help them in preference to any other group of players e.g. spell casters

Reducing maximum damage – it is possible to reduce the damage called to a lower level, assuming it is logical that both the skill and lammy could do it e.g. if both say DOUBLE THROUGH then you can do SINGLE THROUGH and ZERO THROUGH too

Ambidex – you can use weapon skills with lammied weapons in both hands as relevant, but the one second rule still applies

Execution – Each strike also counts as a single for damage purposes (for example if playing dead). To reduce arguments the attacker should make sure after 30 seconds of chopping that the victim agrees they are dead(!), either by IC or OOC means

Health & safety- everyone's responsibility and players should move from features they believe are creating a H&S hazard if a fight is likely to occur. Tents should not be used as defensive feature and it is the responsibility of those inside to come out

Cleave - if cleaved on a limb which hasn't got phys-rep armour - you are still safe because you have global armour points

Stoning to death - requires 30 seconds of continuous bombardment by weapon safe rocks

Calls - players can't say anything that could be perceived to be a call e.g. no shouting 'trousers down!' or anything else that will simply act to confuse other players

Lammy and item related

Invalid first event lammies - undated facet multi-use mana crystal lammies and undated orphidian poison lammies

Helping Incapacitated characters – they can be administered oils and vapours but not liquids (i.e. they can't swallow)

Ingots - A standard gold ingot is 100 drachms ($\frac{3}{4}$ pound) and a silver ingot is 240 drachms ($1\frac{3}{4}$ pounds) in weight. The official exchange rate is 1 pound of silver to a mark in Flambard (silver standard).

There are some in play that were originally incorrectly weighted

Item sizes in drachms – ring/brooch (2); necklace/amulet (4); goblet (6); crown (40)

Chist production - a myrmidon can produce up to two litres overnight and (barring rule 7 violations and GOD work) can have lammies to that effect.

Items requiring lammies – As stated in the Equipment Guide, phys reps for **pistols**, **muskets** and **telescopes** are only allowed in game with a lammy attached.

Armour phys reps – thin leather etc can count as armour, but only if they have physically altered the garment to make it look less like clothing and more like an armour phys rep e.g. by sewing on a few metal disks. Ditto for metal boned corsets!

If you divide the body up into the seven areas below then partial / full coverage is where three / five of them are virtually 100% covered. Or obviously mix and match to get that equivalent state.

Areas: 2 legs, 2 arms, 1 head, front torso, back torso.

You can wear a lammy that says full set if you only have a partial phys rep which obviously only protects you for fewer points

Dark Powder – acts similar to gun powder e.g. sparks / explodes if heavily crushed; little effect if mixed with Mana Crystals and fired – as powder now wet, the greater the quantity of DP the more stable it becomes. Tampering with one shot of Dark Powder produces a rock salt like variant that if loaded can still hit targets but will only ever be able to do ZERO damage – exchange the circular DP sticker at GOD for a special square version. However large quantities of dark powder are inert and so it would be impossible to use it in barrels or to create classic cannons etc.

Mana Crystals – similar to ice crystals e.g. once used or crushed up they turn into liquid

Gems– game irrelevant if they are crafted or not. Mine owners players receive their gem lammies in a state to be usable. Can be cut down in size at an event however IC inadvisable as one twice the size is worth four times the value

Rings – attached lammy can be removed and kept on person whilst the ring is on finger

Surgeons Tools – the phys rep should be at least scroll case sized. If a set only becomes available part way through the treating of a victim, then the treat count has to be restarted if the tools are going to be used (or they carry on without them)

Soul Stones – you can't cast Touch of Blasphemy on one nor can you soul speak to one!

Scrolls - The phys-rep is anything suitable, a book, a scroll, pieces of papyrus. The lammy says "scroll" on one side and "Can be used to learn XXX in downtime" on the other. If you have a scroll of a certain magic type, you can also use it to study the basic magic skill i.e. you do not need to already have the basic skill to study the scroll's spell

Starting lammies – there is a maximum of 30 allowed before coming up against rule 7...

Emails addresses – if discovered in IC books etc then should be taken simply as the medieval equivalent of PO Box numbers. Mis-sent emails can be counted in-character as having received an IC letter

Unique items stolen IC - can't be reused in the game just because they have their phys rep back

Decision theory - lammied phys rep > phys rep > not phys repped. E.g. a cut down battering ram from the site trees (unphys repped) won't be able to knock down a tower (phys repped) but a lammied phys repped battering ram would easily and an unlammied phys repped one would eventually

Philosopher's Stone - Can be applied to any item however some of them lose their properties. For instance a gold sword does single but nothing else. If you use it on any non-lammied item, you get either an ingot or a "nugget"

Lammied items - do IC look special compared to non-lammied items

Character related

Facets – don't have to have hands empty when casting personal mana but still have to follow rules of clearly ripping the tab from the mana lammy during the spell casting

Avians – they all have beaks not lips - however some avian players use poor phys-reps for beaks....

Dragons – their blood goes off a few seconds after leaving its body i.e. no bottling it for later use! Clarification that younger (mobile) dragons can't do damage with their breath weapon (technically they do DRAGON BREATH - ZERO!). Dragon claws have no maximum size limit

Dryads - can be tainted, which has no effect on their abilities. We are discussing stats for undead awakened races

Golems - can't have already learnt a skill before they became alive, however much like humans can't remember their first few years, it is possible a golem was mistaken and didn't realise they actually learnt it as they slowly came to life or in their few months etc

Mokosh – only get their two bonus armour points if wearing crafted armour i.e. unlammed metal armour gets them only one

Myrmidon – can bring dead characters to GOD to be noted down, as they require them for their breeding chamber. IC they have hidden the dead body off site to be picked up afterwards and taken to the relevant chamber. Note sacrifice skill and gather soul removes the entire soul, so the remaining husk is of no use for their breeding chambers

Ophidian - you can extract any venom left from a dead ophidian by using the Anatomy Ophidian skill

Wemics - a male wemic doesn't have a barbed penis!

Eidolons - Eidolons players can make up their actual blood characteristics and decide what their innards look like if cut open!

They can't overrule another eidolons pact i.e. they can't poach mortals off each other

Soul symbols should be centred on the forehead

Eidolon manifested weapons do not detect as Theurgic but do count as touch for purposes of blessing delivery but this alters nothing else

Powered up eidolons detect as blessed

Eidolons can only transfer one mortal wound from a pacted person as they are now mortally wounded and hence can't take a second. Mortal wounds can only be transferred one place up or down the chain at a time

Once retired eidolons cannot be played again like other characters can

Eidolons can go directly to the Maelstrom tent i.e. they only have to go via GOD when leaving

If a player has retired their soul pacted character then the eidolon can't have the soul unless the player informs PD that they have killed their retired character (because they might want to play it again as a zero pointer). Note that if they do that then as they were pacted before being retired the eidolon will get a soul stone with all the original skills

When an eidolon pulls on a soul pact, it is the highest person (eidolon or therge) up the chain he is pulling on i.e. on the DB Flail is pacted to Whisper who is pacted to the Baron. We check that the Baron is active and IC at the event and it is his soul symbol they all wear. However pacted souls and prayers (by pacted mortals) go to the highest eidolon in the chain – in this case Whisper. Souls will find their way to her but prayers are only received next time they enter the Maelstrom

At GOD dead soul pacted characters can either immediately give up their character (and it becomes a soul stone) or play a disembodied soul for any time up to the remainder of the event. Disembodied souls have specific phys rep requirements and are similar to a shadow – one hit and they have to appear at the nearest ritual site (after going via GOD), unable to attack etc. Also can't talk unless Gift of Tongues has been used on them. Unable to understand symbols - read/write etc. They are unaffected by most magics (except ?) and can't have the pact severed by anyone other than the relevant eidolon, even if they know their true name. At any point they can report to GOD if they decide they no longer wish to play that character then it becomes a soul stone lammy to be given to the highest eidolon in the chain. After that then obviously there will be no further chances for anyone to talk to that soul except for the one time when the soul reaches the eidolon and he turns it into a soul stone

GATHER SOUL – character becomes a disembodied soul for a maximum of five minutes. Only additional rule is that they have to remain with the eidolon that cast it. This can't be used to hijack already pacted souls that have just died (or tainted souls for that matter) as they don't hang around in dead bodies anyway

Eidolons with non-human souls up their arses do get the bennies but with two rules:-

1/ They have to have the relevant phys rep requirements that are at least the essential part of that race for that ability

2/ The normal manifested item rule applies so ophidian venom is useless as it starts to immediately disincorporate

Also note that eidolons can't use any of the priest skills of their soul stones up their arse as they aren't devotees.

Undead – if a necromancer dies then although his undead continue to keep their powered-up stats (if any), they need to soul taint again, to a new necro, using Touch of Blasphemy ritual because if they die before having done so then they can't come back and that's the end of playing that undead character.

Undead can't get it up(!) and thus can't have sex as they have no blood flow. Undead get no racial stats but do show phys rep of being their original race – which they need to inform PD of. Undead can slowly change their form to appear deader over time i.e. slowly becoming more corpse like.

Baby lammies – including avian eggs – see relevant concept document. We'll provide a lammy, if there is an appropriate phys rep, one hit equals instantly dead, detects as living, no true name, technically IC must be kept warm.

Bears – 4 body hits. Detects as LIVING. SINGLE STRIKEDOWN / TRIPLE STRIKEDOWN depending on whether it hits with one or both claws simultaneously. Requires proper bear costume phys rep

Prisoners - cannot be taken off-site to be safe guarded, even if the player agrees or the jailers are the IC hosts on their land i.e. once off-site they automatically escape

Going dummy - Going into or out of this state requires a referee and is used when the player of a captive character wishes to stop being the phys rep e.g. they wish to OOC go and eat. In the meantime their character is represented by a dummy phys rep with a large lammy explaining the rules and the photo of their character. IC their character is unconscious and cannot escape on its own, it can however still be rescued by other characters. The rescued prisoner obviously cannot be soul spoken to (no coherent thought) nor be able to come conscious and take any actions until a ref can replace the dummy phys rep with the real phys rep!

Shapechangers – relevant races can pretend to be someone else by wearing their phys rep (e.g. OOC borrowing their dragon costume) but the disguise rule still applies and facets can't so easily do it as they should have crystalline structure to their skin. Shape changing has no effect on racial poisons i.e. you still count as your original race for poisoning purposes regardless of what shape you appear to be.

OOO Disguise Rule – spirit of the rules means that a target can be accused without a player knowing the IC name if they have another good argument of familiarity with the target. You can't use the phys-rep of another race. You can dye hair/fur (e.g. if a wemic) and cut and colour feathers (e.g. if an avian) but not alter skin colour (e.g. if a human). You can fake scars IC.

Inactive characters - Whilst playing one character, the player's others are considered inactive e.g. asleep, and can't guard or take other game relevant actions. This includes undead coming back (if an inactive necromancer) and eidolons pulling on you (if an inactive theurgist)

Using DT abilities at events – taken on a case by case issue however they have to provide any relevant phys reps, usually the shortest time span for use is an overnight duration and they have no effect for the following downtime

Retiring characters – a player can for role-playing reasons temporarily play a retired character again, however they are a zero point character i.e. no skills, abilities, advantages or downtime, beyond what lammies and powers might be bestowed upon them whilst being played. If soul pacted and killed the eidolon gets a non-skilled soul stone, unless they were pacted before being retired in which case the eidolon does get all the skills on the soul stone. Similarly the deities might end up with a zero-pointer soul if devoted. If soul-tainted then the retired character comes back as undead, however all retired undead characters always start each event as a shadow (the weakest type of undead). Eidolon characters can't be played once retired.

Social Status – everyone gets to see the list of all those characters with status who prebooked for an event, however we'll use the following IC titles to try and encourage players to refer to them by IC names and not the OOC numeric levels; 1=noted; 2=respected; 3=influential; 4=famous; 5=renown. The highest ranking character gets to nominate who is in charge i.e. it doesn't have to be themselves – if they 'back' someone else then the appointed leader gets no additional social status and is only in charge whilst being backed by the highest ranking person. If the leader screws up then it will negatively affect the backer's social status.

Playing animals for hunts etc - players can only create characters as per standard rules anything else is a staff role.

Partially learnt skills – Certain skills when >50% learnt can be used at events (under close ref supervision) but until fully learnt it is doomed to fail.

Mask wearing – It might be considered bad form however it is not against the rules for a player to role-play with their racial mask on their forehead instead of on their face. The important rule is that it is apparent and obvious what their IC race is.

Body searching - if both parties agree then full real searching can be conducted otherwise it's a count of 30 seconds whilst phys rep role playing (and doing nothing else) and everything must get handed over

Secondaries – see *player handout sheet for full details*

- A secondary is a zero point character with no advantages or downtime actions
- Those players with 3 point secondaries (i.e. before the rules become stricter to zero points) can keep them
- The secondary can be upgraded to become your primary if the latter dies or you wish to retire it
- Designed to allow players to have fun whilst not playing their major, campaign affecting PC
- Most common reasons include having a primary with a heavy phys rep requirements or who can't socialise!
- You have to follow all standard rules for character creation; so for example you cannot play an animal as a character
- Players are informed that secondaries have no religious impact (Supplication / prayer etc)
- Ref notes: undead secondaries return every event as shadows
- They are allowed to attend plot events i.e. VI

Capturing Characters

As written on PD website:

If you wish to imprison another character while they are at an event, then they must be incapacitated or unresisting. You may then role-play taking steps to secure the character with ropes or similar. Regardless of the method used, the character who is imprisoned may automatically escape after five minutes of uninterrupted effort. They must role-play that they are escaping their bonds in a way that is obvious to everyone who is watching. A character can escape their bonds while debilitated but not while incapacitated.

If another character is under your control at the end of an event then you have two options. You can choose to enslave the character. A slave will be added to your downtime inventory. They cannot escape but may be freed by the efforts of other characters during downtime.

The alternative is to keep the character as a prisoner. The player whose character has been imprisoned may continue to submit downtime options with the approval of their gaoler. One or more characters may guard the prisoner using the guard prisoner downtime action. A prisoner may attempt to escape; the longer that the prisoner is unguarded then the greater their chances of successfully escaping during downtime.

The player whose character has been imprisoned or enslaved cannot role-play their character at an event until they escape or are freed.

Notes

Prisoners and guards must come to an OOC co-operative arrangement of what the prisoner will be doing. In such a case both parties cannot use 'My Maelstrom' and instead will need to email their downtimes in, so that PD can adjudicate what has occurred.

The default is being enslaved, which occurs if the prisoner is being uncooperative or automatically if a secondary.

Rescuing someone held captive, is by submitting a manual downtime stating such and successfully choosing the area where the prisoner is being held. This is effectively a specialised sabotage action i.e. they choose that on My Malestrom and then email in.

A player, whose character is being held prisoner, can create another primary if they wish as their captured one is in 'plotted' status. Meanwhile they still only get one downtime – which they will probably use with the prisoner as part of the negotiations to eventually be freed. If their original character is freed then they will then have to make a decision as to which to retire. If they retire their imprisoned primary, then it automatically becomes a slave.

So the options are effectively:

- 1/ Cooperate and hope you'll be let go eventually
- 2/ Refuse to cooperate, become a slave and try and get your mates to rescue you
- 3/ Give up playing the character and they get a slave
- 4/ Give up playing the character by killing yourself and they get nothing

Player non-attendance issues

For example if pacted to a non-attending eidolon player.

If a player enquires and the first player hasn't been for at least four events, then we email the "semi-retired" player and ask them if they are coming back. If they say yes, then tough. If they say no then we retire them off and release the pact etc if the player wishes.

After eight events of non-attendance we ask tough questions and retire them off automatically if we get no response and release the pact etc if the player wishes.

Faith and Religion

Initiation - Check caster has skill (via character card), that he spoke the correct True Name by radioing GOD with target CID (via character card) and that target isn't an eidolon or undead. If okay then use temporary sticker and at some point they can go to GOD to swap their character card. GOD also needs to alter DB and check if there are any dormant blessing powers to go active or any current ones going inactive. Although a ref isn't required to perform one, an initiation doesn't count as being in effect until the ref has been seen and the character card / database altered accordingly. See change of religion below

Change of religion - Any chance of worshipped deity needs to be carefully checked with GOD to see if there are any dormant blessing powers to go active or any current ones going inactive. This might involve removing a blessing lammy off the player or having him go to GOD to receive one. Relevant actions include **Soul Taint**, **Soul Pact**, **Excommunication** and **Initiation** above

Supplications – Can be performed on your own. Multi-faith ones only count as one for the deity of the person leading the ceremony and his specific followers - although if the players were clever and role-played the ceremony with >1 deity-specific leaders then it would count as individual supplications consisting of just them and their particular followers added up. The ref needs to listen to the ceremony and write down on supplication form what they are requesting via their role-playing. This is all their deity receives as he is effectively just viewing it in the same way the ref does, with the exception that he also gets all the CIDs of devotees present (as he already knows their true names) and any other relevant party e.g. the proposed beneficent of the ceremony as physically pointed out by the supplicant. Basically Supplications are first class post compared to a prayer being second class post. You can pretend to support a supplication but not really – as in you tell the ref to strike your name off the list afterwards. You can also request that you count against the supplication if you disagree with it i.e. as a negative

Detection of Blessed – A character possessing a blessed power lammy detects as BLESSED in addition to what they normally detect as (e.g. LIVING). In addition they are then susceptible to spells targeted on either type.

A newly blessed item (i.e. one using a this-event-only blessed sticker) is visible to all IC, as being blessed

Pacts, taints & devotee status - Soul pact overrides soul taint and devotee status, regardless of which order they are done in. However soul taint and devotee status can overwrite each other i.e. the last to be done. Characters IC know their status and can feel when it changes and what to. Characters can voluntarily renounce a soul taint or devotee status but cannot remove a pact.

Undead – Check character card so can find them on DB and see who their necromancer is. Then check DB to make sure that their necromancer is still alive and not playing his secondary before letting them go back to the ritual site as a one hit / can't do anything shadow. Also check if we have previously asked them what race their undead was, as we are currently collecting that information to add to the DB. Since they appear at nearest ritual site if necromancer isn't at event they appear elsewhere...

Sacrifice – Only works on LIVING creatures. Removes entire soul so remaining husk is of no use for breeding chambers

Geas - should be reffed like a supplication i.e. the ref writes down what he perceives the geas is about

Prayer sheet requests - metagaming requests when you haven't got devotion is allowed, although not to be encouraged!

Prayers - online submission of prayers is allowed via a dedicated email address (prayers@PD). Characters can pray to the eidolon they are directly pacted to. The eidolon automatically receives any prayer sheets for him when he next enters the Maelstrom. Regardless of what a player puts as the deity at the top of the prayer form, it will always go to the deity they are a devotee of. In the same manner, regardless of what a player puts as the deity at the top of the prayer form, it will always go to the eidolon they are soul pacted to.

Necro & devotee/priest status – yes a player can be a necromancer and also have devotee status / priest skills

Consecrated areas - uses wording similar to that used for rituals for both consecration and deconsecration i.e. approximately five minutes / role playing appropriate IC actions and requires an area for the shrine i.e. ~5 meter diameter, delimited by walls with an obvious religious focal point (e.g. an altar). Represented by an A5 'consecrated shrine' lammy to indicate role playing symptoms of relevant devotees when inside with degree of effect and duration dependant on player's characterisation – see relevant database for full details

What happens to your Soul when you die?

Target	Action	Result
Non-Devotee	Nothing	Dissolves when the player goes OOC
Non-Devotee	Lay to rest + TN used	Soul immediately leaves and goes to the priests deity Unless the soul is tainted or pacted in which case this can't occur as the soul should already have immediately left the body upon death
Devotee	Nothing	Eventually finds it way to the relevant deity after the player goes OOC
Devotee	Lay to rest	If priest of the same deity then soul immediately leaves and goes to their deity If priest of another deity then it doesn't work
Devotee	Lay to rest + TN	If priest of the same deity then soul immediately leaves and goes to the deity If priest of another deity then soul immediately leaves and goes to the priests deity
Executed victim	Sacrifice	If LIVING then soul immediately leaves and goes to the priests deity
Incapacitated Undead	Lay to rest + TN	Soul is immediately destroyed
Soul Pacted	Nothing	Soul immediately leaves and becomes a disembodied soul (via GOD)

Soul Tainted	Nothing	Soul immediately leaves and becomes a shadow if necro still alive and in play(via GOD)
Devotee or Non-Devotee	Gathered	Soul immediately leaves and becomes an eidolon attached disembodied soul

Magic related

Talismans – if on the victim then can be touch activated by other characters (e.g. if the wearer is unconscious), assuming such activation isn't specifically excluded on the lammy itself.

The form helm includes any head gear, however note that characters with craft armour can't make helms for talismanic use.

The form armour, includes clothing, see same note on line above. Talismans can be made on lammied or unlammied armour (the former is better for making the talisman) but obviously at events a talisman lammy can only be put on armour without a lammy.

The technical description of the armour form is an item that is properly worn on the body torso, arms or legs.

A talisman lammy can't go on an item that already has one. You can carry two talismans (e.g. in bags) but (due to magical disharmony) can't have active two of the same type, for example by wearing two clothing forms, however you can weld two by having one in each hand. Basically it's an IC flange to fit the OOC rule that as soon as you add a second, both no longer work, until you have removed one, at which point the other mysteriously works again...

All talismans are sorcerous in type, with the following exceptions:

Necromantic Waning Shadow of Life / Thief of Life
Theurgic Empower ritual site

Melee Weapon Can only be used when the talisman is in hand. Cannot be used when any other talismantic item is in that hand.

Helm Can only be used when the talisman is worn. Cannot be used when any other talismantic helm is worn.

Armour Can only be used when the talisman is worn. Cannot be used when any other talismantic armour is worn.

Amulet Can only be used when the talisman is worn. Cannot be used when any other talismantic amulet is worn.

Stone Can only be used when touching the talisman.

Shield Can only be used when the talisman is in hand. Cannot be used when any other talismantic item is in that hand.

Banner Can only be used when the talisman is in hand. Cannot be used when any other talismantic item is in that hand.

Firearm Can only be used when the talisman is in hand. Cannot be used when any other talismantic item is in that hand.

Rod Can only be used when the talisman is in hand. Cannot be used when any other talismantic item is in that hand.

Boots Can only be used when the talisman is worn. Cannot be used when any other talismantic boots are worn.

Siege Weapon Can only be used when touching the talisman.

Bow/Crossbow Can only be used when the talisman is in hand. Cannot be used when any other talismantic item is in hand.

Figurehead Can only be used when mounted on the prow of a ship.

Cup Can only be used when the talisman is in hand. Cannot be used when any other talismantic item is in that hand.

Spell casting - when casting a cantrip or an incantation both hands must be empty (with the exception of mana crystals) and appropriate verbals must be said for the entire required casting duration. A verbal pause (for example uttering any call with the exception of NEGATE) will invalidate the spell. In addition if range is touch then the target must be in contact for the entire duration too. For ranged spells the target only needs to be in range at the end of the spell. The range listed (e.g. 5 meters) is considered to be approximate only – no rules lawyers using tape measures!

Damnation– ranged special power which automatically makes an eidolon fallen. Doesn't require their True Name or even for the target to know it has happened. The eidolon details need to be added to the fallen list in the folder and the relevant deity informed of the power having been used and by who upon whom

Heavens Truth Revealed – this Theurgic cantrip (and hence the Detect call) only works on characters not items

Smiths Mystic Anvil – this Sorcerous cantrip can't restore armour points to natural armour

Detect the Maelstrom's Touch – This Sorcerous cantrip comes with a lore sheet - see table below for detection types:

Undead	Necromantic	Talisman & Alchemical items	Relevant type: T / N / S
Eidolons	Theurgic	Facets & Golems	Sorcerous
Blessed Item or character (i.e. has a lammy)	Blessed	<i>Contrabando</i>	<i>N/A - doesn't detect</i>
Ritual Sites, Mana Sites, & Mana Crystals	All	Soul Stones & Dark Powder	Theurgic

These types are stackable, so if a facet had a blessed power then he would detect as both types.

Maelstroms Touch doesn't detect Soul Tainted and Soul Pacted characters.

Negate call – allowed to have the target attached e.g. Negate Shatter or Negate Mass Repel Necromantic

Arms Reach – new range for spells, which doesn't require target to be touched but merely be within arms length

Protection of Blood & Bone – To cure a cleave requires the healing of that body hit

Vocals - "By the power of the Maelstrom" aren't reserved spell casting words – they can be faked in order to pretend spellcasting (eg. eidolons faking casting "Gift of Tongues."), however players can't say anything that could be perceived to be a call e.g. no shouting 'trousers down!' or anything else that will simply act to confuse other players

Rituals

A ritual consists of approximately five minutes of appropriate role-playing which is from ten paces away looks obviously like a ritual. At some point during their role-playing the ritualist will need to hold the mana crystals for casting, touch targets (if relevant) and speak true names (if relevant).

- Only one ritual can occur at a time (any attempt to start a second ritual at the same time will disrupt both)
- The ritual site is small in size e.g. 5 meter diameter
- The ritual site physical location is chosen by the hosting players at the start of the event
- The ritual site is phys repped in a random area fashion by using Ben's embedded crystal rock props
- A ref normally has to be present to do a ritual, however he can use his judgement to allow the players to start/continue/finish a ritual without him if required (e.g. he spots a nearby situation)
- Rituals without refs are currently being gradually phased in by informing those who we ref a straight forward ritual that their next one doesn't require a ref to be present – they just need to report it within 30 minutes
- The referee should give out no information about the strength of the ritual site nor how it will affect the mana cost for a particular ritual – the ritualist must inform us beforehand what they are casting and how many mana they will be using
- All such mana declared to ref at start is used up, regardless of result i.e. if you put in too little or too much
- Performing a fake ritual (or not realising that it's not a real ritual site) – has no effect and no mana used up
- Yes you can use up mana crystals for no effect (e.g. to aid in your fake ritual!) by OOC just ripping off the tabs
- Creating a durational effect via ritual directly before an event (i.e. in DT) – the effect is still active during the uptime event

Ritual Site Strength

Ritual sites are rated as minor, standard and major, depending on the number of character points spend on it. The cost of a ritual spell is equal to (base mana cost X ritual multiplier). At major religious festivals (i.e. PD events) Minor sites are X3; Standard sites are X2 and Major sites are X1. Therefore a basic 1 point ritual spell will actually cost 3 mana if cast at a minor ritual site. At minor religious festivals the ritual site multiplier is X2/3/4 and if there is no religious festival it's X3/4/5 (i.e. for plot events).

Ritual spells

SORCEROUS

Trace the maelstroms path (1mana) – radio GOD to look up ID of the lammy on the DB to find its powers and true name (if any)

Weaving the Cloth of Steel (1mana) – every point costs the basic mana cost. Points can't be stacked on any single target but are shared between all participants as desired. Use AP stickers and reiterate that it cannot be staked with normal armour.

NECROMANTIC

Empowering the Wandering Soul (1mana) – Use temporary sticker and at some point they can go to GOD to swap their character card for the relevant powered up version stats. You need to radio GOD to get them to alter DB.

Touch of Blasphemy (1mana) – Use temporary sticker and at some point they can go to GOD to swap their character card for one marked soul tainted. Can be cast upon dead bodies if their soul is actually still present i.e. the phys rep has not reported to GOD but not on soul stones. At the end of the ritual the player whose character is now Soul Tainted should be informed to report straight to GOD upon death - their soul does not hang around. You need to radio GOD to alter DB. Need CID of Necro as can't come back if he dead. Tainting is effective on all races except Eidolons. It can be redone on an undead to change who their necromancer is. It can be cast on the caster but that's pointless as they won't come back when dead! It can be cast on MaA but that first requires a DT action persuading them to give up their true name and under go it etc

THEURGIC

Illuminate the maelstrom's shadow (1mana) - Use sticker

Shatter the maelstroms fetters (1mana) - Use temporary sticker and at some point they can go to GOD to swap their character card. You need to radio GOD to get them to alter DB. Eidolon needs to alter soul symbol to that of the theurgist. Although it says so in the Players Guide, the eidolon never actually needs to know the true name of the theurgist!
This counts as the eidolon being in a soul pact to the theurgist, so they can't also be in a soul pact to another eidolon.

Tearing the maelstrom's veil (1mana) - This ritual allows you to create a gate that an eidolon can use to enter the world. The number of mana crystal expended in casting the ritual determines the size of the gate. Any character that is in the Maelstrom that is aware of the hole may choose to come through. The hole remains open for up to an hour.

Any eidolon can increase the size of the gate just to squeeze themselves (but no others) through by expending some of their souls. In such cases the mana multiplier of the ritual site does NOT apply as they are on the other side of it, therefore calculate their personal gate size by assuming the original casting was:

base mana cost equal to (theurgist mana spent/ritual multiplier) + eidolon souls expended

Base mana cost	1	2	3	4	5	6	7	8	9	10
Enshrined Souls that can get through	0	1	<=3	<=6	<=10	<=15	<=21	<=28	<=36	<=45

Call the spirit of the maelstrom (*1mana*) - This ritual allows anyone to communicate with a character currently trapped in the Maelstrom by calling a vision of the eidolon to appear inside the ritual site. The Theurgist must speak the true name of the target at the completion of the ritual. Time to appear is dependent on phys rep issues i.e. if the eidolon is currently playing a secondary character then we have to wait for a referee to find him or he next checks in at GOD. The eidolon appears as a vision inside the ritual site that can be conversed with. It is completely intangible and any disruption to it (e.g. touching it, casting any sort of spell on it etc) will disrupt it completely and require a recasting for the conversation to continue. *Not in 2nd edition Players Guide*

NON-BASIC RITUALS

Life force taint - this ritual costs 5 base mana and does a minimum 100 sq miles area

Nourishing Food - ten tonnes of bland and tasteless food is produced per base mana point

Sacrificial life gain - the caster gains one year of life per victim

Joining the land with the mound – necromantic ritual to permanently taint area; base mana 5 cost will affect 100 sq miles (1 square). This ritual effectively taints all plants and animals in the area, and they will reappear as undead whilst the necromancer is alive. Plants in the place they were killed, animals via the ritual site – wearing the necromancer’s soul symbol, detecting as NECROMANTIC but otherwise the same stats. Dryads have to pay double cost when pulling on the power of the forest and will IC realise it’s much harder to do so to gain the same effect. The ritual doesn’t affect characters; at a higher level up the tech tree it will taint people as well. If players spend time carefully watching the ritual site they will occasionally see an undead squirrel or rat dart out and into the undergrowth. Any vegetation destroyed will return in place as an undead version of it.

Ranged rituals – the cost for such spells (e.g. Garden of Delights): every square (outside this one) increases the base cost by 50%. The ritualist needs to know the target area either via My Maelstrom known location list or map square on. They can instead use a lammied map as the target.

Misc / event / DT related

Corrections to the second edition Players Guide

Fortitude and Great Fortitude -The base cost of these skills is one point and two points respectively. Mayan Dragons receive great fortitude as a cultural skill, not fortitude.

Mending Armour -It takes one minute of roleplaying by a character with craft armour to restore one armour point to a suit of armour, not five minutes as stated in chapter 6.

Mines - Mines are now treated as buildings, and their construction for new characters follows the rules that govern buildings for new characters. Constructing new mines will be added to the downtime options for characters who purchased craft building and mastercraft building before the next event.

Ships and Churches - Members of a group whose allegiance is to a church may spend up to 2 points on ships, not 0 as stated in chapter 4.

- *No off site game effect actions of any kind (inc. role-playing)* are allowed, e.g. conducting a supplication, having an IC conversation, burying items to pick up later etc. Hence prisoners cannot be taken off-site to be safe guarded, even if the player agrees or the jailers are the IC hosts on their land
- *Time-ish situations* e.g. the casino after hours – they can continue to role play consensual actions only (no stealing etc)
- *Refs overriding the rules* - a good example of a class of areas where a ref can override the rules in the Players Guide is the requirement for a weapons safe phys-rep when committing a Coup De Grace. This rule is designed for safety and play balance purposes when self-refing and not because it is an IC requirement that a character have a weapon safe phys-rep. A referee can allow a coup de grace without a weapon safe phys-rep because he is still preserving the IC intent of the rules while extending the range of options by which it can be applied without compromising safety or play balance.
- *Ref tunics* are the yellow ones with 'ref' on them plus Paul/John/Dan are named. Others handed out for battle marshalling
- *New on the gate* - for dead or first time booked on the door characters on Fridays, GOD will temporarily give them a handwritten character card and relevant sheets whilst they process their booking – probably overnight for next morning
- *Email requests for racial sheets etc* - are dealt with on a case by case basis - PDFs being the last resort – pref. post them
- *Character cards* - GOD will emphasis that no query can be answered without production of character card. They will be marked with their status - primary, secondary or retired and event number
- *The Gods move in mysterious ways* – the stock IC excuse to complaints / queries regarding apparent inconsistencies...! ☺
- *Radio protocol* – Logistics on 1 (inc. Bill & first aid). Once event starts then: GOD on 2; Refs on 3
- *Plot team* cannot to implement and modify rules in the same manner that the rules team can't run plot!
- *Simple rules issues* can be officially ratified via email without requiring a meeting to rubber stamp them
- *Yellow armbands* - strips of (player provided) fluorescent yellow fabric can be used to denote OOC boxes and areas
- *Player events* - as it won't be possible for PD to provide a Ref for every player event leading to Refs choosing which ones to go to, they are not allowed in official capacity at any of them to stop any favouritism
- *General refereeing principle* - for example when writing rules, we should consider that in a PvP game the benefit should go to the aggressor as the one who has had the balls to get off his arse and do something...!
- *Plot caps* - however there are only a very few specific circumstances in which plot staff will use them to talk to players – for example if they are providing a background briefing. Mainly player interaction is through GOD or ref staff

Referees

Referees Categories

Marshal (Black & Yellow tunic & their usual PD cap)

Marshals watch out for potential safety issues (e.g. marquee ropes) as well as reporting any cheating observed during large scale combats. They can direct players to various points in the rulebook (just like any player can) if they have one on them. Any rules queries outside this remit have to be passed onto a referee. They can also adjudicate standard procedures once they have received the appropriate training for that procedure, e.g. supplications, blessings, etc. If they are training to become referees themselves then they also spend time shadowing existing ones, both on the ref desk in GOD and accompanying them out in the field. Marshals have access to the ref-only information and guides in GOD and are encouraged to read it to deepen their background knowledge of the system. Once they have sufficient experience they can progress from being a marshal to being a referee.

Referee (Yellow ref tunic / puffa jacket & yellow cap)

Referees man the ref desk in GOD and patrol the event site, answering queries and adjudicating all IC situations as required or deemed appropriate, as well as often acting as the first point of contact for players. A referee carries a radio and headset and might also use a Palm PDA. If they encounter a situation that appears to not be covered in the ref-only resources then they consult the head referees.

Head Referee (Ref puffa jacket & yellow cap)

The head referees co-ordinate the rules team and create new rulings in consultation with their colleagues, as deemed necessary.