



Rules revisions 2016

Rules and Background for Fantasy Live Role Playing Events
Version 5.1

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These rules have been provided by Curious Pastimes Ltd. for the playing of live action games. They may be used freely to do so only by non-commercial or non-profit making organisations.

Important notice relating to the nature of the hobby

Whilst Curious Pastimes Ltd. takes all due steps to minimise the risk to customers, the nature of the game is such that customers are likely to be involved in fights involving LRP weapons and this carries with it a risk of injury due to bad luck or misuse of the equipment. Similarly these events often take place on uneven surfaces and areas with trees and undergrowth, and certain activities also happen where lighting is less than ideal. By booking to attend an event a customer acknowledges that these risks are an inherent part of the activity and also acknowledges that the primary responsibility for their safety in these circumstances rests with themselves.

Amendments 2016

Curious Pastimes rules V5.1 has involved a complete re-write of the rule book, so it is advised that all players read the new rule books to familiarise themselves with all the new or re-written information available, such as:

- The world map
- Game institutions
- Creatures and monsters
- Clarifications about races, such as lifespan
- FAQs
- Alchemy
- A number of spells that will now affect undead creatures, and some more expanded spell descriptions
- The inclusion of all the Western Continent Spells for use by those characters who have learned them

The rule book is now split into 2 parts; the **Core Rule Book** containing everything needed to play the game, including all of the calls players might hear; and the **Book of Lore and Magic** with details about all types of magic, including invocation, rituals, alchemy, crafting and research. Only those players using those skills need to read the Book of Lore and Magic.

Any changes made to these amendments following the proposal of the rules in January 2016 are coloured red in this version of the amendments.

Listed below are the main rules changes for 2016 season and going forward:

Core Rule Book: Character Creation & Development

Character Creation

Non playable races

There are NPCs within CP made up from many different races or types of creature, these have specific abilities and powers which mean they are not permitted as player characters, such beings include but are not limited to:

- Fae;
- Undead, e.g. Vampires, Death Knights, Wraiths;
- Giants;
- Formori;
- Werewolves and other lycanthropes;
- Djinn and Demons;
- Golems and Constructs.

Skills

Surgeon changes as follows

This skill allows a character to perform non-magical surgeries on wounded characters, surgery will provide no benefit for a character who is not injured. Surgery requires appropriate physical representation for tools and suitably dramatic roleplay such as applying bandages, staunching bleeding, and cauterising wounds. Surgery has two effects:

- Firstly, **a surgeon may repair any one injured location to a maximum of one hit, this requires one minute of uninterrupted surgery on an unmoving subject**; if the patient has to be moved at all, the surgeon must begin the work from scratch after the movement has taken place as detailed above. Once a location reaches one hit, surgery will confer no further benefit. Performing surgery on one location affects no other location though the surgeon may subsequently move onto another location and also repair that. **There is no limit to the amount of surgery a PC may receive.**
- Secondly, if a patient is at zero hits on their head or chest when surgery begins, a Sanctuary effect (as per the spell Sanctuary (see: Corporeal Spells: Sanctuary) is enacted while the surgeon repairs those locations (a surgeon **MUST** repair head and chest locations first if they are damaged, before moving on to limbs). This sanctuary effect does not occur if the patient is not mortally wounded. The patient may be moved a small distance (e.g. out of the front line but not across the battlefield or back to camp) part way through a surgery without dropping this effect, as long as the surgeon is one of the people moving them.

After being healed with surgery, a patient is fatigued (see Game Mechanics: Damage and Effect Calls: Fatigued) for 30 seconds.

Surgeons can also conduct simple investigations on both living and dead subjects. After two minutes roleplay examining a living patient a surgeon can determine whether the patient is

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currently suffering from a disease (although they cannot identify the specific illness, which would require examining their organs, an action impossible on a living character). Conducting an autopsy on a corpse requires around fifteen minutes, and gives more information about the body's injuries and ailments; note that if there are several things amiss with a corpse, the surgeon doesn't automatically know which was the specific cause of death, although they may be able to gain more information by roleplaying further investigation.

Crafting may be taken as a starting skill

This skill allows the character to be skilled in a realm of crafting. There are three different realms of crafting and three different levels within each realm. As a starting character only 1 level of crafting may be taken. This skill may only be taken once at character generation. It should be noted that in order to use the crafting skill in any way a character must have access to a workshop and tools, both in terms of physical representations/props of these items and cards to represent them in game.

Veteran Skills

There are 3 ways of gaining a veteran skill:

- They may be awarded at the generation of a character.
- They may be awarded by a faction leader or other staff member
- **All characters attending either Event 1, Renewal OR Event 2&3 of a given year will receive one single veteran skill pick following Renewal to a maximum of 1 per year, i.e. attending event 1 2016 OR event 2&3 of 2016 OR Renewal of 2016 will grant one single veteran skill at the end of Renewal 2016.**

Fast Healing (was called Regeneration) Permanent effect

A fabled trait of Trolls is that they regenerate wounds to their limbs. They do not regenerate wounds to their head or torso, and if mortally wounded in these locations will die like most other creatures. Damage to the limbs, regardless of the number and type of hits taken, will be healed after a period of five minutes complete, motionless rest. The character will then have regenerated full hits and function of all damaged limbs. If the Troll moves, is moved, or sustains any further damage during the regeneration period, it will cease with no benefit and must begin again. This skill also means Trolls heal faster than most other races when under the effect of the spells Lesser/Greater Healing. They require only a count of five to regain a single hit per location (for Lesser Healing), or a single hit in all locations (for Greater Healing).

Resist Poison (duration change) Twice per day

Due to their previous exposure to noxious substances, potions and poisons, some races

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develop a high level of tolerance to both natural and magical poisons and potions. Any character with this skill may tear a Veteran Skill Card, declaring ‘Resist Poison/Potion [as appropriate],’ when its use on them is made known. Regardless of the concoction’s intended effect, **they are fatigued (see: Game Mechanics: Damage and Effect Calls: Fatigue) for 30 seconds as their body combats the potion or poison.** After this time has passed, all effects of the poison or potion will have gone.

Resist Disease (duration change)

Twice per day

Some races develop an extremely effective constitution that gives them a higher rate of resistance to diseases and similar infections (poison resistance is not granted with this skill). Any character with this skill may tear a veteran skill card, declaring, “Resist Disease,” when they are first affected with a disease. Regardless of the disease’s effect the character will feel unwell and weak for 30 seconds after exposure whilst their body combats it. The character will be able to undertake limited activity, but only in short bursts. For example: a character may parry attacks, but may not attack. **If the disease is on the known disease list (see Diseases: Known Diseases) after 30 seconds has passed, all the effects of the disease will be cured.** Certain unnatural or particularly virulent diseases may work differently/require more than one card to be ripped over time but the resist disease veteran skill will always lessen the effect of such diseases.

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Armour (change of wording, no longer 50% coverage, instead a substantial phys rep)

Armour absorbs damage and increases the number of times a character can be hit before being incapacitated. There are 4 types or levels of armour at CP.

- Light Armour enables a character to wear and gain one point of protection from light armour (e.g. light/soft leather, furs, quilted or padded material, but not simple cloth).
- Medium Armour enables a character to wear and gain two points of protection from medium armour (e.g. heavy/rigid leather, studded leather or ringmail).
- Heavy Armour enables a character to wear and gain three points of protection from heavy armour (e.g. Chainmail, flexible (latex/foam etc.) plate or scalemail/brigandine).
- Extra-Heavy Armour enables a character to wear and gain four points of protection from extra-heavy armour (e.g. Heavy chainmail (metal only), non-flexible (metal or fiberglass etc.) plate or heavy scalemail/brigandine).

Note: Each wear armour skill confers the ability to wear, repair and adjust armour of a lighter value as per the skill, i.e. buying Extra-Heavy Armour as a skill means a character can also wear and mend light, medium or heavy armour.

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To claim any armour value for the head a character must be wearing a helmet. When wearing helmets of any type there are two specific points to note:

- The helmet must include or be accompanied by correct and adequate padding underneath so as not to damage the head.
- The helmet must not impair hearing in any way. This is not only important for spell effects, but for safety reasons too.

A substantial phys rep of the relevant armour type must be worn on each location in order for it to provide any protection, this means that armour on a location must be clearly protective and provide reasonable coverage, e.g. a chainmail sleeve from shoulder to below elbow would count as arm armour but a leather wrist band would not. **If a reasonable effort has been made to armour a location it is considered to be armoured, regardless of whether a gap in the armour is struck or whether the armour itself is struck a hit should be counted against the armour.** Locations where no phys rep for any armour is worn are considered unarmoured and without any protection regardless of what skill the character may have, or whether other locations are protected.

All armour phys reps must be intended as armour, not simply clothing of constituent material, i.e. a leather cap is not armour; a leather helm is, leather trousers are not armour; leather greaves are. Armour should be considered according to look and feel, i.e. a knitted jumper sprayed silver would not usually count as armour.

Armour should be safe as an item in it's own right, e.g. no sharp edges or protruding components.

Stacking armour does not work, only the heaviest layer of armour counts when calculating armour points e.g. wearing a studded leather breastplate (medium) over a padded jerkin (light) will not give a character three points of armour. Only the medium layer counts.

When judging classifications of armour, referees ask the following questions;

1. Is the item's intended use as armour?
2. Does the item cover a reasonable amount of the location?
3. What is the item constructed from? The type (e.g. light, heavy etc.) of armour an item is classified as is determined by it's construction (see above).

Execution will now only work on mortally wounded targets

To execute a character, one obvious, heroic blow should be struck against the chest or head of a mortally wounded target (i.e. a character on zero hits to their head or chest and currently on their death count). Whilst doing this, the executor must shout out 'execute'

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loudly and dramatically raise and swing their weapon for the blow. This act cannot be completed rapidly or inconspicuously and it represents the wielder taking time to gather their strength, prepare for the blow and choose the location carefully. An execution blow will ignore armour, including natural armour, and will instantly kill the victim without a 2 minute death count.

Execute will not work on:

- **Characters playing possum, subdued, asleep, paralysed, spellbound or similar (unless they are also mortally wounded!), in this case they must alert the executor to the fact that it has not worked (although a point of damage is caused as per a normal blow). Executions may be carried out as a staged encounter if all participants are willing.**
- **A mobile combatant**
- **An intended victim under the effects of a Sanctuary spell.**

Certain supernatural or special creatures may not be affected by execution in this way and some may need specific damage calls to make an execution blow effective.

- Please remember the principles of safe play when enacting this action.
- Execution performed to any limb will have no effect (see: Wounds).
- Please note: throat-cutting is completely banned! Many systems have been tried and none offer acceptable 'realism,' playability or safety. The only way to kill a character by weapon blows is by mortally wounding or Executing them.

Potions and Poisons may now be used by any character

All characters may use potions and poisons, either via ingesting or applying a potion or applying a poison to a weapon or poisoning a drink. However, characters will not know about such substances or how to identify them without the knowledge gained from the Potion Lore or Poison Lore skills.

Physical representations of potions or poisons should be made of a substance not likely to cause irritation OOC, e.g. pure water, hypo allergenic cream or cornflour.

Blade venoms may be used on some melee weapons, not on arrows/bolts or thrown weapons. Venom applied like this is only in effect for one hit, and a character must be sure to strike a target an unarmoured location. The only exception to this is if the poison is spread on a weapon using the call Through, in which case the target will be affected by both the weapon and the poison (see: Damage Calls: Through). **Not all Through weapons are able to carry poisons.**

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When administering a blade venom, the poison's identification card must be transferred from the container to the weapon being used to represent the placing of the poison on the blade, and so that if the blade is examined something may be noticed on it. **Please note that once a blade venom has been transferred to a weapon, it will be lost if that weapon is then put down or put in a scabbard. Blade venoms may be applied by any character, suitable roleplay must be carried out and care taken after a blade has been envenomed. Envenomed blades may be used by any character providing the blade has not been put down or sheathed since the poison was applied.**

For an ingestive potion or poison to have an effect, all of the potion must be swallowed IC. (Ingested potions do not need to be actually ingested OOC, simply poured on the floor will suffice).

For potions or poisons of a 'contact' nature, they must connect with bare flesh in order to have any effect.

When administering a potion or poison the onus is on the perpetrator to relate to the victim what the effect is. Whether this is done in person or via a referee is dependent upon the situation. If there is any doubt in the situation the decision will go in favour of the victim, for this reason it is strongly recommended any poisonings are overseen by a referee.

Weapon Damage (change of wording)

Unusually constructed weapons, e.g. flails may be used at CP if they are deemed safe by the CP head weapons checker. All weapons that are not standardly constructed swords, daggers, hammers, spears, maces or axes must be specifically checked by the head weapons checker.

It is important to note that there are weapons available that are intended for the Northern European market. These countries are generally colder than the UK and the normal foam materials used in these weapons is of a lower density. This makes them unsuitable for use at UK events. Care should be taken before purchasing such a weapon if a player intends to use it at events in the UK.

Curious Pastimes Item Construction Standards

Stab safe weapons

- The shaft of a stab safe weapon should be constructed in the same way as any other LRP weapon for use at CP (See Construction Standards: Hand weapons), after reinforcing the tip of the core add 2" of LD 45 foam and then at least 6" of soft foam for the squishy stabbing surface.

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- The outer layers of the sandwich are LD 45 foam and should not extend more than 3” up the sides of the squidgy tip.
- Reinforcement (in leather etc, in between the layers of the sandwich) extends from a point at least 1” down the core and up over the pod and over the point where the soft foam joins the LD 45

Card Ripping (change of wording)

Both the casting of spells and use of certain veteran skills are represented by the tearing of distinctive cards. These must be torn visibly in half using both hands, with any relevant verbals being clearly spoken. **This must be done as the spell is cast or skill used otherwise there is no effect, there is some leeway within this, e.g. in the dark a PC may not be able to see their cards, the spell may be cast in the middle of a fight, or both hands may be restrained, in this case the card should be ripped as soon as possible afterwards.**

It is important to note that ripping cards is a game mechanic only; as such the cards themselves have no value. They may not be bought, sold, stolen, targeted by spells or saved for another day. They represent a character’s power only for the day they are issued.

All cards are collected from the GOD Desk each morning. Failure to do so before 2.00 pm will result in some cards being deducted. After 6.00 pm no spell or veteran cards will be issued. These rules do not apply on the first day of an event or in the case of needing to generate a new character after 6.00 pm.

Mass default rule

Note that an item made up of smaller parts, but generally treated as a single whole (eg. as a chain shirt is made of links, or an axe is made of a striking head and a shaft) is considered one item for the purpose of Default Mass. Apply common sense, or ask for a referee ruling in cases where you are uncertain.

One-handed stab safe weapons may now be used to swing with and parry blows as per other weapons.

Core Rule Book: Games Mechanics

A full list of calls is available in the **Core Rule Book**, only those that are newly included or amended are listed here.

Game Calls (new or amended calls only are listed here)

IRRESISTIBLE

A spell or effect may not be resisted by any means (resisting is defined as actively doing something, e.g. casting a spell or using a veteran skill. Immunity to something, e.g. mind affecting spells is passive and therefore does not count as resisting.) If this call is not called it may be assumed that any legitimate way of resisting the spell or effect may be employed.

MUNDANE (Spell Name or Effect)

Some creatures are able to reproduce the effects of a spell or other special ability through non-magical means (e.g. a Skeletal Knight's Mundane Strike Down ability). These abilities have all the same effects of the spell or other call except that **a mundane call cannot be countered by any magical means** (e.g. Resist Magic, Countermagic or Counterspell).

PARALYSE/PARALYSIS

Any PC hit with this call is completely paralysed and unable to move or speak for 30 seconds. Neither physical or natural armour will protect a character from this kind of attack, but it may be parried with a weapon or shield, it is not resistible except for the circumstances listed below or with a special item or ability. If paralysis is dealt with a weapon it is always considered to confer a point of Through damage alongside its effect. There are several variations of paralysis:

- Permanent/Irresistible paralysis may only be removed by the Corporeal spell "remove paralysis" and is permanent until removed.
- Poison paralysis may be resisted with the skill resist poison (see Veteran Skills) it may also be removed with the Corporeal spell "remove paralysis".
- Mundane paralysis may be removed by the Corporeal spell "remove paralysis".
- Paralysis through (by touch) inflicts a point of damage along with the paralysing nature of the effect, if the PC has a way to resist this, e.g. if it is a poison as above and they have resist poison OR if they have a special ability they resist the effect however the point of damage may not be resisted.

SMITE (replaces location to zero)

Reduces the location hit to zero, regardless of any armour or extra body hits on a location. An attack made with this call, if not parried, reduces both all armour, physical or natural, and all body hits, to zero on the location struck. Armour may be mended normally. NB: Certain monsters/NPCs or some special characters may only take a limited effect from Smite and some may be able to resist the effect.

Core Rule Book: Games Mechanics

STRENGTH

A Monster/NPC calling Strength may not be successfully grappled/obstructed by any amount of standard PCs. They are considered strong enough to fend off such attacks, and also may bodily throw people/large objects short distances without any apparent effort. If a Monster/NPC calls Strength as they hit you then you are **knocked off your feet** even if the blow was parried. You also take damage as normal if a location has been struck. Any additional modifier to that damage, such as Crush etc. will be called at the same time. **Any one who feels unable to fulfill the requirements of taking a strength call, i.e. if a player feels they are physically unable to fall over without OOC difficulty, should not take part in combat at CP.**

A person or creature with strength does not have to be knocked of their feet by a strength blow, they do still however take any physical or magical damage accompanying the blow. In the event of a creature with strength ability trying to be restrained it will take three other creatures with strength ability to achieve this.

Spell effects (new or amended calls only are listed here)

These may be preceded by verbals if cast as spells or by a qualifier such as Mundane or Artefact denoting what will be affected if representing an effect.

IRONSKIN Level 2 Corporeal Spell/Effect (Western Continent spell – may only be cast by those PCs who have learned it IC)

This spell hardens the subject's skin, granting them the benefits of the racial veteran skill Natural Armour for 30 seconds.

DRAIN LIFE Level 3 Corporeal Spell/Effect

If the caster maintains contact with the victim for 2 minutes immediately after casting this spell then all of the victim's locations are reduced to zero and the victim dies with no death count, the victim is incapacitated for the duration of the contact.

TOUCH OF DEATH Level 3 Corporeal Spell/Effect

The caster removes all of the victim's hits instantaneously by touching them; the victim must begin their death count.

WITHER Level 3 Corporeal Spell/Effect

The caster reduces the victim's limb to 0 hits permanently by touching them.

DISINTEGRATE Level 3 Mage Spell/Effect

This spell will destroy any single item utterly beyond repair

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EARTH SHOCK Level 3 Mage Spell/Effect

This spell causes a Strike Down, as per the Rank 1 spell, to all within a 30 ft radius of its target.

ELEMENTAL STORM Level 3 Mage Spell/Effect

This spell has the same effect as a Magic Missile to all within a 10 ft radius

MELT Level 3 Mage Spell/Effect

This spell heats an armoured location or any metal weapon to molten in five seconds, location hits will go to zero unless the item is removed within those five seconds. The melted item is destroyed beyond repair. Magic items are immune to this spell.

REPEL ALL Level 3 Mage Spell/Effect

This spell generates a burst of directed elemental power which rapidly forces every creature within a 30 ft radius away from the caster for a distance of 10 feet. If the target cannot move this full distance due to a solid object blocking their path they must act as if stunned for 10 seconds.

THUNDERBOLT Level 3 Mage Spell/Effect

A mighty elemental force strikes the target for two hits to each location, this ignores all physical, natural and magical armour and all Rank 1 and 2 spells. A creature struck with this spell appears burned all over until healed.

ENSLAVEMENT Level 3 Shaman/Spirit Spell/Effect

This spell is similar to Possession but the caster has access to all the victim's skills (but not memories). This spell can be used to kill the possessed or force them to attack/kill others.

INSANITY Level 3 Shaman/Spirit Spell/Effect

This spell turns someone mad and makes them unable to carry out any rational action. The victim will usually be advised of the 'flavour' of their own insanity.

SPIRIT WRACK Level 3 Shaman/Spirit Spell/Effect

The target's Spirit is attacked, forcing the victim to writhe in agony on the floor for one minute. The target is unable to defend themselves except to parry with a weapon.

SPIRIT STORM Level 3 Shaman/Spirit Spell/Effect

This spell has the same effect as a Spirit Bolt to all within a 10 ft radius of its target.

Core Rule Book: Rules of Play

Special calls (new or amended calls only are listed here)

DEMONIC POSSESSION OR ENSLAVEMENT

When spirits or demons etc. possess a being they call spiritual/demonic possession or enslavement, possession can be resisted with iron will (that resistance then lasts for 1 hour) but this may not be countered.

Resistance/Immunity

- Resistance means you are magically potent in a way that allows you to drive away some effects. (Expressed in uses per day.) Resistance is an act of will, so you cannot resist if unconscious, and cannot resist two simultaneous effects. The call is “Resist [effect]” or “By my power I resist that [effect].”
- Immunity means you are either overwhelmingly magical, or totally (or almost totally) null in some way (as a demon has no corporeal magic, or a skeleton has almost no shamanic magic), so that a category of effects simply doesn’t affect you at all. Immunity happens every time, even if you are unconscious, and works against any number of simultaneous effects. The call is “No effect.”

Core Rule Book: Sanctioned Events

There are three levels of “sanctioning” available for events run by factions and groups outside of the main CP events. Event organisers should consider discussing their event proposals with staff members, this is essential when a group is running an event on a particular faction’s land or concerning an ongoing plot in any way.

Level 1

CP gives permission to use the rules system within an event.

Whilst the activities and experiences the characters/group may have at this event may be included in the character ‘backgrounds’, the outcomes of the plot may not conflict or otherwise affect the main plot at CP events. If there may be an issue on this matter the organisers are advised to contact CP. If a conflict does arise between experiences at this type of event and the plot at the main CP campaign, the outcomes of a level 1 event will be ignored in favour of the main plot and cosmology. This level of sanctioning is appropriate for group-level events.

Level 2

CP gives permission to use the rules system within an event.

Plot for an event of this level MUST be written in conjunction with a member of CP staff, the plot will be examined by the CP plot team and approved to exist within the

Core Rule Book: Sanctioned Events

CP world. Any deaths that occur within an event will also be carried forward to the next CP event. **The plot must be submitted to CP at least four weeks prior to the event in question.** A sanctioning referee (to be mutually agreed with CP and the game organiser) must be invited to the event with expenses for travel and accommodation to be provided by the event organisers. This level of sanctioning is suitable for faction-level events.

Level 3

CP gives permission to use the rules system within an event.

Plot for an event of this level MUST be written in conjunction with a member of CP staff, the plot will be examined by the CP plot team and approved to exist within the CP world. Any deaths that occur within an event will also be carried forward to the next CP event. **The plot must be submitted to CP at least four weeks prior to the event in question.** A sanctioning referee (to be mutually agreed with CP and the game organiser) must be invited to the event with expenses for travel and accommodation to be provided by the event organisers. In addition, the event will have the benefit of foraging, alchemy and crafting research/production and a ritual circle (please note that in this instance the referee supporting the event must be a ritual circle marker, and **the rituals intended for the weekend must be submitted to CP at least 2 weeks prior to the event**). It may also be possible to support conjunctive magic, spell/skill research and other systems, pending suitable referee resource. There is an additional charge for CP administration for this type of event. This level of sanctioning is suitable for faction-level events intended to significantly affect ongoing plot, or for events run by the Game Team Referees.

Core Rule Book: Young People at Curious Pastimes

At CP we are happy to welcome young people to our events, however there are some important rules and protocols that must be observed.

- Anybody under 16 years of age must have the written permission of their parent, carer or guardian to attend an event. A copy of this permission must be kept upon their person at all times.
- A permission form is available from the CP website, the CP office and at each event but please note that no one under 16 will be allowed entry to any CP Event without their parents/carers/guardians permission, and a young person must present their written permission on arrival. The young person can then use this proof of permission to attend subsequent events without the need of a separate permission form for each event, provided that the responsible adult (see below) remains the same.
- Anybody under 16 years of age must be in the care of a designated responsible adult* during an event and this person must be named in the parents/carers/guardians written permission. Anybody under 16 years of age will not be allowed into an event without

Core Rule Book: Young People at Curious Pastimes

- the named responsible adult. This person must not leave the site without the young person that they have taken responsibility for, and they will be held responsible for the young person in their care for the duration of the event in any and all circumstances.

There are some specific rules in relation to young people and combat at CP:

- At CP events young people under 16 may take part in combat while playing their characters in camps (e.g. in response to camp attacks) and around the site at the discretion of their responsible adult. Younger children may need more close supervision as combat occurs across CP sites at any time.
- No person under 16 years of age will be allowed onto any battlefield or skirmish at any Curious Pastimes Event.
- Young people under 16 may not take part in night time combat monster slots (after 8pm)
- People aged 13-15 may take part in daytime combat monster slots (before 8pm) at the discretion of their responsible adult and with the granted permission of CP staff running encounters, please be aware some monsterring roles may not be suitable for those under 16 and the decision of CP staff is final.
- Young people may take part in scouting encounters as organised by CP with the permission of their responsible adult and the agreement of the CP staff running the encounter, please be aware some scouting encounters may be not be suitable for those under 16 and the decision of CP staff is final.
- Young people are encouraged to develop their characters in the same way as any other player, however CP respectfully requests that all players are able to carry out the tasks required to use their skills, e.g. a spellcaster should be able to say their verbals and an alchemist should be able to roleplay their brewing.

* A designated responsible adult must be 18 years or older.

CP recognises that these rules may appear strict, but our primary concern is the safety of our customers. We do ask you to remember that no matter how well organised a LRP battle may be accidents can happen, therefore please take special care around young people at all times, especially during combat situations.

Frequently Asked Questions

Can you grapple somebody under the effects of an Aura of Defence?

The simple answer is yes. AoD protects from mundane damage to your person, and against both 'normal' weapons and subdual. It does not prevent physical contact. (The rules for AoD allow spell casting, including healing, which requires touch.) Casting the spell whilst grappled does not throw off your captors, the magics simply protect against physical harm. Magical damage (and siege weapons) are powerful enough to break through. Please note that you still take the knockdown from a 'strength' hit under an AoD, just not the associated damage (again, unless it is magical). You are also able to grapple an UNRESISTING target whilst protected by AoD, as this is not a hostile action. However, grappling (or any other direct physical action against) a RESISTING target is a hostile action and dispels the protection. For example, you can rescue a comrade whilst under AoD (if there are 3 of you - although only those that have cast AoD on themselves are offered any protection - it does not extend to those they are touching), but NOT pull an enemy out of the line. There are known 'grey areas' when using AoD to form a barrier between an enemy and their allies. Whilst this can be a legitimate use of the power, please also note that AoD is about PERSONAL protection. Being in the way is one thing, but actively engaging the enemy, deflecting their incoming blows is entirely another. So, for example, you can stand in the way of the enemy and take their blows, but you cannot physically push them back, herd them with outstretched arms or deliberately deflect their weapons with directed movement of your arms. Anyone that looks like they have crossed the line into actively engaging the enemy may find themselves declared 'hostile' by a referee, and their protection lost.

Book of Lore & Magic: Alchemy

Covens and Collaborations

A coven or collaboration of covens needs a named leader. **If the leader dies or ceases to participate in any way then the coven's or collaboration's work will be seriously affected.**

An individual may terminate a coven's activity at any time by leaving a coven. If an individual leaves a coven for any reason (including death) then all of the work units contributed by that individual up to that point are permanently lost. This may lead to a setback in the work to date by the coven.

Enacting the Effects of Potions

When creating a physical representation of a potion, players should use a substance not likely to cause irritation OOC, e.g. pure water, hypo allergenic cream or cornflour.

Blade venoms may be used on some melee weapons, not on arrows/bolts or thrown weapons.

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Venom applied like this is only in effect for one hit, and a character must be sure to strike a target an unarmoured location. The only exception to this is if the poison is spread on a weapon using the call Through, in which case the target will be affected by both the weapon and the poison (see: Damage Calls: Through). Not all Through weapons are able to carry poisons.

When administering a blade venom, the poison's identification card must be transferred from the container to the weapon being used to represent the placing of the poison on the blade, and so that if the blade is examined something may be noticed on it. Please note that once a blade venom has been transferred to a weapon, it will be lost if that weapon is then put down or put in a scabbard. Blade venoms may be applied by any character, suitable roleplay must be carried out and care taken after a blade has been envenomed. Envenomed blades may be used by any character providing the blade has not been put down or sheathed since the poison was applied.

For an ingestive potion to have an effect, all of the potion must be swallowed IC. (Ingested potions do not need to be actually ingested OOC, simply poured on the floor will suffice). For potions of a 'contact' nature, they must connect with bare flesh in order to have any effect.

When administering a potion or poison the onus is on the perpetrator to relate to the victim what the effect is. Whether this is done in person or via a referee is dependent upon the situation. If there is any doubt in the situation the decision will go in favour of the victim, for this reason it is strongly recommended any poisonings are overseen by a referee.

Potion and Poison Lore sheets (included in the rule book for the first time)

Please note that these lore sheets represent information learned by those spending their character points on skills, please do not use this information IC if you have not learned it IC, to do so is cheating.

Potion Lore 1 Loreshet

CZ Healing Balm
CY Constitution
CX Berserkerang
CW Pure Water
CV Truth
CU Fortitude

Poison Lore 1 Loreshet

DZ The Shakes
DY Sleeping Draught
DX Beggars Poison
DW Bitterkiss
DV Dementia

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Potion Lore 2 Loreshet

Truth

Code:	WU:	Effect:	Duration:	Type:	Ingredients:
CV	2	30 seconds	1 minute	Ingested liquid	Fengureek, Nux Vomica, 3 passives

The victim of this potion will be unable to utter a falsehood whilst under the affects of this potion. They will know what they are saying and will remember afterwards. The victim will tell the truth, as they know it. It may be that the victims' version of the truth is not what it actually may be in reality.

Healing Balm

Code:	WU:	Effect:	Duration:	Type:	Ingredients:
CZ	6	30 seconds	N/A	Cream/ contact	Acacia, Lycopodium, 3 passives

This balm is spread over a wound and will restore up to two hits in a location (per dose) after 30 seconds. Clothing and armour will need to be removed in order for it to be applied.

Constitution

Code:	WU:	Effect:	Duration:	Type:	Ingredients:
CY	6	Instant	1 hour	Ingested liquid	Acorn, Muira Puama, 3 passives

Once drunk this liquid will enhance a person's resistance to disease and poisons of all types. It cannot be ingested after a disease or poison has taken effect. The potion extends the time for ill effects to take effect to 2 minutes.

Berserkergang

Code:	WU:	Effect:	Duration:	Type:	Ingredients:
CX	4	Instant	1 hour	Ingested liquid	Cumin Seeds, Moonflower Seeds, 3 passives

This potion will give the recipient the ability to resist one mind-affecting spell as per the spell Iron Will. However, for the time they are under the effects of the potion they are prone to aggressive behaviour and over reaction in violent conflicts.

Pure Water

Code:	WU:	Effect:	Duration:	Type:	Ingredients:
CW	3	30 seconds	N/A	Ingested liquid	Beth Root, Sweet Geranium, 3 passives

This potion will have the effect of nullifying any poison added to food or drink. If it is added to a poison then it will also neutralise the poison. Pure Water has no effect once the poison has affected a victim.

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Fortitude

Code:	WU:	Effect:	Duration:	Type:	Ingredients:
CU	6	Instant	1 hour	Ingested liquid	Mistletoe, Powdered Unicorn Horn, 3 passives

This potion will give the recipient the ability to resist one corporeal spell cast at them. This includes healing magic, they cannot choose not to resist the first corporeal spell cast at them.

Poison Lore 2 Loresheet

The Shakes

Code:	WU:	Effect:	Duration:	Type:	Ingredients:
DZ	2	Instant	5 minutes	Ingested liquid	2 Hemlock, 3 passives

Causes the recipient to shake uncontrollably, act as per fumble spell except the effects last for 5 minutes.

Sleeping Draught

Code:	WU:	Effect:	Duration:	Type:	Ingredients:
DY	3	30 seconds	30 minutes	Ingested liquid	2 Black Mushroom Powder, 3 passives

Causes the recipient to fall into a coma like state. Only a close examination will reveal that the victim is still alive. After 30 minutes has passed the victim will continue sleeping until the following morning or until roused.

Beggar's Poison

Code:	WU:	Effect:	Duration:	Type:	Ingredients:
DX	6	30 seconds	N/A	Ingested liquid	2 Spider Venom, 3 passives

This is a fatal poison and will kill the victim in 30 seconds. After this has passed the victim has a 2 minute death count. Once into the 2-minute phase the effects of the poison will have to be negated before any other healing magic will work.

Bitter Kiss

Code:	WU:	Effect:	Duration:	Type:	Ingredients:
DW	5	Instant	N/A	Blade Venom	2 Viper Venom, 3 passives

This is an incredibly powerful poison and is only made in small quantities. It is designed to be smeared on bladed weapons (not an arrow). A blow, which penetrates the armour, will reduce the location to zero hits. The wound can be healed as normal.

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Dementia

Code: WU: Effect: Duration: Type: Ingredients:
DV 3 30 seconds 1 hour Ingested 2 Belladonna, 3 passives
liquid

Whilst under the effects of this poison, the victim will become delirious and unable to communicate with the 'outside' world. If left they will just collapse in a heap and babble for the duration.

Book of Lore & Magic: Crafting

The workshop

A crafter of any realm cannot use any of their skills without a workshop. Workshops may be sourced IC through general play and must be physically represented by props and tools by the player.

There are three grades of workshop:

	Mundane	Superior	Master-crafted
Crafting	0 WU Modifier	+1 WU per day	+2 WU per day
Research	0 WU Modifier	+1 WU per day	+2 WU per day
IC Cost	50 silver pieces	100 silver pieces	150 silver pieces

Teaching (change of wording)

By conducting research crafters can develop new items or processes. Initially only the crafter who has completed the research will know a particular process. If a crafter wishes to teach another crafter a process or technique that they have developed then they must expend work units teaching another crafter.

In order to teach a process or technique to another crafter, a teacher and a learner must each use some of their own WU to the value of half of the process or techniques's allocated WU, e.g. if a teacher knows a 6 WU process, and wishes to teach a learner that process then they both must use 3 of their WU each in order to successfully pass on the process, they must also roleplay the activity as suggested above.

This process is cumulative i.e. to teach two learners a teacher would have to expend half the process WU value twice, and so on.

Book of Lore & Magic: Research at Curious Pastimes

IC Organisations (included in the rule book for the first time)

There are three IC specific organisations that help players with their research:

- **The College of Celestial and Earthly Studies** Overseen by the Fae of House Magister, the players within this organisation look into cultural and cosmological issues. This is the place to go to learn more about the world, the cosmos and magical theory.
- **The Academy of Natural Philosophies** A place to study the conjunctive magic arts of Demonology, Necromancy and Thaumaturgy (see: Magic: Demonology, Necromancy and Thaumaturgy). Taught by Masters of the Academy who visit the war band, leaving the protection of their mist shrouded isle.
- **The Academy of War** An Academy whose leadership and teachers have changed over the course of its history. Currently run by a member of Harek, Principality of War's, court; the students here research and quest for combat abilities and unique ways to use their skills.

There are also a number of NPCs out and about in the game that can help with matters of research. The main piece of advice is to speak to others and explore the world.

Book of Lore & Magic: Corporeal Magic

Rank 1 spells Cleanse Wound, Cure Disease, Cure Paralysis and Rank 2 spell Wounding may no longer only be cast on living creatures, be aware some beings may not be affected by the spells.

Rank 2 spell Regeneration no longer requires a level 1 card

Verbal: Part 1 (said by caster); "By my power let the Fountain of Life flow through me and reinforce this creature's [touch target] life force such that they regenerate injury."

Part 2 (said by target when required); "By the power of the Fountain of Life I regenerate this wound."

Duration: Until next sunrise (unless used before then).

Range: Touch.

Spell Cards: One rank 2 corporeal given to the target.

Effects: This spell has two parts. Part 1 is said by the caster while giving one of their own rank 2 cards to the indicated target. The indicated target (who must be present to accept the spell) receives the benefits of the spell, which means they can use the rank 2 card to regenerate a single wound (one hit in a single location). This includes wounds that might otherwise be mortal. The regeneration process occurs over five seconds. Unconsciousness or death resulting from such a wound will not occur if the card is torn immediately the wound is received. It is quite possible for a character to be the recipient of (and therefore use) more than one Regeneration spell, but only one may be used at a time. If you have suffered two mortal wounds, by receiving a Fatal Wound for example, you can only regenerate one of

Book of Lore & Magic: Corporeal Magic

them and will still be dying. This spell may not be cast by a corporealist upon themselves. The spell is valid only for the day it is given (until the next sunrise) and only works on the original recipient.

Note: This spell has no effect if the card is not torn immediately. You cannot regenerate an otherwise mortal wound after the fact as you would be unconscious, and therefore unable to use the spell!

Rank 2 spell Resist Poison no longer requires a level 1 card

Verbal: Part 1 (said by caster); “By my power let the power of the Fountain of Life flow through my body, so this creature may resist poison.”

Part 2 (said by target when required); “By the power of the Fountain of Life I resist this poison.”

Duration: Until next sunrise (unless used before then).

Range: Touch.

Spell Cards: One rank 2 corporeal given to the target.

Effects: This spell has two parts. Part 1 is said by the caster while giving one of their own rank 2 cards to the indicated target (who must be present to accept the spell). The indicated target is able to ignore the effects of a single dose of poison for ten minutes after the rank 2 card given to them is torn, regardless of potency. After this time the effects of the poison continue as if from the point at which it was resisted. It is quite possible for a character to be the recipient of (and therefore use) more than one Resist Poison spell, but only one may be used at a time. This spell may not be cast by a corporealist upon themselves. The spell is valid only for the day it is given (until the next sunrise) and only works on the original recipient. This spell may also be used to resist beneficial potions if desired.

Book of Lore & Magic: Elemental/Mage Magic

Rank 1 spell Open/Lock (may now also be used to lock as well as open)

Verbal: “By the power of the elements I move Earth with Air and bid that lock [indicate] to open.”

Duration: Instantaneous.

Range: 30 ft.

Effects: This spell may be used to lock/unlock a single lock of any complexity, but not if magical in nature. Of course the unlocking process may trigger any traps that would be disarmed through the use of the correct physical key. Some magical traps may be specifically designed to counter this spell. This spell may require the presence of a referee.

Book of Lore & Magic: Elemental/Mage Magic

Rank 3 Spell Sword of Power now works like an advanced ‘Magic Weapon’

Effects: A single weapon of any size is rendered ‘Magical’ for the purpose of the type of damage it may inflict. For the duration of the spell it is also unaffected by spells such as Shatter, Heat Metal, Reform, Magnetise, Disintegrate, Melt and the like. The wielder does not need to be the caster and also does not need the one-handed weapon skill to use this weapon. When used the call is Magic Through!

Book of Lore & Magic: Spirit/Shaman Magic

Rank 2 spell Iron Will no longer requires a level 1 card

Verbal: Part 1 (said by caster); “By the spirits at my command I imbue thee [name of target] with a will of iron.”

Part 2 (said by target when required); “Spirits aid me to harden my will and defy that [named spell].”

Duration: Until sunrise (unless used before then).

Range: Touch.

Spell Cards: One rank 2 shaman given to the target.

Effects: This spell has two parts. Part 1 is said by the caster while giving one of their own rank 2 cards to the indicated target. The indicated target receives the benefits of the spell, which means they can use the rank 2 card to counter any rank 1 or 2 mind-affecting shaman spell (e.g., Command or Possession, but not Spirit Sight or Spirit Bolt) cast against them, or any ability that mimics these spells, such as a vampire’s mesmeric power (Enthral) or a demon’s possession ability (Possession). It is quite possible for a character to be the recipient of (and therefore use) more than one Iron Will, but only one may be used at a time. For example: If the target were to be the victim of two simultaneous command spells, they could only counter one of them. This spell may not be cast by the shaman upon themselves.

Rank 2 spell Resist Fear no longer requires a level 1 card

Verbal: Part 1 (said by caster); “By the spirits at my command I fortify thy [indicate target] mind such that thou shall have the power to defeat any fear.”

Part 2 (said by target when required); “Spirits aid me to be fearless.”

Duration: Until sunrise (unless used before then).

Range: Touch.

Spell Cards: One rank 2 shaman given to the target.

Effects: This spell has two parts. Part 1 is said by the caster while giving one of their own rank 2 spell cards to the indicated target. The indicated target receives the benefit of the spell, which means they can use the rank 2 card to counter any single Fear spell or Terror effect. This spell may not be performed at range under any circumstances and may not be cast by the shaman upon himself (see: Shaman Spells: Fear).