

# The Game Rules

*Version 5.1*



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## 1. Immersion

**Immersion** — is a core aspect of a role-playing game, as well as a tool to achieve a creative goal of such game. Every participant upon signing up automatically vows to follow such aspect from the start of the game to the end.

Immersion in role-playing game must be a top priority. Especially above the character's wealth or wellbeing. Here are some basic guidelines:

- **Combat interactions** – the player must adequately mimic the weight of their weapon as it would weight in real life, as well as role-play any effects from magic casted upon them, pain from injuries, falling from being pushed hard and many other actions, until their character dies;
- **Social interactions** – the player must follow their character's behavioral patterns and traits, thus sticking to their character's actions and creating a unique behavior and character.

**Masters** (*see below*) in turn are controlling that nobody destroys immersion for others, noticing any violations that do break immersion. Here are some examples of such behavior:

- **"metagaming"** – immersion-breaking conversations, when the player stops talking as their character, usually happen when the player doesn't want to play their character anymore or wants to chat on non-game related topics;
- **"munchkinism"** – immersion-breaking actions, abusing game's rules loopholes to gain unfair advantage, usually done to enrich their character or empower them;
- **"power play"** – immersion-breaking actions, using brute force as a means to win, for example pointlessly killing other characters without considering consequences or other things. Power play also includes dangerous combat actions, including if the player has no experience with fencing or force control.

**Masters** – are the game's judges and arbiters. Their remarks should be top priority. Every Master will be introduced during briefing (*see Agreement 1.2. Schedule*), during the game can be differentiated by having a token with BLF logo and a band.

- **The Main Master** – holds the highest authority. He is located in the Rest area (*see Agreement 1.2. Venue*) and is controlling the flow of the game. In any conflict his words are final. The Main Master also coordinates Game Masters;
- **The Game Master** – an arbiter acting in specific Game area, responsible for enforcing the rules during specific actions or in specific locations. Most often the Game Masters can participate in game events as temporary characters.

**To address the Master** (a.k.a. **Getting out of character**) – is an action when player raises their hands crossed above their head and says **"OFF GAME!"**. Addressing the master without such action during the game would be ignored or would be considered addressing the character, not Master.

### Rules for setting:

➤ **Mandatory** – the bottles must be wrapped in cloth; food items or snacks must be stored in clothed bags; cigarettes must be replaced with a smoking pipe; alternatively, do not smoke in Game area; after sunset in Game area players must use appropriate light sources or electric candles. This rule can be ignored in emergency situations;

➤ **Recommended** – to use only natural clothes for costumes. You must carefully design the entire costume from headgear to boots. Don't forget to consider comfort as well as pretty looks, as you will be wearing this costume for several days in the forest during different weather conditions. High boots and interchangeable costume elements are recommended. You must remember though that your characters are living in the world of the Game for many years, meaning that costumes can't be absolutely clean and not have any wear or tear;

➤ **Prohibited** – any use of obvious modern clothing or footwear, all labels or other brand indicators must be well concealed or removed.

### Rules for equipment:

➤ **Mandatory** – all types of armor or other military equipment must be prepared in reference with any real or fantasy analogues. For example, to have a Warrior class, you need to have appropriate armor or you won't be a Warrior. You are free to use any materials for the armor, as the main criteria for armor is looking neat and beautiful. You mustn't forget about durability, if your armor doesn't protect you from hits or shatters upon being touched – this isn't armor;

➤ **Recommended** – in preparation for the game to notice the unique parts of your character and their race, and to be made according to fantasy sources;

➤ **Prohibited** – wearing poorly made armor. Poking out rivets, unrounded edges and other issues with your gear can be dangerous and won't be allowed into the game. Wearing such gear or its elements, if they don't fit the game or fantasy setting or racial features, might be a reason to forbid such character to play as certain race.

### Quality assurance before the game

On Baltic LARP Fest games we are employing European standards for gear and setting (*same as in ConQuest of Mythodea, Epic Empires, The Gathering*). Meaning every player goes through a strict audit of their equipment. Any questions regarding the equipment should be sorted before the game via email with event organizers. Having the entire costume fail the audit in registration might result in transferring the player into NPC, without refunding the fee payed before.

### Quality assurance during the game

During the game in all major locations Masters are stationed, responsible for immersion control too. In cases of immersion breaking Masters give out a **Mute** card – a card where a punishment is written down. That punishment must be immediately followed in complete silence. Mute is individual and varies in duration.

## 2. Economy

The game economy is currency-based. Main regulators being the Inn and the Guild.

**El** – is the currency of Everwood. It is represented with three different coins: Bronze, Silver and Gold. The currency exchange rate is 5 bronze El = 1 silver; 5 silver = 1 gold.

### **Income and starting capital:**

- During registration (*see Agreement 1.3.*) every player gets a personal allowance. It consists of 1 silver El to which a bonus is added depending on the costume quality and it fitting your character. This bonus varies, but doesn't exceed 2 silver Els;
- If the character dies and the player gets back into the game as a new character, personal allowance is once again given out. However, if the costume remains the same, no bonus is given;
- To get new personal allowance the player must show previous Road Pass of previous character. In failing to do so no bonus is given;
- The players are gaining Els by completing various quests or gathering loot to replenish their supplies;
- Players are free to trade and exchange game items or valuables. Quest items and items of great importance (*such as artifacts*) are marked with special tags (*see Services of Trading post*).

### **The Tavern services:**

- Possibility to put up any note to the notice board – 3 bronze El;
- Water – **free**;
- A cup of tea/coffee – 1 bronze El;
- A cup of "Funny vagrant" (*alcohol-free beer*), "Boozing Olaf" (*kvass*), "Everwood's ruby" (*berry cocktail*) – 2 bronze El;
- A snack "Sandy hedgehog" (*fried bread with salt, cheese and nuts*) – 3 bronze El;
- A dish "Meat barbarian" (*buckwheat with chicken*) plus a cup of a chosen drink - 1 silver El;
- A dish "Blushing morph" (*potato with pork and vegetables*) plus a cup of a chosen drink - 1 silver El;
- A vegetarian dish "Mushroomed elf" (*buckwheat with mushrooms*) plus a cup of a chosen drink – 1 silver El;

### **Some nuances:**

- Prices for a group orders might be different;
- Menu can be expanded during the game;
- The Inn is preparing the dishes only for meal times (*see Agreement 2. Schedule*), orders outside that time may not be accepted;
- During the game time the players must be in character when visiting the Inn.

**The Guild services:**

- Accepting new adventurers, giving out starting quests, confirms finished quests;
- Training melee and ranged combat skills in bootcamp at Martial arts faculty;
- Training practical skills in ritual spells, as well as teaching Theurgy, Arcane mastery and Mysticism (*see 5. Sciences*) at Mage faculty;

**Townhall services:**

- Sending a letter – 2 bronze Els;
- Scribe's services – 2-3 bronze Els;
- Hiring into Royal Guard – daily allowance 3-5 bronze Els;
- Storage of game items. If character doesn't pick up the items before the contract expires, a fee will be adding up, proportionate to the overtime. Items in storage can be inherited by other character. Including item sheet. Quest items can't be stored in storage. Price is negotiable.

**Services of Trading post:**

- Identifying quest items and artifacts (*items without special tag are not artifacts*) – 2 bronze Els;
- Buying artifacts – price is negotiable;
- Selling bandages, recipes and components (*see 5 Sciences*) – 3-10 bronze Els;
- Mortgaging equipment – price is negotiable.

### 3. Equipment

Every equipment has to uphold standards and go through safety inspection. Equipment that failed inspection must be stored in player's tent. If such equipment was used during the game, it will be confiscated and the owner prohibited from the game.

**Weapon standards:**

- Acceptable - any factory or handcrafted weapon, covered in latex, fully softened and aesthetically pleasing;
- Acceptable - any two-handed weapon not exceeding 2 m. in length, softened for its entire length (*including shaft, if there is one*);
- Acceptable – any thrown weapon made of light, bouncy yet soft material, covered in latex and without stiff core;
- Acceptable – only the bows or crossbows that have a tension up to and not exceeding 24 lbs.;
- Acceptable – only the arrows that have a soft part bigger than adult's eye socket;
- Acceptable – any shields, factory made or handcrafted, if they have soft outer layer and edge. Sport equipment won't be accepted.



### **Weapon types:**

- **One-handed weapons** – upon being hit inflicts a **Wound**. Any **throwable weapon** is considered one-handed;
- **Two-handed weapons** - upon being hit inflicts a **Wound**. Any weapon that's reaches user's chest starting from the ground – is considered two-handed. Two-handed weapon only deals damage if used with two hands. Any **ranged weapon** is considered two-handed.

**Magical attribute** – is a crucial component for roleplay of any magic skills or rituals. Magical attribute can be a prayer book, a grimoire, a staff or anything else that fits this role. However, only the staff can be used for combat (*precise*) magic. If the staff passes the safety inspection for weapons, the staff can also be used to block/deflect physical attacks.

**Combat magic** – is a set of precise actions, that are targeting a single and close (*not further than 5 steps away*) target, must be roleplayed both by the caster and by the target. The caster must point a staff at the target while yelling a keyword for the magical skill. The target, in turn, must interpret the key word as a call to action, and acts as if hit by the spell.

**Ritual magic** – is a set of actions that are not limited by range and mostly targets a group instead of a single target, must be roleplayed by both the caster and the target(s). Any ritual magic must be conducted with Master's oversight.

### **Armor standards:**

- Material doesn't matter much as long as the main criteria are met – visual aesthetics and holding hits well.
- If certain necessary part is removed or missing, the armor automatically falls down on the protection scale or is no longer considered an armor;
- Gambeson or other underarmor (*no matter how thick*) is a mandatory part for any armor. By its own is equals to **light armor**;
- Hood or anything under the helmet (*no matter how thick*) is a mandatory part for any helmet;
- Helmet must protect the top part of the head. The helmet is protecting the wearer from "Stun" ability. Shield is mandatory if the user is wearing a helmet.

### **Armor types:**

- **Light armor** – must protect the torso from front, arms from elbow to wrists, legs from knees to feet;
- **Heavy armor** – must cover entire body from front and back, shoulders, arms from elbow to wrists, legs from waist to feet.

**Mantle** – is a long (*lower than knees*), monochrome upper garments. Mantles can have a hood. A mantle can have décor using other elements of armor but will never be considered an armor.

### Combat rules:

- Any hit is accepted, except hitting a head, neck or pelvic area. Any hits in these areas are forbidden and lead to permanent Mortal wound for the attacker;
  - Thrusts are allowed;
  - Grabbing a shaft of two-handed weapons is forbidden;
  - If the opponent isn't resisting the hits should be replaced with light touches of a weapon;
  - Player that doesn't want to engage in combat can raise unarmed hands and should yell "SURRENDER!" to convey their surrender;
  - The hit only counts if the right side of the weapon was used with proper amplitude;
  - Grabbing blades, limbs, kicking the shield and other martial arts are forbidden.
- Exception – if both opponents agree to that beforehand.

### States and effects:

- **Wound** – injuries, that differentiate with severity. Heavy or mortal wounds should be roleplayed properly, including groans and screams of pain;
- **Bleeding** – a dangerous side effect of any injury. This effect lasts for 10 minutes, during which the character bleeds out but still can be stabilized. Without stabilization, the character bleeds out and gets a worse wound. If the wound was mortal, the character succumbs to injuries after 10 minutes;
- **Painful shock** – is a consequence of heavy or mortal Wound. Painful shock prevents a victim of using any of the unique abilities (*see 5 Sciences*);
- **Necrosis** – a side effect of a Mortal wound, when one of the limbs stops functioning (*player chooses*). Can be restored using special **ability** or **elixir**;
- **Death** – while the character hasn't died, they can crawl and call for help, drink a healing potion, use available skills to heal themselves, end their own suffering. The character can be **finished off** if touched with a weapon and "REST IN PEACE!" yelled. Freshly died character must stay in the same place for 10 minutes, not speaking. Then the "body" must go to the campsite showing the **sign Out of character** (*see 1 Immersion*) to anybody that sees them.

### Checks during the game

In case of clear violation of any rule, any event participant can point out the violation, and in case of repeated violations – inform Masters.

Heavy Armor			
Hit	Wound type	Effect	Restrictions
I	Light	Bleeding	-
II	Light	Bleeding	-
III	Light	Bleeding	-
IV	Light	Bleeding	-
V	Heavy	Bleeding Painful shock	Cannot run. Cannot use special abilities.
VI	Mortal	Bleeding Painful shock Necrosis	Cannot move, can only lay down. Cannot use unique abilities. Necrosis of one hand or leg by choice.

Light Armor			
Hit	Wound type	Effect	Restrictions
I	Light	Bleeding	-
II	Light	Bleeding	-
III	Heavy	Bleeding Painful shock	Cannot run. Cannot use unique abilities.
IV	Mortal	Bleeding Painful shock Necrosis	Cannot move, can only lay down. Cannot use unique abilities. Necrosis of one hand or leg by choice.

No Armor			
Hit	Wound type	Effect	Restrictions
I	Heavy	Bleeding Painful shock	Cannot run Cannot use special abilities
II	Mortal	Bleeding Painful shock Necrosis	Cannot move, can only lay down. Cannot use unique abilities. Necrosis of one hand or leg by choice.

## 4. Character

### Traveler's kit

During registration the participant receives a special **Clearance bracelet**; to keep track of character's process the receive **Road Pass** and diary, and for expenses – a bag with **personal allowance** (see 2. Economy).

**Road Pass** – game document tied to the character, has the name of the character, citizenships and their abilities they learned.

**Looting a character** – an action when the Looted must give out any non-tied items (like money, quests, items, supplies). Personal gear cannot be taken. Dead characters are lootable as well.

**Character's entrapment** – an action when character's arms are tied "in-game" and they can only be "cut" with specially allowed game weapons having a blade. Entrapment cannot last longer than two hours. If longer the entrapped must inform a Master.

**Character's torture** – an action when the Torturer conveys if they are dealing any Wounds or injuries. The Tortured decides when and what information to give out, if they don't want to lose a part of their body – as that would have to be roleplayed.

### How to improve a character

Characters in Everwood are improving through selecting a class and getting **Ranks** in it. Every character starts from Rank One and has 2 base abilities. Abilities can be active [ACT] and passive [PAS]. Each new Rank characters can choose one more ability.

Changing a class is possible, yet results in removing all the Ranks and abilities.



To get a new Rank the character must go to The Guild and provide an **Everwood's Runic Stone**. Runic stone is rewarded for completing difficult combat quests. The stones are tied to character and on event of character's death are given to Master.

After showing The Guild Master their Runic stone, the character would be sent with recommendation to Mage or Martial arts faculty to learn a new ability. After finishing training, the character's Road Pass is marked with **Runic seal**, from that moment the character wields the new ability.

**Short notes for ability tables:**

- **\*bandage** – a supply. **Recipes** and **mana** are supplies too (*see 5. Sciences*);
- **\*elixir** – single-use supply, can be manufactured (*see 5. Sciences*);
- **\*First stage of Filth** – the beginning stage of Filth corruption.

WARRIOR	BATTLE PRIEST
<p><b>[PAS] Endurance.</b></p> <p>Heavy armor now allows to use active abilities; using of one-handed weapon doubles all the ability uses.</p>	<p><b>[PAS] Sacrifice.</b></p> <p>Heavy armor now allows to use active abilities; using of magical attribute now doubles all the ability uses.</p>
<p><b>[ACT] Stun</b></p> <p>Once a day, hitting a target's shoulder with a weapon while yelling "<b>STUN!</b>", incapacitating the target for 5 minutes</p>	<p><b>[ACT] Bandage.</b> (Requires a <i>*bandage</i>).</p> <p>Once a day, applying a <i>*bandage</i> stabilizes a target, mediating bleeding. Also heals one wound in 5 minutes.</p>
<p><b>[ACT] Defense.</b> (Requires <i>shield</i>).</p> <p>Once a day, yelling "<b>DEFENSE!</b>" makes the shield to absorb a Wound from any source.</p>	<p><b>[PAS] Prayer.</b> (Requires <i>magical attribute</i>).</p> <p>Praying for 5 minutes allows to stop your own bleeding.</p>
<p><b>[ACT] Rage.</b></p> <p>Once a day yelling "<b>RAGE!</b>" allows to overcome the shock or movement restriction from last wound until the next wound.</p>	<p><b>[ACT] Vengeance.</b> (Requires <i>two-handed weapon</i>).</p> <p>Once a day, yelling "<b>VENGEANCE!</b>" and hitting an undead heals one wound to battle priest.</p>
<p><b>[PAS] Discipline.</b> (One-handed <i>weapon</i>).</p> <p>Training with one-handed weapon for 10 minutes allows to restore one used ability.</p>	<p><b>[ACT] Inspiration.</b> (Requires <i>mana</i>).</p> <p>Once a day, a touch of magic channeling mana allows the target to use one of previously used abilities.</p>

CLERIC	MAGE
<b>[PAS] Righteousness.</b> Mantle allows to use active abilities; using of magical attribute now doubles all the ability uses.	<b>[PAS] Wisdom.</b> Mantle allows to use active abilities; using of magical attribute now doubles all the ability uses.
<b>[ACT] Healing touch.</b> Once a day, a touch of magic stabilizes target, mediating bleeding. Immediately heals one wound.	<b>[ACT] Impulse.</b> Once a day, pointing at a target ( <i>not further than 5 steps away from the caster</i> ) and yelling “ <b>IMPULSE!</b> ” will topple the target inflicting a wound.
<b>[ACT] Cleansing.</b> <i>(Requires mana).</i> Once a day, a touch of magic channeling mana allows to cleanse the target from *First stage of Filth.	<b>[ACT] Paralysis.</b> <i>(Requires magical attribute).</i> Once a day, pointing at a target with magical attribute (not further than 5 steps away from the caster) and yelling “ <b>PARALYZE!</b> ” paralyzes the target for 5 minutes.
<b>[PAS] Meditation.</b> <i>(Requires magical attribute).</i> Meditating for 10 minutes allows to restore one used ability.	<b>[ACT] Lighting.</b> <i>(Requires magical attribute).</i> Once a day, pointing at a target with magical attribute (not further than 5 steps away from the caster) and yelling “ <b>LIGHTNING!</b> ” topples it, instantly giving the target a mortal wound.
<b>[ACT] Barrier.</b> <i>(Requires mana).</i> Once a day, a lit sparkler and channeled mana makes a cleric invulnerable, protecting from any weapon, while the sparkler is lit.	<b>[PAS] Ritual magic.</b> <i>(Requires magical attribute).</i> Knowledge of ritual magic allows archmage to create new unique ability.

ENCHANTER	ROGUE
<b>[PAS] Insight.</b> Light armor allows to use active abilities; using of dual weapons now doubles all the ability uses.	<b>[PAS] Mobility.</b> Light armor allows to use active abilities; using of two-handed weapon now doubles all the ability uses.
<b>[ACT] Potion brewing Rite.</b> <i>(Requires a recipe)</i> Once a day, following exactly a recipe, allows caster to cook an *elixir.	<b>[ACT] Backstab.</b> Once a day, a thrusting attack in target’s back while yelling “ <b>BACKSTAB!</b> ” deals a mortal wound, ignoring a shield.
<b>[ACT] Restoration Rite.</b> <i>(Requires mana).</i> Once a day, conducting a rite for 10 minutes the mana used is dispersed around all the participants within 5-meter radius. Each participant restores one active ability ( <i>except any Rite</i> ).	<b>[ACT] Compress.</b> <i>(Requires a bandage).</i> Once a day, compress of herbs stabilizes a target, mediating bleeding and pain shock. This also doubles the recovery for movement restrictions (5 minutes instead of 10).
<b>[ACT] Healing Rite.</b> <i>(Requires mana)</i> Once a day, radiating mana for 10 minutes mediates bleeding from any character in 5 step radius. Also heals one Wound.	<b>[PAS] Exceptional bargaining.</b> Any official deals in Town Hall, Tavern or Trading Post are providing you or saving you 1 bronze El.
<b>[PAS] Rehabilitation.</b> <i>(Requires magical attribute)</i> Rehabilitating allows to heal one injury for enchanter, if a psalm was read for 10 minutes.	<b>[ACT] Potion brewing.</b> <i>(Requires a recipe).</i> Once a day, following exactly a recipe, allows caster to cook an elixir.

## 5. Sciences

Sciences is a game mechanic created for long-term character progression, allowing to learn **unique abilities** (*see below*). Science is split into two teachings:

- **Academical sciences** – allowed to be studied at Magic faculty and is perfectly legal. This type of studies consist of Theurgy, Arcane mastery and Mysticism;
- **Heretical sciences** – also known as occult or forbidden, prohibited to be studied and are illegal. Consist of Necromancy, Blood magic and Technomancy.

**Theurgy** – academical science, studying interactions with divine, religion and possibilities of manipulating higher powers.

**Arcane mastery** – academical science, studying how various alchemy reagents are reacting to magic and their effect on physical body.

**Mysticism** – academical science, studying the connection with spirits and shadows, as well as studying the possibilities to predict the future or reminisce events of the past.

**Necromancy** – heretical science, studying death and afterlife. Practicing dark aspects of magic, mental or physical control of body and soul.

**Blood magic** – heretical science, studying magical abilities of blood and pain effects. Actively practicing sacrifices and gruesome torture.

**Technomancy** – heretical science, studying interactions and combinations of magic and technology. Studies and practices physical technomagic transformations.

**Unique abilities** – are abilities that are received only after deeply studying sciences. Character of any class can get one of these abilities, only if finishing studying all class abilities and having a **mentor** (*see below*). There is no maximal number of unique abilities that a character can learn. Characters are allowed to study abilities from different sciences, at expense of mental or physical issues.

**Mana** – a concentrated magic, formed into a blue concentrate. Required for several abilities, making elixirs and using unique abilities for Academical sciences. Mana can be found at **magic sources** where mana can be absorbed and stored in any container. Regardless of the container size that stores mana, one container equals precisely one unit of mana. Mana is only considered used if the container is emptied onto the ground and exclaimed “**USED!**”. Magic sources can be located anywhere on the game location and will periodically change location.

**Corrupted** (filthed) **sources** of mana exist too. Contrary to normal mana, corrupted mana is green and is required for heretical unique abilities. Filth can be stored in any containers too. Regardless of the container size that stores corrupted mana, one container equals precisely one unit of corrupted mana. Corrupted mana is only considered used if the container is emptied onto the ground and exclaimed “**USED!**”. Corrupted mana sources can be located anywhere in the Gloomwood and will periodically change location.

**Ritual magic** – passive ability that allows archmage to independently create new unique abilities in different sciences. To do this requires a **scientific tractate**, that archmage creates on the scrolls. There should be written the full description of a ritual and magical diagram. Also, there should be a name of the ability, requirements for its use and the end result.

After making a scientific tractate, it must be submitted to the dean of Magic faculty to receive a **patent**. Patent allows to use that ability and teach it to others. Patent is tied to the character, and consist of two copies, must have signature of the Magic faculty’s dean, archmage’s description and the name of the ability. Once copy remains at the faculty, the other is given to the archmage.

If the archmage created a heretical ability, the patent isn’t required. To have this ability available for use the archmage should speak to any Master and receive further instructions.

**Mentor:**

- To create a unique ability, the pupil must contact the Magic faculty and pick a desired ability from the list. Then to figure out the creator of such ability and find that character;
- The mentor decides individually how difficult or long the studies will take, but no less than an hour in total;
- After finishing studies, the mentor and the pupil must go together to the Magic faculty, where both should confirm the end of studies. The pupil receives an appendix to the Road Pass with unique ability.

**Potion making** – active ability of enchanters and roque. It is a mix of alchemy and magic – combining alchemy reagents and sorcery. For successful roleplay the player will require containers to mix reagents. It is strictly forbidden to use chemistry equipment and other fragile containers!

**Bandage** – reusable supply. To use a bandage is applied to the wound. After finishing healing the bandage can be removed for another use. Can be purchased in Trading post.

**Recipe** – reusable supply of scrolls. Has written instructions on how to make an elixir. Can be purchased in Trading Post.

**Reagent** – one-use supply, used as a component for making potions or elixirs. Reagents are not safe to consume!

### Reagents:

- **Belomedus milkus** – a vial of sticky white liquid, smells like flowers. Can be purchased in Trading Post.
- **Bladanus syrupus** – a vial of sticky red liquid, smells like forest berries. Can be purchased in Trading Post.
- **Mertorotus extractus** – a vial of sticky yellow liquid, smells citrus. Can be purchased in Trading Post.
- **Marblum wyrmus** – a death worm, is colorful due to all that poison inside. Can be found in Gloomwood's monster corpses.
- **Viparkus ashus** – a grey powder, smells like smoke. Can be sourced from Gloomwood's monsters remains.
- **Krasilnus powderus** - a white powder, smells sour. Can be sourced from Gloomwood's monsters remains.

**Elixir** – one-use supply, consumed instantly. Counts as used the moment the contents spilled on the ground and “USED!” exclaimed.

### Elixirs:

- **Belorotum Wyrmus** – regenerates bodily injuries and undoes necrosis;
- **Bladomedum Ashus** – instantly heals one Wound;
- **Bladorotum Powderus** – instantly heals all Wounds;
- **Krasiviparkum Extractus** – refreshes the already used ability.

**Filth Corruption** – is a foreign and unpredictable symbiosis of magic and technology, physically emerging as **anomalies** and **Gloomwood artifacts**. The corruption consists of two **phases** of mental domination of living beings that are on their way to the full **technomagic transformation**.

**Gloomwood** – is a huge area that was corrupted. That means that any object, creature, fruit or plant from that place most likely was corrupted. That's why caution is advised to anything from Gloomwood, even in the “safe lands”.

**Anomaly** – occurring temporary effect, spreading throughout Gloomwood as green noxious smog. Breathing it in inflicts a Wound every minute. To breathe there safely you need to wear protective devices such as witchdoctor masks, cloth or other things that covers your face. Corrupted creatures are not weakened by anomaly, in fact getting stronger.

**Artifacts** – are remains of technological buildings, weapons and objects, most often still working, but the inner workings of these things remain a mystery.



### Phases of Filth Corruption:

- **First phase.** Starts after directly touching the source of Filth or touching the green crystalized artifacts. Physical signs for the first phase – none. Mental signs – hearing hallucinations (*once an hour*). Easily irritated. Once an hour must consult any Master to get further directions. Can be cured by “Cleansing” ability (*see 4. Character*);
- **Second phase.** Also called “Terminal”. Occurs 3 hours after the start of corruption if the cleansing wasn’t performed. Physical signs – the eye sockets are dying into black triangles, with eyes as the base of triangle, the lips are darkened. Mental signs – constant voice in the head commanding obedience to follow the Greater Goal. Once in two hours must consult any Master for further directions. Cannot be cured.
- After the second phase ended, the player is sent to the Camping area to discuss next actions.

FIN

