

ACKNOWLEDGEMENTS

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Inspiration

Like all live roleplaying games, the Maelstrom system has drawn heavily from earlier successful games. From the inception, many ideas used in Maelstrom were drawn from the live roleplaying systems run by Omega LRP and The Grand Design.

Support

The Maelstrom campaign is produced with the support of our dedicated crew without whom the events simply could not take place. Every member of the crew has made a contribution that has helped bring this new version of the rules to fruition.

The game is supported by a wide community of live roleplayers many of whom have helped contribute to the system over the last three years. None more so than the providers of the Rule7 web forum (www.rule7.co.uk) which is used by many of our players.

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This is version 3.0 of the Maelstrom rules. Please check the website for any errata.



INTRODUCTION

About this book

This book contains the rules that you will need to create a character. You will only need to refer to these rules when you are making a character; you will not need to remember all of these details during an event.

Two books accompany this one. The *Introduction To Live Roleplaying* explains live roleplaying and describes the approach used at our events. The *Almanac Of The Known World* contains detailed information about the world the game is set in.

After you have booked for your first event, you will receive two additional books. The *Event Rules* contains all the rules that you must follow when role-playing at events. The *Downtime Guide* gives information on how to use the downtime system to further your character's objectives in between events.

How this book is organized

There are nine steps involved in creating a character which are listed opposite. They are presented in the most logical order to complete them, and the steps link directly to the appropriate chapter.

The steps are subdivided into sections, each of which begin with a list of key points. The text in each section expands on the key points, providing a more detailed explanation.

Using our website

If you have internet access then we recommend that you use our website to create your character. The website will help you design your character by presenting the right information that you need at each stage. It will also automatically check your character to make sure you follow all the rules.

Help available

If you have any questions regarding character creation then please contact us to discuss them. We encourage all prospective players to get in touch with us to discuss their ideas when creating a character.

By discussing your idea with you, we can provide you with additional insight into the campaign that is relevant to the character that you are creating.

We are here to help you make an interesting character that fits in with the campaign and is enjoyable for you to play at events.

Creating your character

Step One – Culture

The starting point for creating a character is to pick your culture, the place where your character was born.

Step Two – Race

Humans are not the only intelligent race in the Maelstrom setting. Many other races exist so you will need to choose your race from one of those available for your culture.

Step Three – Your Soul

Every character in the Maelstrom campaign has a soul with a true name. You will need to pick a true name for your soul as well as the common name by which your character will be known. There are ten faiths that exist; you can choose to devote your soul to one of these.

Step Four – Allegiance

Your allegiance is your political affiliation. This step shows you how to pick an allegiance and lists all the allegiances available.

Step Five – Advantages

Advantages represent assets and benefits that your character begins with. All the advantages you can purchase are in this step.

Step Six – Skills

Skills represent the abilities that you have learned. This step describes what skills are available and what they do.

Step Seven – Magic

This step is about magic; it lists all the arcane powers available to you. You only need to read this step if you intend to purchase skills or advantages that give you access to magic.

Step Eight – Equipment

You can purchase special items such as high-quality weapons and armour. This step explains what equipment is available and what it is used for.

Step Nine – Background

Your background is a brief description of the things your character has done before beginning play, and your reasons for being in the New World. This step contains advice on how to create and submit your background.

What happens next

Once you have finished these nine steps then your character is complete. If you have created a character on our website then you can purchase a ticket online or by posting us a completed booking form.

Once you have purchased your ticket then you will receive the [Event Rules](#) and the *Downtime Guide*. You will also receive additional briefing material for your culture, race, devotion and allegiance. If you would like to read this extra information before you create your character then it is available upon request.

We look forward to seeing you at an event and hope that you enjoy the game.

STEP ONE – CULTURE

Choosing a culture

- Your culture is your place of birth
- You must pick one of the nineteen cultures listed

Your character's culture is their place of birth. You must choose one of the nineteen cultures listed in this step. Choosing your culture is very important, it determines what race your character can be, affects the price of skills that you may buy, determines your starting wealth and the cost of starting equipment.

There are no other planes or worlds in the Maelstrom setting, so every character must be from one of the listed cultures.

Cultural background

- Detailed information for each culture is in the *Almanac*
- You will receive additional information about your culture after you book

Each culture has a distinctive background and customs which are described in the *Almanac*.

After you book for an event as a new character then you will receive a briefing sheet that contains additional information on the culture you have chosen.

The information in the *Almanac* is a broad overview that applies to the entire nation. Individuals from a specific area within a nation are just as likely to show the same regional variations we experience in the real world. Most of these nations are huge, as large as modern Western Europe. This allows you to make up minor details of background and history that are specific to you and your group without contradicting the campaign setting.

Races available

- You must select your race from those listed for the culture you choose

Only certain races are found within an individual culture. Each culture lists the races available and you must pick a race from this list. Most cultures are made up of a single race, so this choice is made for you.

e.g. if you choose to be Freiboden, then the only race available is human. You must be human if you are playing a Freiboden character.

Cultural skills

- Cultural skills are the skills that a culture excels at
- If you purchase a cultural skill it will cost you one point less than normal

Every culture has a unique list of skills called cultural skills. These are the skills that the culture excels at and which are relatively common amongst members of that culture. Any cultural skill costs one point less than normal when purchased at character creation. Skill costs are listed in Step Six.

e.g. if you are Fidelian then axe double is a cultural skill for you. It will cost two points to purchase this skill instead of three points as normal.

Known World cultures

These are the culture of the powerful nations and lands of the Known World. Not all of these nations are strong enough to maintain their own colonies in the New World, but folk from these nations have travelled there. No characters from Gerosos have travelled to the New World yet, so it is not possible to select Gerosos for your culture at this time.

Alkyon

Races available: avian

Cultural skills: craft (all items), mastercraft pistol, navigator, treat wounds avian, work iron, work wood

Amun Sa

Races available: wemic

Cultural skills: craft building, great endurance, great weapon double, great weapon stun, light armour, mace double, mace stun, mastercraft building, work wood

Fidelia

Races available: human

Cultural skills: axe cleave, axe double, craft armour, craft axe, craft shield, great endurance, heavy armour, light armour, mastercraft armour, mastercraft axe, work iron

Flambard

Races available: human

Cultural skills: great constitution, pistol double, sword double, sword through

Free Islands

Races available: avian, dracoscion, dragon, human, mokosh, wemic

Cultural skills: axe double, mace double, navigator, sword double

Additional rules: Free Island characters may not purchase the social status advantage.

Freiboden

Races available: human

Cultural skills: alchemical lore, craft pistol, light armour, mastercraft pistol, musket double, musket through, work iron

Gnoll

Races available: mokosh

Cultural skills: axe double, craft axe, craft great weapon, craft mace, craft pistol, craft shield, craft sword, great weapon double, mace double, mastercraft pistol, pistol double, sword double, treat wounds (all races), work iron

Kamakura

Races available: human, mokosh

Mokosh cultural skills: bow double, craft sword, great endurance, great fortitude, heavy armour, mastercraft sword, sword double, sword through, work iron

Human cultural skills: craft building, great weapon double, light armour, treat wounds human, treat wounds mokosh, work wood

Additional rules: human characters from Kamakura can not spend more than two points on advantages.

Lyzanium

Races available: avian, human, mokosh, wemic

Cultural skills: craft building, craft sword, great constitution, great endurance, sword double

Additional rules: only human characters from Lyzanium can purchase the social status advantage.

Malathia

Races available: human

Cultural skills: craft ship, mastercraft ship, navigator, pistol double, sword double

Maya

Races available: dracoscion, dragon, human

Dragon cultural skills: alchemical lore, great constitution, great endurance, great fortitude, necromantic lore, sorcerous lore, talismantic lore, theurgic lore

Dracoscion cultural skills: great weapon double, great weapon through, heavy armour, sword double, sword through, treat wounds dragon, treat wounds dracoscion

Human cultural skills: great endurance, great fortitude, great constitution

Additional rules: dracoscion characters from Maya can not spend more than two points on advantages. Human characters from Maya may not purchase any advantages.

Merisusi

Races available: avian, mokosh

Avian cultural skills: bow double, bow through, craft armour, craft bow, craft ship, great endurance, heavy armour, light armour, mastercraft ship, work wood

Mokosh cultural skills: axe cleave, axe double, craft armour, craft axe, craft ship, great endurance, great weapon cleave, great weapon double, heavy armour, mastercraft ship, work wood

Rukh

Races available: avian

Cultural skills: craft jewellery, craft surgeon's tools, craft telescope, explorer, mastercraft jewellery, mastercraft surgeon's tools, mastercraft telescope, navigator, sword double, work precious metal

Schaffhausen

Races available: avian, human, mokosh

Avian cultural skills: craft building, craft jewellery, craft siege weapon, great constitution, great endurance, great fortitude, mastercraft building, mastercraft siege weapon, treat wounds avian

Human and mokosh cultural skills: axe double, great endurance, great fortitude, light armour, mace double, work wood

Additional rules: human and mokosh characters from Schaffhausen cannot spend more than two points on advantages.

Tritoni

Races available: wemic

Cultural skills: bow double, bow through, craft bow, explorer, great endurance, great fortitude, light armour, mastercraft bow, treat wounds wemic, work wood

New World cultures

No-one is certain how large the New World is, or what discoveries remain to be found there. Three distinct cultures have been encountered thus far, the Azarch and Tlaxti myrmidons who live in fortified caves and tunnels they call hives and the Onontakhan ophidians who live in entirely nomadic tribes.

The Awakened are not a true culture but a name given to the strange magical being that have recently appeared in the New World.

Awakened

Races available: dryad, facet, golem

Cultural skills: none

Additional rules: Awakened characters cannot purchase any mastercraft item skill. Awakened characters cannot be full members of any allegiance and cannot purchase any advantages.

Azarch

Races available: myrmidon

Cultural skills: craft building, craft jewellery, great fortitude, necromantic lore, treat wounds myrmidon, treat wounds ophidian, work precious metal, work wood

Additional rules: Azarch characters cannot purchase craft pistol, craft ship, craft telescope or work iron. Azarch characters can only be full members of the native allegiance and cannot purchase the income or ships advantage.

Onontakha

Races available: ophidian

Cultural Skills: alchemical lore, bow double, bow through, craft bow, explorer, light armour, treat wounds ophidian

Additional rules: Onontakhan characters cannot purchase craft building, craft pistol, craft ship, craft telescope or work iron. Onontakhan characters can only be full members of the native allegiance and cannot purchase the buildings, income or ships advantage.

Tlaxti

Races available: myrmidon

Cultural skills: axe double, craft armour, craft axe, great endurance, great fortitude, sorcerous lore, treat wounds myrmidon

Additional rules: Tlaxti characters cannot purchase craft pistol, craft ship, craft telescope or work iron. Tlaxti characters can only be full members of the native allegiance and cannot purchase the income or ships advantage.

STEP TWO – RACE

Choosing a race

- You must pick your race from those listed for your culture in step one
- You will receive a briefing sheet with any additional rules for your race

Your character must be one of the races listed for your culture. If there is only one race listed for your culture, then your character must be of that race. There are no half-breeds.

If you are playing any race other than human then after you book you will receive a briefing sheet with additional rules that apply to your race. Please do not show these sheets to other players as it detracts from the mystique of the game world.

Phys-repping your race

- You must meet or exceed the minimum phys-rep for the race you have chosen
- There are masks for sale at events

The Maelstrom setting includes many races that are significantly different to humans in appearance. If you select a non-human then a minimum phys-rep will be listed for your race. This is the minimum requirement in terms of mask, prosthetics, make-up and costume that is required to play a member of this race.

You do not have to use the techniques described in the minimum phys-rep if you are confident that the methods you intend to use will be at least as effective as these requirements.

e.g. if you choose to play an avian then you don't have to put feathers on your face and brow if you are going to use full face make-up and mask to play an avian, as this exceeds the minimum phys-rep.

Different players use different techniques, including masks, prosthetics, make-up and costume to produce the required effect. If you are in any doubt then please contact us to discuss how you intend to physically represent your character's race. There are professionally made masks for most races on sale at our events.

Known World races

There are six races that exist in the Known World. They are avians, dracoscions, dragons, humans, mokosh and wemics.

Avians

Avians are birdlike humanoids with a prominent beak and feathers covering their skin, they do not have wings.

Minimum phys-rep: feathered face and brow

Cultures available: Alkyon, Free Islands, Lyzanium, Merisusi, Rukh, Schaffhausen

Dracoscions

Dracoscions are humans that have imbibed dragon's blood. They have thick rigid scales around their face and forehead, and some have wings and claws. Their scales are always the same colour as the dragon that created them. Humans who have chosen to become dracoscions are usually regarded as traitors outside of the Free Islands and Maya.

Minimum phys-rep: scales on forehead

Cultures available: Free Islands, Maya

Additional rules: if you are playing in a group with a dragon then your scales should be the same colour as the scales of your dragon.

Dragons

Dragons are huge winged reptiles whose bodies are entirely covered in thick rigid scales. Much of their massive length is in their tail and although they cannot fly they all have large, leathery wings. Most have powerful claws.

Dragons become more powerful as they age. For game purposes you can choose to play a young dragon or an old dragon. Old dragons are incapable of moving by themselves. Please state if you are playing a young or an old dragon when booking.

Minimum phys-rep: fifteen foot long full body dragon costume including wings

Cultures available: Free Islands, Maya

Additional rules: if you can walk unassisted in your costume then you must be a young dragon. If you cannot walk unassisted in your costume then you can play an old dragon.

Humans

There are no phys-rep requirements to play a human. Because of this, humans do not receive any special advantages.

Minimum phys-rep: none

Cultures available: Fidelia, Flambard, Free Islands, Freiboden, Kamakura, Lyzanium, Malathia, Maya, Schaffhausen

Mokosh

Mokosh are strong humanoids with a protruding snout filled with sharp teeth and prominent incisors. Their bodies are covered in short fur, with a wide diversity of markings and colouration. Some have clawed hands.

Minimum phys-rep: protruding snout with prominent incisors

Cultures available: Free Islands, Gnoll, Kamakura, Lyzanium, Merisusi, Schaffhausen

Wemics

Furred humanoids with the facial features of a cat, although they have a wide disparity of markings on their fur.

Minimum phys-rep: full face cat make-up

Cultures available: Amun-Sa, Free Islands, Lyzanium, Tritoni

New World races

There are two native races that have been discovered thus far in the New World, myrmidons and ophidians.

Myrmidons

Myrmidons are insectoid creatures whose face and bodies are protected by hard, chitinous plates. Most myrmidons are bipedal and about the same size and shape as a human, but their physical appearance varies significantly from one hive to another. Some myrmidons have claws.

Minimum phys-rep: chitinous plates covering the face

Cultures available: Azarch, Tlaxti

Ophidians

The ophidians are snake-like humanoids who have scaly skin covering short flattened noses with two prominent fangs.

Minimum phys-rep: snake scale make-up covering all visible skin

Cultures available: Onontakha

Magic races

There are five magical races available. Dryads, facets, golems and undead have all recently appeared in the New World in the last decade. Eidolons have existed for millenia on both sides of the maelstrom.

Dryads

Dryads appear to be a form of tree spirit set free in the New World. Most dryads are roughly human in appearance although dryads of all shapes and sizes have been found. They all have mottled green and brown bark-like skin often covered in foliage.

Minimum phys-rep: brown bark make-up or leaf motif make-up covering all visible skin

Cultures available: Awakened

Facets

Facets are sentient crystalline creatures. Although most appear to be roughly humanoid in shape they have strong angular lines to the flesh. They appear to be capable of growing their crystal bodies in any shape they wish.

Minimum phys-rep: crystal gem on forehead

Cultures available: Awakened

Golems

Golem is the name given to the stone statues that seem to have come to life in the New World. Although most of these statues were carved in the likeness of one of the known races, they can look like virtually anything. The only thing they have in common is their grey stony skin.

Minimum phys-rep: grey stone make-up covering all visible skin

Cultures available: Awakened

Undead

Necromancy allows you to continue to exist after death. Although your soul is not restored to life, you retain all the personality, memory and skills that you had when you were alive.

Undead are not a true race, you should pick your culture and race and create your character as normal. You can purchase skills, advantages and equipment as appropriate for your race and culture. You cannot be an undead dryad, eidolon, facet or golem so you may not select one of the magic races if you are creating an undead character.

You can only choose to begin as an undead character if someone in your group is playing a

necromancer and knows the ritual “Touch of Blasphemy”. You must be loyal to this character. Your arcane link to your necromancer taints your soul and this prevents you from being devoted to a deity.

As an undead, you resemble the character you were in life, except for the addition of a soul symbol. You must follow the normal minimum phys-rep rules for your race but also include this soul symbol on your forehead just above your eyebrows. A soul symbol is a mystical symbol a few inches across. We recommend that you use a character from an oriental alphabet.

Minimum phys-rep: soul symbol on forehead. Any other racial phys-rep will also apply

Cultures available: any except Awakened

Special rules: You can only create an undead character if the character you are loyal to knows the “Touch of Blasphemy” ritual.

Pick your culture and race as normal and follow all the normal rules except that you cannot start with a devotion.

Eidolons

Eidolons are the immortal servants of the deities. As true immortals they cannot be killed although they can be banished from the mortal world for a time. Eidolons are sent where the deities choose, to convey their wishes and blessings to the mortals.

Many millennia ago there was a great war in the Known World and many eidolons fell from grace. After they lost the war, those that fell were trapped in the Maelstrom. They became known as fallen eidolons to distinguish them from the loyal eidolons who remained true to the deities. Everyone assumed that they were gone forever until they escaped a decade ago.

As an eidolon you are capable of changing your physical form, but whatever shape you assume your heritage is always apparent by your soul symbol. You must include a visible soul symbol on your forehead just above your eyebrows. A soul symbol is a mystical symbol a few inches across. We recommend that you use a character from an oriental alphabet.

If you choose to play an eidolon you must select a single culture to represent the mortal people you have spent most time dealing with. You are not part of this culture but will receive the briefing

sheet for this culture to represent the information you have learned about the mortal people of that culture.

Loyal eidolons who enter the Maelstrom become aware of the wishes of the divine but nothing more than that. You have the same free will to interpret the deities wishes that any mortal character might have.

Fallen eidolons who enter the Maelstrom risk becoming trapped there once more. If you are able to gather mortal souls this will allow you to gain power and move more easily between the Maelstrom and the real world.

Eidolons are incapable of learning skills the way a mortal being would. Loyal eidolons can only gain abilities bestowed on them by the deities. The only way for a fallen eidolon to become more powerful is to acquire mortal souls.

Minimum phys-rep: soul symbol on forehead

Cultures available: any except Awakened

Special rules: if you choose a Known World culture for your eidolon then you must choose whether to begin as a loyal eidolon or a fallen eidolon. If you choose a New World culture then you will begin play as a loyal eidolon.

You do not receive any points to purchase advantages or skills and may not start with any equipment.

Because of the immortal nature of eidolon characters, a player in the Maelstrom campaign may only ever play one eidolon character.

STEP THREE – YOUR SOUL

Selecting a true name

- You have a soul which has a true name
- You must know your own true name
- Your true name must be appropriate for the setting

Every character in the Maelstrom campaign possesses a true name. You will need to select a name by which your character is commonly known but you must also select a true name for your soul. If another character knows your true name then they can use it in many different ways to affect your character. Consequently you should never tell another player your character's true name unless you have excellent in-character reasons to do so.

An individual becomes aware of their own true name when they are very young, usually after they begin to talk fluently. You may briefly forget your true name but it is not possible for a character to be unaware of their true name for long.

Farcical names or obvious real world references are inappropriate as names for your common name or your true name. Your true name cannot be unpronounceable and must be appropriate for the setting.

Choosing a deity

- There are ten deities in the world
- Devotees are followers of a deity
- You can start as a devotee of a deity or you can become devoted in play

Ten different deities exist in the Maelstrom campaign: five deities of the Known World and five deities worshipped by the natives of the New World. These ten deities are known by different names in different cultures. You may choose your own names for the deities if you wish.

If you have the initiate skill then you can perform a ceremony to initiate people into the service of your deity. You need the initiate's true name to accomplish this, but if you are successful then the touch of the deity leaves an invisible mark on their soul, marking them as one of the faithful. Once you have been initiated into a faith, your character is said to be devoted.

You can choose to begin play as a devotee of any one of the ten known deities listed in Tables 3.1 and 3.2. There is more information on the deities and the tenets required of their followers in the Almanac. It is possible to change devotion at any time, by finding someone capable of initiating you into a new faith.

Table 3.1: Deities of the Known World

Deity	Alternate names
The Huntress	Fedel, The Judge, Bubastis, Lady Moon
The Merchant	The Fisherman, Lady Rain, The Athlete
The Smith	The Soldier, Lord Mountain, The Labourer
The Teacher	The Scribe, Lord Sun, The Emperor
The Weaver	The Lover, The Midwife, The Architect, Lady Wind, The Philosopher

Table 3.2: Deities of the New World

Deity	Alternate names
The Ant	The Vulture, Wasp
The Basilisk	The Eagle
The Coyote	The Crow
The Jaguar	The Peacock
The Serpent	The Raven

Effects of being devoted

- You can pray to your deity
- You may be able to channel the power of your deity using ceremonial skills and blessings

You can pray to your deity to inform them of anything you wish them to know. Prayers can be submitted at GOD during an event. Direct responses to prayers are extremely rare, but characters who submit useful prayers are more likely to be blessed by their deity. Useful prayers are filled with information that is likely to be of interest to your deity.

If you are a devotee then you can channel the power of your deity in two ways. You can learn ceremonial skills that allow you to call upon your deity for aid or you may receive a blessing which grants you a divine ability directly.

Ceremonial skills

- Ceremonial skills are character skills that can be learnt, taught or purchased during character creation
- A ceremonial skill allows you to perform a single type of ceremony
- You can only perform a ceremony if you are a devotee
- You need to exercise careful judgement when choosing to use a ceremony

Ceremonial skills are skills that your character has learnt that allow you to channel the power of your deity, to affect the world around you. Each skill allows you to perform a specific type of ceremony that has a defined effect. The five ceremonial skills that you can begin with are described in Step Six.

You must exercise careful judgement when performing a ceremony. If you use a ceremony inappropriately then you may incur the wrath of your deity. The same judgement should be shown when teaching these skills to another character; you may be held responsible for the purposes to which your students put their skills.

e.g. you can use the initiation ceremony to bring someone into your faith making them a devotee. You are expected to judge whether a potential devotee will make a good addition to the faithful, and may face consequences if your judgement is poor.

You can only purchase ceremonial skills if you are a devotee. If you cease to be a devotee for any reason then you cannot perform any ceremonies until you become devoted again.

All ceremonies should be viewed as an opportunity to roleplay your character's devotion in a manner fitting to your characterization. There is no set format or length and no required style or content. A ref is present for supplications and some other ceremonies that require them but ceremonies are never marked or rated.

Blessings

- Blessings are divine abilities that have been granted by your deity
- You can purchase a blessing during character creation
- You can only use a blessing if you are a devotee
- Your deity may remove your blessing at any time

A blessing is a divine ability that your character has been granted by your deity. Blessings allow you to channel the power of your deity but they can never be learnt or taught.

If you have a blessing then you will receive a laminated card, called a lammy, at the event. The powers for your blessing will be on the lammy.

If you are eligible to purchase advantages and you are a devotee then you can purchase a blessing for your character. Advantages are described in Step Five.

You must exercise careful judgement when using a blessing. If used inappropriately you may incur the wrath of your deity. Your deity may remove your blessing at any time.

If you cease to be a devotee for any reason then you cannot use any blessing until you become devoted again.

Your deity may choose to grant you a blessing at an event. All blessings are delivered by loyal eidolons.

Divine responses

- Deities never speak or appear in person
- Deities only communicate their wishes directly to eidolons
- Deities never answer questions, give out information or give guidance on what you should do

The deities never directly manifest themselves in the world. They are never seen and no mortal being has ever heard them. The only beings who have ever received communication from the deities are the immortal eidolons.

The deities never respond to questions in any way and never provide insight or guidance. The only intervention that deities make are made through their servants, through the ceremonies that devotees use, the blessings that the faithful wield and the actions of the eidolons.

Eidolons

- Divine responses are delivered by loyal eidolons
- When a loyal eidolon enters the Maelstrom they become aware of the wishes of the deities
- If you are a loyal eidolon then your service to the deities is likely to be the focus of your existence
- You may choose to serve all the deities equally or dedicate yourself to the service of one deity

Any response from the deities is delivered by loyal eidolons. If you are a loyal eidolon then you become aware of the wishes of the deities when you enter the Maelstrom. You have the same free will to interpret the deities' wishes that any mortal character might have. Interpreting these wishes and finding ways to enact the will of the deities is the central aspect of your existence for most loyal eidolons.

Eidolons cannot be initiated in the way a mortal character can so they cannot become devoted. However some eidolons choose to dedicate themselves to the service of one deity rather than serve them all equally. These eidolons are said to be dedicated. If you wish to begin play dedicated to the service of a single deity then you should enter the deity's name in the section marked devotion.

Undead and devotion

- If you are undead then you cannot choose a devotion

If you are undead then your existence has been preserved by necromantic magic after death. This soul taint affects your soul, preventing you from becoming devoted. You cannot choose a devotion at character creation.

STEP FOUR – ALLEGIANCE

Choosing an allegiance

- Your allegiance is the nation, faith, trading house, tribe or hive you serve
- You can be a member of any allegiance
- You can change your allegiance at any time

There are many great nations in the Known World, five powerful faiths and five rich trading houses. You can be part of one of these by choosing an allegiance. Your choice will provide you with backing and support from other members of the same allegiance.

If your allegiance is to a New World tribe or hive then you are one of the leaders of the tribe or hive and will be able to command the tribe or hive's resources.

You can be a member of any allegiance. It is possible to change your allegiance in play although any perceived disloyalty may result in in-character consequences.

If you do not wish to receive any support or assistance from other characters then you may choose to have no allegiance by being independent. We recommend that you do not pick this option unless you have a strong character concept that requires it.

Allegiance full membership

- Only certain characters are classed as full members of an allegiance
- The criteria to be a full member vary by allegiance
- You can only purchase advantages if you are a full member of your allegiance

It is possible to choose an allegiance without being a full member of the allegiance. You are still a member but because you are not fully accepted you are not eligible to receive all the normal benefits during character creation.

If you are not a full member of an allegiance then you cannot purchase any advantages. Also, you will not count as part of another character's retinue even if you give that character your loyalty. Retinue is explained on the next page.

If your group is part of a nation, faith, trading house, native hive or tribe then you need to select the appropriate culture, deity or skills to be classed

as a full member of your allegiance. These requirements are explained in this step.

Your allegiance advantage

- An allegiance advantage is the single advantage that an allegiance excels at
- You can spend up to five points on your allegiance advantage
- The number of points that you can spend on other advantages is limited

Every individual allegiance has a single area of expertise at which they excel. This is represented by their allegiance advantage. If you are a full member of your allegiance then you can spend up to five points on your allegiance advantage. Table 4.1 lists the allegiance advantages for nations; Tables 4.2a and 4.2b list the allegiance advantages for faiths and trading houses and Table 4.3 lists the allegiance advantages for tribes and hives.

The number of points you can spend on other advantages is limited by the type of allegiance you have chosen. These limits are shown in Table 5.1 in Step Five.

e.g. if you are a full member of the Alkonian nation then you can choose to spend up to three points on the income advantage. Since buildings are your allegiance advantage you could spend up to five points on the building advantage if you did not spend any points on anything else.

Attending in a group

- A group is one or more characters who are created as allies
- Everyone in the same group must choose the same allegiance

If you are creating your character with friends then we recommend that your characters begin play as allies of each other by being part of the same group. Creating a reason for your characters to be together, a group concept, will help you enjoy the event.

If you are attending as part of a group of characters then every member of the group must select the same allegiance.

Choosing a loyalty

- Your loyalty is your personal fealty to another character
- You can only choose to be loyal to a character who is in your group
- There are additional effects of loyalty if you are an eidolon or an undead

Your loyalty represents the personal fealty that you have to another character. You may only give your loyalty to one character who must be in your group. To give your loyalty to another character, enter their name in the section marked loyalty when creating your character.

If you are an undead character then you must be the undead minion of a necromancer in your group. If you are playing an eidolon then you may wish to play a soul pacted ally of a theurgist in your group. In either case you should enter the name of the character that you are bound to in the section marked loyalty when creating your character. More details on undead minions and soul pacted allies are in Step Seven.

Your retinue

- Your retinue is every full member of your allegiance who is loyal to you

Your retinue consists of every character who has given their loyalty to you. To count as part of your retinue at an event they must be prebooked as a full member of your allegiance. If your retinue at your first event is large enough then you may be able to purchase the social status advantage.

Social status and leadership

- The social status advantage represents how important you are
- You must have a retinue to purchase social status
- If you have the highest social status then you will be in charge of your allegiance
- If you purchase social status then you receive additional benefits

The social status advantage is an indication of how important you are within your nation, faith or trading house. To purchase social status, you must have a sufficiently large retinue of characters prebooked as a full member of your allegiance. Social status can change in play but it is much easier to lose status than to gain it.

If you have the highest social status in your allegiance then you can choose who will lead that

allegiance in the New World. If you are the allegiance leader then you will receive additional benefits while you maintain your position. If two characters have the same social status, the character with the largest retinue will be able to choose the allegiance leader.

If you purchase social status and you are a member of a nation or trading house then you will also receive your allegiance advantage. If your allegiance is to a faith and you purchase social status then you will receive one or more ceremonial skills for free. Social status and the benefits you gain are explained in more detail in Step Five.

Administrative contact

- Pick a person with consistent internet access to be your group contact

All groups must nominate one person as an administrative contact. This is the person that we will try to contact first should we need to contact your group.

The contact does not have to be the player whose character leads your group. It should be the person best suited to communicating with us and liaising with other group members. Our preferred form of contact is via email, so ideally your group contact should be someone who uses email regularly.

Fealty to a nation

- You may choose one of the twelve Known World nations attempting to found a colony for your allegiance
- If your culture matches your nation then you are a full member
- You cannot choose Amun-Sa, the Free Islands, Gerosos or Kamakura

All the nations listed in Table 4.1 have endeavoured to send ships to found a colony in the New World. Some of these colonies have prospered and some are only just being built. Whatever the standing of their colony, these nations have many people in the New World who remain loyal to their homeland. Having the backing of a nation provides many significant advantages in the game.

To be a full member of a nation you must be from the relevant culture for that nation. Eidolons cannot be full members of a nation. e.g. if your group's allegiance is to the Gnoll nation then you must select the Gnoll culture to count as a full member of your allegiance.

Table 4.1: Nation allegiance advantages

If you are a full member of a nation then you may spend up to five points on the listed advantage.

Nation	Advantage	Nation	Advantage	Nation	Advantage
Alkyon	Building	Gnolls	Men-at-arms	Merisusi	Ship
Fidelia	Blessing	Lyzanium	Retainer	Rukh	Income
Flambard	Income	Malathia	Ship	Schaffhausen	Building
Freiboden	Income	Maya	Men-at-arms	Tritoni	Men-at-arms

The Free Islands have no central authority of any kind, so you cannot give your allegiance to the Free Islands. Kamakura and Amun-Sa abandoned their colonies after they were overrun and Gerosos has not yet tried to found a colony in the New World so you cannot give your allegiance to Amun-Sa, Kamakura or Gerosos.

Dedication to a faith

- You may choose one of the five Known World faiths for your allegiance
- If your devotion matches your faith then you are a full member

Missionaries representing each of the five deities of the Known World have travelled to the New World, to convert heathens and tend to the needs of the faithful amongst the colonists. Those who have chosen to make the dangerous journey are generally amongst the most pious or ambitious of the faithful.

To be a full member of a faith you must be devoted to the deity of that faith or an eidolon. If you are an eidolon then you cannot be devoted but you always count as a full member of a faith. Although you cannot purchase advantages, you do count as part of a retinue if you are loyal to another group member.

e.g. you must be an eidolon or a devotee of the Huntress to be a full member of the Huntress faith.

In some nations a faith has a structured formal church, such as the Teacher faith in Fidelia. In other nations there may be very few devotees of a faith and little in the way of organization.

A broad overview of the five faiths of the Known World is presented in the Almanac. Additional details on individual religions will be provided to anyone who chooses to play a devotee of that deity or a member of that faith.

Table 4.2a: Faith allegiance advantages

If you are a full member of the allegiance then you may spend up to five points on the listed advantage.

Faith	Advantage
Huntress	Men-at-arms
Merchant	Income
Smith	Men-at-arms
Teacher	Retainer
Weaver	Retainer

Membership of a trading house

- You may choose one of five trading houses for your allegiance
- If you purchase a craft or career skill then you are a full member
- If you purchase social status then you are a full member
- If you purchase your allegiance advantage then you are a full member

There are five famous trading houses that run guild houses throughout the Known World. Given the incredible marvels being discovered in the New World and the attendant opportunities for profit, they are all seeking to build operations in the New World. These trading houses are loosely organized affiliations of members whose businesses cover a wide range of common interests led by a board of directors and investors.

You may choose to be part of one of the five trading houses listed in the Almanac. If you wish to play the owners of a smaller, less famous trading house that you have created yourself then you should be independent instead of having an allegiance.

To be a full member of a trading house you must do one or more of the following:

- Purchase the social status advantage.
- Purchase your allegiance advantage.
- Purchase a craft or career skill.

It does not matter how many points you spend, so long as you spend at least one point on one of these advantages or skills.

e.g. you must purchase at least one point of social status or men-at-arms or select a skill such as explorer or work iron to be a full member of the Bakhana trading house.

A broad overview of the five prominent trading houses of the Known World is presented in the Almanac. Additional detail on an individual trading house will be provided to anyone who chooses to play a member of that house.

Table 4.2b: Trading house allegiance advantages

If you are a full member of the allegiance then you may spend up to five points on the listed advantage.

Trading House	Advantage
Bakhana	Men-at-arms
Greenfield Shores	Building
Raddock Bay	Retainer
Rimici Capell	Income
Sacuzza	Ship

Leading a hive or tribe

- You may be one of the leaders of a native hive or tribe
- To be a full member you must be an Azarch, Onontakhan or Tlaxti

The ophidian inhabitants of the New World are divided into numerous separate tribes who migrate over large areas of land. The myrmidon inhabitants live in large hives and lay claim to the surrounding lands. The hives and tribes of the New World face many challenges to their traditional way of life with the arrival of the colonists.

Your group can choose to play the leaders of a single ophidian tribe or a myrmidon hive. You will have control of the land that your hive or tribe controls and you will be able to direct the actions of your tribesmen or hive members.

If your group concept does not incorporate the idea of a tribe or hive then your group should be independent instead of having an allegiance.

You must be a member of the relevant culture to be a full member of a native hive or tribe.

e.g. if your culture is Tlaxti then you can be a full member of a Tlaxti hive.

Playing an ophidian tribe or a myrmidon hive is a challenging option as the characters who are from the Known World have considerable advantages available to them that are unavailable to natives of the New World.

Table 4.3: Native allegiance advantages

If you are a full member of the allegiance then you may spend up to five points on the listed advantage.

Native allegiance	Advantage
Azarch hive	Building
Onontakhan tribe	Resources
Tlaxti hive	Men-at-arms

Having no allegiance

- If you have no allegiance then you are classed as independent
- There are no requirements to be a full member, anyone can be independent
- We recommend that you avoid having no allegiance

Despite the best attempts of the legitimate authorities to suppress them, the Known World is full of misfits, malcontents and criminals. Pirates and smugglers operate out of the Free Islands and dangerous radicals plan subversion and revolution in every land.

Independents have many disadvantages, they have no natural allies and often have few friends. The central plots of the Maelstrom campaign are based around the interaction between the player-characters in the colonies, faiths, trading houses, tribes and hives. Independent groups have no automatic involvement in these plots and are further handicapped by the lack of support from any political power in the Known World.

All this makes playing an independent group a very difficult option. You are much more likely to enjoy the game as part of an allegiance than as an independent character or group. We recommend

that you do not pick this option unless you have a strong character concept that requires it.

The only advantage that independents have is that there are no requirements to be a full member. You always count as part of their retinue if you are loyal to another character and you can always purchase advantages if you are independent.

STEP FIVE – ADVANTAGES

Allegiance and eligibility

- You can purchase advantages if you are a full member of your allegiance
- You have five points to spend on advantages, less those spent on skills
- Your allegiance type limits the points you can spend on advantages

Buying advantages for your character allows you to begin the game with control of assets such as men-at-arms, buildings or ships. Most advantages are assumed to have been provided for your benefit by your nation, faith or trading house. For this reason your allegiance is critical in determining what advantages, if any, you can purchase for your starting character.

If your character meets the requirements for your allegiance then you are classed as a full member. This means that you are able to buy advantages at character creation. If you don't meet the requirements for your allegiance then you cannot

buy any advantages and your five points can only be spent on skills. See Step Four to see if your character qualifies as a full member of your allegiance.

You have a total of five points to spend on advantages and skills combined. You cannot spend five points on each.

Your character's allegiance limits the number of points that you can spend on the advantages. The maximum number of points that you may spend on each advantage is listed in Table 5.1.

e.g. if your culture is Fidelian and your allegiance is to the Fidelian nation then you can spend three points on income.

The only exception to these limits is your allegiance advantage, if you are a full member of your allegiance then you can always spend up to five points on your allegiance advantage.

Table 5.1: Advantage limits for allegiance types

Cross-reference your allegiance type against the advantage that you want to find the maximum number of points that you can spend. Don't forget that you can spend up to five points on your allegiance advantage.

Advantage	Nation	Faith	Trading House	Native	Independent
Blessing	2	5	2	4	3
Buildings	3	3	3	2	2
Income	3	2	3	0	1
Men-at-arms	3	2	2	1	1
Resources	0	0	0	3	0
Retainers	3	3	3	0	1
Scrolls	2	2	2	4	2
Ship	3	3	3	0	4
Social status	5	5	5	0	0

Blessing

- A blessing is a divine ability that you have been granted by your deity
- You must submit a background to be eligible to receive a blessing

You have been blessed by your deity. You may only take this advantage if you are a devotee. You will receive a more powerful blessing, the more points that you spend on this advantage. The nature and duration of your blessing is at the discretion of your deity.

All blessings are created individually by our plot team. You must submit a background so that they have some idea of what blessing would be appropriate for your character and your devotion. You will not receive your blessing until we have had at least two weeks to study your background in detail. You are encouraged to submit an idea of the blessing you would like to receive so that the plot team can take this into consideration when creating a blessing that is play-balanced for the points you have spent.

Buildings

- You must choose the type of building
- You will owe a debt for your building
- All buildings cost money to run or maintain

You have been given funding and support to ensure the construction of one or more buildings in the New World. The buildings that you can choose and their point costs are shown in Table 5.2.

Work will begin on the construction of these buildings as soon as you inform your backers of the most suitable location. The building work will be completed three months (one full downtime) from the start of construction. If your allegiance already owns a building of the relevant type in the Known World then you may receive documents granting you the right to take control of that building instead.

In either case you will owe a significant debt for the construction of the building. You do not have to pay the capital off but you will be expected to pay any interest. The building remains the legal property of the creditor until the debt is paid in full. If you cease playing your character then your creditor will attempt to reclaim the building.

Farms, mines and plantations require a large workforce to operate them who must be paid. You can use them to mine precious metals or produce cash crops such as cocoa. These can be sold in the Known World during downtime or sold to other characters at events. Cash crops must be stored in a warehouse after they are produced or they will rot.

Guild houses, taverns, playhouses, pleasure houses,

dens of iniquity and gambling dens require a character to run them during downtime. They produce a profit by providing services such as drugs or prostitution to the people of the New World. The wealthier the local residents are then the more money the building will produce.

Shrines, churches and basilicas provide centres of worship for the inhabitants of the New World. They enhance the ability of any priest who uses them to sway the local inhabitants.

Barracks and military encampments are built to recruit new units of men-at-arms. Palisades, fortified walls, fortresses and watchtowers provide defenses against attack.

Workshops and smithies can be used by characters to craft items. They reduce the time required to make special items. A shipyard provides similar aid to a shipwright; many of the larger ships can only be built in a shipyard.

A deep water port provides docking facilities for ships, allowing shipments to be loaded and unloaded as well as letting men-at-arms embark or disembark from a ship. Without access to a port it is difficult for a ship to load or unload cargo.

Myrmidons receive very different buildings. Any buildings selected by a myrmidon will be substituted for a myrmidon equivalent. Please discuss your options with us if you intend to purchase a myrmidon building. If you cease playing your myrmidon character then control of the resources will be given to another member of your hive.

Table 5.2: Building costs

One point	Two points	Three points
Barracks	Carpenter's workshop	Basilica
Farm	Church	Den of iniquity
Guild house	Deep water port	Fortress
Palisade	Fortified wall	Gambling den
Shrine	Gold mine	Gem mine
Silver mine	Goldsmith's workshop	Military encampment
Warehouse	Shipyard	Plantation
Watchtower	Smithy	Playhouse
		Pleasure house
		Tavern

Income

- The money you receive for buying starting equipment is increased
- You receive the same amount again after every event you attend

You have lands, estates or investments that earn you money from the Known World. Every character receives some money to purchase starting equipment, but the money you receive is increased.

The character will earn the full value of your income immediately after every event that you attend. These coins will be in your pack at the next event if you do not spend them in downtime.

The more points spent on income then the more money that you will receive. The actual incomes are shown in Table 8.1 and starting equipment and money is explained in Step Eight.

Men-at-Arms

- Men-at-arms must be fed and paid or they will desert
- You cannot order your men-at-arms to appear at events

You have command of a body of fighting men. Your men-at-arms will begin with a set of simple crafted weapons and the skill to use them suitable for your culture. They will begin with good morale and discipline.

If you are from the Known World then you will need to pay your soldiers wages, otherwise their morale will fall significantly and they may desert. You will not need to pay your men-at-arms if you

are a member of a native allegiance. You receive ten men-at-arms for each point that you spend on this advantage.

Men-at-arms are non-player characters, their behaviour and appearance at events is controlled by our plot team.

Resources

- Resources are sites of magical or religious power
- You must choose the type of resource

A resource is a site imbued with great magical or religious power. You control one or more of these sites which will be on land owned by your tribe or hive. The resources that you can choose and their point costs are shown in Table 5.3.

Rituals can only be performed at events if the hosts locate the event at a ritual site. Ritual sites can be used to perform rituals during downtime. The more powerful the ritual site, the less mana is required to perform the ritual.

Mana crystals form in mana sites and can be collected by the owner during downtime. The more powerful the mana site, the faster mana is formed there.

A sacred site provides a hive or tribe with a focus for worship which may help win the favour of a deity.

If you cease playing your character then your resources will be given to another member of your tribe or hive.

Table 5.3: Resource costs

One point	Two points	Three points
Minor ritual site	Moderate ritual site	Major ritual site
Poor mana site	Abundant mana site	Rich mana site
Holy site	Sacred site	Venerated site

Retainers

- Retainers are non-player characters who are in your service
- Retainers may begin with skills if you spend points on them
- Retainers must be paid well or they will seek work elsewhere

You employ the service of an intelligent non-player character who is loyal to you. Each retainer costs one point. If you spend additional points on this

advantage then you may purchase skills for your retainer at the normal cost. Your retainers are always of the same culture as yourself. Cultural skills cost one point less for them, as usual. *e.g. a Gnoll retainer with the craft ship and work wood skills would cost five points.*

If you are Merisusi then you may choose whether your retainers are mokosh Merisusi or avian Merisusi. If you are Kamakuran then your retainers

are human. If you are Mayan then your retainers are dracoscions. If you are from the Free Islands then your retainer is the same race as yourself.

Retainers are non-player characters, their behaviour and appearance at events is controlled by our plot team. Retainers are capable of most actions that a normal character can attempt with one exception. Because they are not as intelligent and imaginative as yourself, they cannot research new skills by themselves. They must be taught by another character or use a scroll, item, or building to learn a new skill.

You will need to pay wages to your retainer each downtime before he will act. The more skilled your retainer, the more you will need to pay him. If you do not pay him sufficient wages he may seek alternative employment. If you cease playing your character then any retainers you control will seek employment elsewhere.

Scrolls

- Scrolls are special items that can be studied in downtime to learn magic
- You must choose the type of scroll

A scroll is a special item that can be used to learn magic. For each point that you put into this advantage you must select a single arcane power (cantrip, incantation, ritual, powder or talisman). You own a scroll that can be used to learn how to cast that spell or to make that preparation or talisman.

You do not have the skill to use the magical power on your scroll until you have studied it during downtime. Only one character may study a scroll at a time.

Table 5.4: Ship costs

One point	Two points	Three points	Four points	Five points
Rukh dhow	Gnoll battle barge	Flembic galeass	Alkonian barter ship	Malathian man-o'-war
	Mayan slave ship	Freiboden whaler	Malathian corsair	Merisusi raptor
			Merisusi proa	Rukh galleon

Ships

- You must choose the type of ship
- Ships are expensive to run
- You will owe a debt for your ship
- Ships require a navigator to cross the Maelstrom

You are in command of one or more sailing vessels, although you also owe a great deal of money for the ship. This debt will be to your allegiance. If you have no allegiance then you owe this money to the Sacuza trading house.

e.g. if your allegiance is Bakhana then you owe the money for your ship to the Bakhana trading house.

The ships that you can choose to start with and their point costs are shown in Table 5.4. There is more information about these vessels and their abilities in the *Almanac*.

Operating a ship is an expensive business. The crew must be paid before they will allow the ship to be sailed anywhere. The debts on large ships can be colossal and you will have to make regular payments just to prevent the interest accruing. If the ship is damaged then you may have to pay for expensive repairs. In addition you will need a navigator if the ship is to cross the Maelstrom.

Paying for the upkeep of a large ship is beyond the financial resources of even the wealthiest starting character. If you cannot make money from operating a ship then you may lose it.

If you owe a debt on a ship then it remains the legal property of the creditor until the debt is paid in full. If you cease playing your character then your creditor will attempt to reclaim the ship.

Social status

- Represents your influence in your allegiance in the Known World
- You must have a large enough retinue to receive social status
- You receive additional benefits equal to the points spent on social status
- You should submit a background if you purchase this advantage

You are considered to be an important and influential member of your allegiance by people who live in the Known World. Social status does not automatically correspond to a noble title, a rank or a position of authority. It may do but it is perfectly possible to be an influential individual without these things.

If you purchase social status then you should submit a background which describes the nature of your influence. This will help the plot team take account of your character's importance.

Characters with social status have several significant advantages, the most important being leadership. The character that has the highest social status in a nation, faith or trading house at an event can choose the leader of that allegiance.

If you purchase social status then you automatically receive additional benefits dependent on your group's allegiance. If you are a member of a nation or a trading house then you receive the allegiance advantage for your allegiance. Each point spent on social status gives a point of the equivalent allegiance advantage.

e.g. if you purchase three points of status as a member of the Fidelian nation then you will also receive a three point blessing.

If you are a member of a faith then you receive one free skill for each point spent on social status. You will receive the skills initiate, lay to rest, consecrate, supplicate and excommunicate in that order; one skill for each point spent on social status.

e.g. if you purchase three points of status as a member of the Teacher faith then you will also receive the skills initiate, lay to rest and consecrate for free.

You can only purchase the social status advantage if you have a large enough retinue of characters who are loyal to you. Table 5.5 shows how many characters must be in your retinue for you to purchase a level of social status. Your retinue may be your vassals or servants or they may simply be your friends and allies. You cannot be part of your own retinue.

You may not know how many people will be in your retinue at your first event, so you can spend as many points on status as you wish. If your retinue is not large enough for the level of social status that you have purchased then you will still receive the additional benefits of social status, but your status will be reduced accordingly.

e.g. if you purchase four points of social status as a member of the Flembic nation then you will also receive four points of Income. If you have four characters in your retinue then you will still receive four points of income but only start with two points of status.

To qualify as a member of your retinue a character must be pre-booked as a member of the same group as you. They must be classed as a full member of your allegiance and they must have given their loyalty to your character. If they do not meet all of these requirements then they do not count as part of your retinue.

Members of the New World races cannot be full members of a Known World allegiance so they can never count towards your retinue.

It is possible to change your social status in play, although it is much easier to lose status than to gain it.

Table 5.5: Retinue requirements

The maximum status that you can begin with is set by the size of your retinue at your first event.

Status	Retinue
1	1
2	4
3	9
4	16
5	25

STEP SIX – SKILLS

Purchasing skills

- Skills are abilities that you have learned
- You have five points to spend on skills, less those spent on advantages
- You can only purchase a skill once

Skills represent the abilities that you have learned. You have a total of five points to spend on advantages and skills combined. You cannot spend five points on each. Table 6.2 shows the basic cost for a skill.

You can only purchase a skill once, but craft (*item*), mastercraft (*item*), treat wounds (*race*) and (*additional arcane power*) represent a set of similar skills. You must choose an item, race or additional arcane power each time you purchase one of these skills. In this case the skill can be taken multiple times by picking a different item, race or power each time.

e.g. if you purchase talismantic lore then you can purchase additional arcane power twice to select two additional talismans for your character.

Cultural skills

- Your cultural skills cost one point less than the basic cost

Cultural skills are the skills that your culture excels at. Any skill that is listed in Step One as a cultural skill for your culture costs one point less than the basic cost.

Skill prerequisites

- Skills marked ^P have a prerequisite which must be purchased first

Some skills have one or more prerequisite skills that must be purchased first. These are noted with a superscript ^P after the name. The prerequisite skills are listed in Table 6.1. You must purchase all the prerequisites before you can buy the listed skill. *e.g. to purchase great weapon stun, you must purchase great weapon double. To purchase excommunicate you must have consecrate, initiate, lay to rest and supplicate.*

Table 6.1: Prerequisite skills

You must purchase every skill in the prerequisite column before you can purchase the listed skill.

Skill	Prerequisite skills
Axe cleave	Axe double
Mace stun	Mace double
Sword through	Sword double
Great weapon cleave / strikedown / stun / through	Great weapon double
Bow through	Bow double
Pistol through	Pistol double
Musket through	Musket double
(Additional arcane power)	Any one arcane lore skill
Treat wounds (<i>race</i>)	Staunch wounds
Mastercraft (<i>item</i>)	Craft (<i>item</i>)
Excommunicate	Consecrate, initiate, lay to rest, supplicate

Table 6.2: Basic skill costs

Basic costs for all skills available. Entries ending *(item)*, *(race)* or *(arcane knowledge)* represent a set of skills that must be purchased separately.

Offensive skills	Basic costs
Axe double	3
Axe cleave ^P	3
Mace double	3
Mace stun ^P	3
Sword double	3
Sword through ^P	3
Great weapon double	2
Great weapon cleave ^P	3
Great weapon strikedown ^P	2
Great weapon stun ^P	3
Great weapon through ^P	3
Bow double	3
Bow through ^P	2
Pistol double	2
Pistol through ^P	2
Musket double	3
Musket through ^P	2

Defensive skills	Basic costs
Light armour	2
Heavy armour	3
Shield	1
Constitution	1
Great constitution	2
Endurance	1
Great endurance	2
Fortitude	1
Great fortitude	2

Skills and special items

- Many skills need a special item to use
- Step Eight lists the skills that a starting special item can be used with

Many skills can only be used in conjunction with a special item. You must have the appropriate special item to make use of the skill. You can purchase special items for your character or acquire them at events.

Arcane skills	Basic costs
Alchemical lore	3
Necromantic lore	3
Sorcerous lore	3
Talismantic lore	3
Theurgic lore	3
<i>(Additional arcane power)</i> ^P	1

Career skills	Basic costs
Explorer	2
Navigator	2
Staunch wounds	1
Treat wounds <i>(race)</i> ^P	2

Craft skills	Basic costs
Craft <i>(item)</i>	2
Mastercraft <i>(item)</i> ^P	3
Work iron	3
Work precious metals	2
Work wood	2

Ceremonial skills	Basic costs
Consecrate	1
Initiate	1
Lay to rest	1
Supplicate	1
Excommunicate ^P	1

All offensive skills require a special item to use them. Other skills that require a special item to use are noted in the explanations that follow. A list of which skills a special item can be used with is in Step Eight. The skills a special item can be used with are always written on the back of the lammy. *e.g. if you have the skill bow double then you will need a crafted bow to use this skill. According to Table 8.2 you will need to acquire either a longbow or a crossbow to use this skill.*

Combat without skills

- You can take three hits in combat before being incapacitated
- You can use any weapon to inflict a single hit
- Armour protects you by absorbing one hit before any body hits are lost
- Full details of combat are contained in the [Event Rules](#)

You have three body hits, which allow you to be hit three times in combat before being incapacitated. Once you have lost all your body hits you are incapacitated which renders you incapable of doing anything but screaming incoherently.

You can use any weapon to inflict a single hit without the need for a skill. If you purchase an offensive skill and a weapon special item then you may be able to inflict more than a single hit or you may be able to deliver a mortal blow. Mortal blows are explained later in this step.

Armour protects you by providing armour points which are lost before any body hits. If you have armour points then you automatically lose one armour point to replace each body hit that would be lost. When your armour points are gone then you are no longer protected and your body hits are lost as normal.

Any suit of armour that provides at least one third coverage will grant you a single point of protection. To gain more than this you need an armour skill and a suitable armour special item. You can use any shield to parry a blow, but some mortal blows may still affect you unless you have the shield skill and a shield special item.

Offensive skills

- Allow you to inflict deadly blows in combat using combat calls
- Require a suitable special item to use
- You must wield a weapon in two hands to use a great weapon or musket skill

If you have purchased an offensive skill then you can use this skill to deliver particularly deadly blows. This is indicated by using a combat call, such as DOUBLE, to indicate the effects of the offensive skill you have used.

These skills can only be used in conjunction with a suitable special item. You need an appropriate crafted weapon to use them. You must have both hands on the weapon to use any great weapon or musket skill.

Weapon double skills

- You can call DOUBLE to inflict two points of damage
- You cannot combine these skills with other offensive skills

Any offensive skill with double in the name allows you to call DOUBLE when you strike an opponent in combat. Such a blow inflicts two points of damage instead of the normal one. You must use a suitable weapon special item to use these skills.

e.g. if you have bow double then you can call DOUBLE when you fire an arrow from a bow special item. Any character you strike takes two hits instead of one as normal.

You cannot combine these skills with other offensive skills to make new calls.

e.g. if you have bow double and bow through then you can call DOUBLE or SINGLE THROUGH. You cannot combine these skills to call DOUBLE THROUGH.

Mortal blow skills

- Cleave, strikedown, stun and through are mortal blow skills
- A mortal blow will mortally wound an unarmoured opponent
- You will die of a mortal wound unless it is treated with the treat wounds skill
- Any character can call COUP DE GRACE in appropriate circumstances

There are four types of skill that you can buy that allow you to inflict a mortal blow in combat. If you purchase any weapon skill that ends with cleave, strikedown, stun or through then you can inflict a mortal blow.

If you are hit by a mortal blow when you are not protected by armour then you are wounded. You will die unless you receive medical treatment swiftly from a character with the relevant treat wounds skill. If you are mortally wounded then you must begin counting; when your death count reaches 300 then you are dead.

Any character can call COUP DE GRACE if they have a weapon in hand. A COUP DE GRACE will only work on a helpless or unresisting target. If you are incapacitated or unresisting when you are hit by a COUP DE GRACE then you are dying and should immediately begin your death count. Death counts are explained in the fortitude skills.

Cleave skills

- You call SINGLE CLEAVE to cripple an unarmoured limb making it useless
- You can call SINGLE CLEAVE to shatter a shield standard item

Axe cleave and great weapon cleave allow you to call SINGLE CLEAVE when you strike an opponent in combat. If you hit an unarmoured foe on a limb, then the limb will be rendered useless.

If you strike a shield standard item then it will be shattered. You must use a suitable weapon special item to use any of these skills.

Great weapon strikedown

- You can call SINGLE STRIKEDOWN to knock an opponent to the ground

Great weapon strikedown allows you to call SINGLE STRIKEDOWN when you strike an opponent in combat. If you hit an opponent then they may be knocked off their feet by the force of your blow. You must use a suitable weapon special item to use this skill.

Your opponent will be struck down, unless they are able to parry your blow with two weapons at once, a two handed weapon or they block the blow with a shield special item.

Stun skills

- You can call SINGLE STUN to stun an opponent for two seconds

Mace stun and great weapon stun allow you to call SINGLE STUN when you strike an opponent in combat. If you hit an opponent they will be stunned for two seconds. If you are stunned then you cannot attack, run or use any magic for two seconds. You may continue to parry while you are stunned. You must use a suitable weapon special item to use any of these skills.

Through skills

- You can call SINGLE THROUGH to penetrate armour automatically

Any offensive skill with through in the name allows you to call SINGLE THROUGH when you strike or shoot an opponent in combat. If you hit your opponent then you inflict a single point of damage but ignore any armour worn. You must use a suitable weapon special item to use any of these skills.

Defensive skills

Armour skills

- Light armour gives two armour points for partial coverage and three armour points for full coverage
- Heavy armour gives three armour points for partial coverage and five armour points for full coverage

Any character can wear armour but you gain increased protection if you have an armour skill and wear the corresponding armour special item. You cannot stack armour points from more than one source.

If you have the light armour skill then partial light armour provides you with two armour points and full light armour provides three armour points.

If you have the heavy armour skill then partial heavy armour provides you with three armour points and full heavy armour provides five armour points.

Partial armour must cover at least one third of the wearer, full armour must cover at least two thirds of the wearer. The phys-rep must appear to have been made for the purpose of protecting the wearer in battle. To count as heavy armour, the phys-rep must be made mostly of metal or else be a rigid phys-rep of metal.

Shield skill

- You are not affected when you block a SINGLE CLEAVE
- You are not affected when you block a SINGLE STRIKEDOWN

Any character can use a shield, but you may still be affected even if you block a blow with your shield. This skill allows you to ignore all the effects of a SINGLE STRIKEDOWN or a SINGLE CLEAVE when you block a blow with a shield special item.

Constitution skills

- These skills make you more resistant to poisons

Constitution skills increase your resilience to toxins. Most characters have a constitution score of 0. Each of these skills increases your constitution score by 1. Every poison has a hidden rating which determines how potent it is. You will always suffer some effects if you are poisoned but you will eventually survive and recover if your constitution score is higher than the rating of the poison. If the rating of the poison is higher than

your constitution score then you will die unless you receive appropriate treatment.

Endurance skills

- These skills allow you to take more hits in combat before you are incapacitated

These skills allow you to be hit more often in combat before you become incapacitated by your wounds. Normal characters have three body hits. Each of these skills increases your body hits by one.

You lose body hits when you are struck in combat or affected by poisons or magical powers. Once you have no body hits remaining you will be helpless. You are unable to fight back or flee and can be easily killed.

Fortitude skills

- These skills allow you to survive for longer if you are mortally wounded

If you are mortally wounded then you must get medical treatment swiftly or your character will die. Your death count determines how long you can survive whilst mortally wounded. Most characters have a maximum death count of 300. The fortitude skill increases your maximum death count by 100. The great fortitude skill increases your maximum death count by 200.

e.g. you have a maximum death count of 300. If you are mortally wounded then you must begin counting. When your count reaches 300 then your character is dead. If you purchase fortitude and great fortitude then you can count to 600 before you die.

Arcane skills

- When you purchase a lore skill you must pick one arcane power
- You may then purchase additional arcane powers for that lore for one point each

When you purchase one of the five arcane lore skills then you gain access to the powers listed for that lore in Step Seven. For each arcane lore skill that you have you can select one arcane power for free from the list of powers for that lore.

You may then purchase additional arcane powers from the list for that lore at a cost of one point each. If you have purchased two lore skills then you may purchase additional powers from either lore if you can afford it.

e.g. if you purchase necromantic lore then you must select a single necromantic power. You may

purchase additional necromantic powers for one point each.

If you have necromantic, sorcerous or theurgic lore then you will be able to distil mana crystals between events. If you have alchemical lore then you can refine any alchemical preparations that your character knows and if you have talismantic lore then you can enchant items with any of the talismans that you know.

Craft skills

- Allow you to make special items
- Need a suitable work material skill

Anyone can make a standard item such as a makeshift weapon or suit of armour. To make a special item, such as a high-quality weapon, requires the skill to craft the item and the skills to work whatever material is needed. Most craft skills are useless without access to the appropriate work material skill.

A list of special items showing the skills that are required to make them is in Step Eight.

e.g. to make a sword special item you must have the craft sword skill and the work iron skill.

Some special items do not have a work material skill listed for them. No work material skill is needed to make these items, because no appropriate skill exists in the system.

e.g. to make light armour you only need the craft armour skill. There is no work fabric skill. Any character with craft armour can make light armour special items.

Craft (item)

- You can make one or more special items provided that you can work the materials needed
- You must select one type of item each time that you select this skill

You can make high-quality special items between events provided you have access to the work material skills needed for that item.

Table 6.3 lists the types of item you can learn to craft. You must pick one item from this table each time you purchase this skill. The table also lists the work material skills that you will need to use your craft (*item*) skill. You must have access to all the work material skills listed to be able to manufacture all of the items that you have learned to craft.

Some special items do not require a work material skill to make them. Individual special item requirements are listed in the tables in Step Eight. *e.g. if you purchase craft armour then you can make light armour special items. If you also purchase work iron then you can make heavy armour special items.*

You do not have to have the required work material skill to make a special item if you can cooperate in

downtime with another character who does have the skill. If you and one other character have all the skills required to make a special item between you, then you can work together to make the item.

If you have the craft armour skill then you can also repair armour at events. It takes one minute of appropriate roleplaying to mend a single point of damage to a suit of armour.

Table 6.3: Craft item types and work materials needed

You must select one item type from the table each time you purchase craft (item). The second column lists the work material skills that you will need to be able to produce all the items you know how to craft.

Craft (item)	Material skills needed
Axe, mace, sword, great weapon, pistol, surgeon's tools	Work iron
Building, ship	Work wood
Armour	Work iron
Bow, shield, siege weaponry	Work iron, work wood
Jewellery	Work precious metals
Telescope	Work iron, work precious metals

Mastercraft (item)

- You can make more powerful special items
- Craft (item) is a prerequisite

You can make more potent examples of your craft in downtime. These special items are more effective than the items listed in Step Eight. The items that you can make depend on the skill that you choose and your culture, race and allegiance. You will receive a sheet that tells you what items you can make in your event pack.

e.g. if you purchase mastercraft sword and your culture is Kamakuran then you know how to make a tachi, the traditional Kamakuran sword that is particularly deadly when wielded by a skilled swordsman.

The appropriate craft (item) is the prerequisite skill for each mastercraft (item) skill. If you have learnt to craft an item then you may purchase the skill to mastercraft that item.

e.g. if you have purchased craft jewellery then you may purchase mastercraft jewellery.

Work Iron

- You can make special items that require iron if you have the craft (item) skill

Your character knows how to work iron as well as most common lesser metals. You cannot make a crafted item that includes iron as a key constituent without having access to this skill. Work iron is

essential for making crafted weapons, shields, pistols, heavy armour and some siege weapons.

Work Precious Metal

- You can make special items that require precious metals if you have the craft (item) skill

Your character knows how to work all kinds of common precious metal and gemstones; this includes silver, gold, semi-precious and precious gemstones. This skill also includes the ability to make and work glass. You cannot make a crafted item that includes glass, precious metal or gems as a key constituent without having access to this skill. Work precious metal is essential for making crafted jewellery as well as complex items like telescopes.

Work Wood

- You can make special items that require wood if you have the craft (item) skill

Your character knows how to work all kinds of common wood; this includes most hard and soft woods. You cannot make a crafted item that includes wood as a key constituent without having access to this skill. Work wood is essential for making crafted bows, shields, ships, buildings and some siege weapons.

Career skills

Explorer

- You can explore land in downtime

If you have this skill then you can survey a region during downtime, learning the lay of the land. If you spend long enough exploring an area then you will discover any hidden features which exist there. The time taken to explore the New World is reduced if the you possess a telescope.

Navigator

- You can navigate a ship in downtime

If you have this skill then you can successfully navigate a ship to the Known World. A ship cannot sail through the Maelstrom without a navigator at the helm. Journey times are reduced if you possess a telescope.

Staunch Wounds

- You can help a character who is dying of a mortal wound to survive longer
- You can revive an incapacitated character

If you have this skill then you can staunch the wounds of anyone who is bleeding to death from a mortal wound. This slows their bleeding for as long as you continue to staunch their wounds, allowing the patient to survive longer. You can also use this skill to revive someone who is incapacitated.

Treat Wounds (race)

- You can treat a mortal wound to save a character who is dying
- You must select a race each time you buy this skill
- Surgeon's tools special item makes this skill more effective

You can treat the wounds of someone who has suffered a mortal wound. It takes time to treat wounds and a character may not survive long enough for you to save them. It normally takes a count of 200 to treat wounds. If you have a special item set of surgeon's tools then you can treat wounds in a count of 150.

You must select a single race whose wounds you can treat each time you purchase this skill. If your character is a member of a Known World race then you can purchase this skill for any Known World race. If your character is a member of a New World race then you can purchase this skill for any New World race. You cannot purchase this skill for any of the magical races.

Ceremonial skills

- Allow you to channel the power of your deity
- You must be a devotee to purchase any of these skills
- Require you to exercise discretion in their use

These skills allow you to call on the power of your deity, to affect the world around you. Each skill allows you to perform a specific type of ceremony that has a defined effect. You may only purchase one or more of these skills if you have chosen to be the devotee of a deity.

Divine skills require judgement when using them. If you use these skills in ways that do not further the desires of your deity then you may suffer divine retribution as a result. Information on devotion and performing ceremonies is available in Step Three.

Consecrate

- You can consecrate a tent or building

You know the ceremony required to consecrate an area to your deity. This allows you to consecrate shrines, churches and similar buildings to your deity. You can use this skill at events to consecrate a temporary shrine to your deity, invoking the power and blessing of your faith in that area.

Initiate

- You can convert another character to be a devotee of your faith
- You need the initiate's true name

You know the ceremony required to initiate another character into your faith. Once initiated, the character becomes a devotee of your faith. You can only initiate another character into the faith that you are a member of and they must know the name of the deity whose faith they are being initiated into. You cannot initiate someone against their will or deceive them about the faith they are joining.

Lay To Rest

- You can send a dead soul to your deity
- You must know the soul's true name if they are not a devotee of your deity

You know the ceremony required to lay a deceased character to rest. A correctly performed ceremony means that the soul of the deceased is sent straight to your deity, keeping it safe from anything that might otherwise waylay it.

You can perform this ceremony on any character whose true name you know. You can also perform this ceremony on a character whose true name you do not know if they are a devotee of the same deity

as yourself.

Supplicate

- You can ask your deity for aid

You know the ceremony required to ask your deity for aid and tell your deity what aid you would prefer. Supplications are more effective when a congregation of devotees joins in the ceremony. Most supplications never receive any apparent response of any kind. The response to a supplication, if any, is utterly at the discretion of your deity.

Excommunicate

- You can remove a character's devotion against their will
- Their true name is not required
- Consecrate, initiate, lay to rest and supplicate are all prerequisites

You know the ceremony required to cast a person from your deity's faith. An excommunicated character ceases to be devoted. They cannot use any skills, blessings or items that require them to be devoted, until they become a devotee again.

You can only perform this ceremony on a character who is a devotee of the same deity as you. You do not need the target's true name.

You must have consecrate, initiate, lay to rest and supplicate before you can purchase this skill. If you receive some of these skills for free because you have status in a faith then you are considered to have these skills for the purposes of purchasing excommunicate.

STEP SEVEN – MAGIC

Choosing arcane skills

- If you have an arcane lore skill then you choose one arcane power for free
- You may purchase additional arcane powers for one point each

There are five different magical lore skills that you can buy. Three of them, necromantic, sorcerous and theurgic lore, allow you to cast spells. Alchemical lore allows you to produce magical preparations between events and to mix preparations at events to produce new effects. Talismantic lore allows you to enchant items between events to imbue them with a magical power.

The ability to cast a spell, create a preparation or enchant a talisman are all arcane powers that must be purchased individually. If you have a magical lore skill then you receive a single arcane power for free, either a spell, talisman or preparation, from the list for that lore.

e.g. if you have theurgic lore then you must choose one theurgic cantrip, incantation or ritual, which is free.

Once you have purchased a lore skill, you may purchase additional arcane powers for one point each. These must be selected from the list of powers for the lore that you have chosen.

e.g. if you have alchemical lore then you can purchase additional alchemical powers for one point each.

If you purchase more than one magical lore skill then you receive one free arcane power for each lore skill. If you also purchase an additional arcane power then it can be from either lore.

e.g. if you are a dragon and have alchemical lore and talismantic lore then you can purchase one additional alchemical or talismantic power.

Talismancy

- You can enchant standard items to produce special items in downtime
- Existing special items can be enchanted more quickly than a standard item
- You cannot wear or use two talismans with the same form at once

You can enchant items, storing the energy of the Maelstrom within an item to create a talisman. Talismans take time to enchant and can only be

created between events. You can enchant a standard item, but a high-quality special item can be enchanted much faster.

Each talisman that you learn how to make has a specific form that is required for the talisman to be effective. It is not possible to wear two talismans of the same form at the same time.

e.g. the talismantic enchantment “Thread of steel” takes the form of a piece of clothing. You cannot use it while wearing any other talismantic clothing.

All the talismans described in this book have only a single charge. Once the magic has been used once, the charge is gone. Only the non-magical properties of the item remain after the power of the talisman has gone.

Alchemy

- You can create alchemical special items called preparations in downtime
- You can learn how to mix preparations to produce more powerful effects

You can distil the fundamental magical properties of materials to create alchemical preparations. These may take the form of a potion, oil, dust or vapour that contains a magical effect. Alchemy can be very powerful, but the effects are usually confined to the person that imbibes the preparation.

Alchemical preparations take time to make and can only be created between events. It is possible to learn how to mix different preparations to produce more potent effects. It takes several minutes to mix preparations but this can be done at any time.

Spell casting

- There are three types of spell
- Cantrips can be cast freely but some take thirty seconds to cast
- Incantations are more powerful but require a mana crystal special item
- Rituals are more powerful still but can only be cast at a ritual site

There are three types of spell called cantrips, incantations and rituals. Cantrips are spells that are so minor in power that the spell caster can draw the energy for them directly from the Maelstrom, wherever they are in the New World. They do not require mana crystals, so cantrips can be cast as often as you wish. Some cantrips take thirty

seconds to cast; these are noted in the spell texts.

Incantations are more powerful spells; they can still be performed anywhere but require a valuable mana crystal to cast. Mana crystals contain the raw energy of the Maelstrom gathered into a physical form. You can produce these crystals during downtime, find them at mana sites or trade them with other characters. When an incantation is cast, the mana crystal is discharged permanently and becomes useless.

Rituals are so powerful that they take several minutes to perform and can only be cast at a ritual site, a special location where spell casting magic is particularly powerful.

Rituals require several mana crystals to cast. Fewer mana crystals are required to cast a ritual at a more powerful ritual site. Rituals can be cast in downtime if you have access to a ritual site, or performed at an event if the host has chosen a location that includes a ritual site.

Starting magical items

- Talismancers and alchemists should pick four starting talismans or preparations
- Spell casters start with four mana crystals

If you have the talismantic lore skill then you start the game with four talismans. You can select these talismans from any of those that you know how to create. If you have the alchemical lore skill then you start the game with four preparations chosen from those that you know how to create.

If you have necromantic lore, sorcerous lore or theurgic lore then you start with four mana crystals for each of those skills.

Effects of arcane powers

- There is no need to remember all the different spell and talisman effects
- Arcane powers use a spell call system explained in the [Event Rules](#) for use in combat
- Arcane powers use show-me lammys for use outside combat

Several arcane powers are designed to be used in combat. There is no need for you to memorize all these powers and their effects. Any powers that are designed to be used in combat will use a system of calls, similar to those used for weapons. These calls are described in the [Event Rules](#); it is these calls and their effects that you should remember.

Arcane effects designed for use outside of combat will use a show-me lammy. If you have an arcane power that you can use on another character outside combat then it will have a show-me lammy that you can use to show them the effects of the power. If someone presents a show-me lammy to you, then you should follow the effects written on the lammy. If you have any doubts then you should ask a referee for clarification.

Necromancers and undead

- A soul taint is a mark on your soul that allows you to return after death
- If you know the necromantic ritual “Touch of blasphemy” then you can soul taint another character to you
- You return as an undead shadow if you are slain while you are soul tainted
- Undead shadows are virtually helpless
- You can learn necromantic spells that allow you to make undead characters more powerful

If you know the ritual “Touch of blasphemy” then you may use the power of the Maelstrom to mark the soul of a character whose true name you know; this is called a soul taint. When a character you have soul tainted dies then they will return as an undead shadow.

If you are playing an undead character then you will be able to return as an undead shadow every time you are killed, provided that the necromancer who soul tainted you is still alive and is playing at the event. As an undead shadow you are virtually helpless, you cannot fight and you are easily dispatched.

If you know the cantrip “Infuse the wandering soul” you can use it to strengthen any undead shadow whose true name you know. If you know the ritual “Empower the wandering soul” then you can use this to create a much stronger body for any undead character whose true name you know. As you learn more powerful rituals you can make undead characters even more effective.

Further information for necromancers or undead characters will be provided to anyone choosing to play one.

Theurgists and eidolons

- If you are a fallen eidolon then you will be trapped in the Maelstrom if your body is killed
- A soul pact is a mystical bond that allows you to escape from the Maelstrom
- If you are a theurgist then the ritual “Shatter the Maelstrom's fetters” allows you to soul pact an eidolon to you

If you are playing an eidolon character then your soul returns to the Maelstrom when you die. If you are a loyal eidolon the deities will send you back to the mortal world, but if you are a fallen eidolon you will be trapped in the Maelstrom.

If you know the theurgic ritual “Shatter the Maelstrom's fetters” then you may use the power of the Maelstrom to create a link between your soul

and that of an eidolon whose true name you know. This link is called a soul pact.

If you are an eidolon who is in the Maelstrom then you can escape using the power of a soul pact provided that the character who soul pacted you is still alive and is playing at the event. By drawing on the soul pact you leave the Maelstrom and return to the mortal world.

You may choose to create an eidolon character who is already soul pacted to a theurgist. If the character you are loyal to at creation knows the ritual “Shatter the Maelstrom's fetters” then you will start play soul pacted to them.

Further information for theurgists and eidolons will be provided to anyone choosing to play one.

Alchemical Preparations

Astringent salt

This potion increases your body hits by one when you drink it. The effects last for one week. The potion will not affect most of the magical races.

Caustic bile

This acidic oil will completely dissolve a single small item if it is carefully applied.

Escharotic pumice

This potion will completely restore any body hits you have lost when you drink it. It will not cure mortal wounds and will not affect most of the magical races.

Leaden emetic

If you are suffering from any non-magical Known World poison, such as geum, gilded berries or swamp fever, then you will be cured when you drink this potion.

Mawkish dust

You feel particularly amorous for an hour after drinking this potion. The roleplaying effects of this potion are dependent upon your characterization.

Mordant purgative

This potion increases your constitution score by one when you drink it. This allows you to suffer more deadly poisons without succumbing. The effects last for one week.

Philosopher's stone

This dust will turn a single small item to gold if it is carefully applied. This transformation is permanent. You can produce up to one pound of gold with this preparation.

Scorbutic fire

This deadly potion is highly poisonous. It will kill most victims in less than a day.

Necromantic Spells

Cantrips

Gift of tongues

Range: Touch

If you cast this cantrip on a character who has died but whose soul is still present then they are able to communicate freely while you touch them. The subject cannot move, but they can hear normally and communicate freely with anyone close enough to hear what they are saying. They are free to say anything they choose in answer to your questions.

Infuse the wandering soul

Range: Touch

You can strengthen the body of an undead character whose true name you know. This cantrip takes thirty seconds to cast. It can only be cast on an undead shadow.

Incantations

Restore the defiled body

Range: Touch

You can heal an undead character whose true name you know. The incantation causes the subject to regain all lost body hits but has no effect on mortal wounds.

Revealing the shadow of death

Range: 5 Metres

This incantation fills your victim with a sense of their own mortality producing an overpowering sense of dread. The victim may either cower in fear or flee from you. The spell will not affect most of the magical races. This effect lasts for thirty seconds.

Rituals

Empower the wandering soul

Range: Touch

You can create a strong body for any undead characters whose true names you know using this ritual.

Touch of blasphemy

Range: Touch

When you cast this ritual on a character whose true name you know then you taint their soul with necromantic magic. A tainted soul can return as an undead shadow any time their body is killed. The soul must be present but does not have to be alive for you to perform this ritual on them.

If a character in your group knows this ritual then you may create an undead character in that group. You must enter the necromancer's name in the section marked loyalty and will begin play soul tainted to them.

Sorcerous Spells

Cantrips

Blessed touch of invigoration Range: Touch

You can revitalize a helpless character using this cantrip. You cause a single incapacitated character whose true name you know to be immediately raised to debilitated.

Detect the Maelstrom's touch Range: Touch

You can detect the presence of the magical energies of the Maelstrom within an item, character or location. This cantrip takes thirty seconds to cast.

The smith's mystic anvil Range: Touch

You can mend a damaged item, such as a shattered shield or sword, or restore one armour point to a suit of armour. This cantrip takes thirty seconds to cast.

Incantations

Silence the chattering child Range: 5 Metres

You can silence a single victim, preventing them from uttering any sound. This effect lasts for thirty seconds.

The pugilist's mighty blow Range: 5 Metres

You can summon a harmless blast of wind to assail a target. The victim is unharmed but the incantation will knock them from their feet, striking them down.

The sacred hands of life Range: Touch

This incantation restores a single body hit to a character whose true name you know. This spell will not affect most of the magical races and will not heal mortal wounds.

Rituals

Retrace the Maelstrom's path Range: Touch

Using this ritual you can recharge one or more talismans whose powers are spent.

Weaving the cloth of steel Range: Touch

You can protect a character whose true name you know. The single armour point granted by this ritual cannot be combined with armour points from normal armour.

Talismans

Amulets

Life's blood retained

Form: Amulet

This talisman helps you survive longer when mortally wounded. You can activate this talisman to increase your death count by 50.

Clothing

Protection of blood and bone

Form: Clothing

This talisman protects you against mortal wounds. You can activate this talisman if you are struck by a mortal wound. You take all the normal effects of the blow but you are not mortally wounded and so you are not dying.

Thread of steel

Form: Clothing

This talismantic enchantment increases the armour points by one of any clothing or armour it is on. This enchantment expires when the last armour point is lost.

Helms

The harridan's tongue

Form: Helm

You cannot be silenced by any method for thirty seconds after activating this helm.

The waning shadow of death

Form: Helm

You become immune to magical effects that would slay you outright for thirty seconds after activating this helm.

Warrior's stout heart

Form: Helm

You become immune to all sources of fear for thirty seconds after activating this helm.

Weapons

The thirsting blade

Form: Weapon

You can use this talisman to strike a single deadly blow. If you activate this enchantment when you strike a target with the weapon then you can call SINGLE THROUGH.

Thief of life

Form: Weapon

This talisman allows you to steal the life energies of another character. If you activate this enchantment while performing a COUP DE GRACE against another character then you regain all lost body hits. This talisman will not affect most of the magical races. This talisman will not stop you dying from a mortal wound.

Theurgic Spells

Cantrips

Heaven's truth revealed

Range: 5 Metres

You can detect the presence of necromantic or theurgic energies in the souls of anyone who is within range. Any character that is affected will glow with a pale light.

Incantations

Dispatch the traitorous ally

Range: 5 Metres

You can kill a single eidolon or undead character outright. You must use the victim's true name when casting this incantation. Only the target's body is killed, their soul is unharmed.

Repel the unwelcome servant

Range: 5 Metres

You can drive a single eidolon or undead character away from you. This incantation forces the victim away from you and prevents them approaching closer than five metres for the next thirty seconds.

Rituals

Illuminate the Maelstrom's shadow

Range: Touch

You can disguise an eidolon or undead character, whose true name you know, as a mortal being. The target's soul symbol will quickly fade and become invisible. The effect lasts as long as the character's body survives. When they form a new body the soul symbol reappears.

Shatter the Maelstrom's fetters

Range: Touch

You can create a soul pact between yourself and an eidolon whose true name you know. This link allows the eidolon to more easily return to the mortal realm if their body is killed.

If you know this ritual then any eidolon character that is part of your retinue when they are created will start play soul pacted to you.

Tearing the Maelstrom's veil

Range: Touch

You can open a gate into the Maelstrom to allow eidolons to enter the world.

STEP EIGHT – EQUIPMENT

Standard items

- A standard item is a common low-quality item
- Standard items never have a lammy
- You can have as many standard items as you have phys-reps for
- Some things cannot be standard items

A standard item is a common low-quality item with no additional or unusual properties of any kind. It never has a lammy attached. You may have any number of standard items, including clothing, armour, shields and most weapons. So long as you have the phys-rep, then you have the standard item itself.

Standard items are considered to be uncrafted; this means that they were not produced by a character with an appropriate craft item skill. Anyone can make a standard item and the nominal cost to your character is zero.

The low quality of standard equipment limits their usefulness. Standard weapons can only ever be used to call SINGLE; standard armour only ever provides a single armour point of protection.

No skill is needed to use a standard item: any character can wield any weapon and call SINGLE, any character can wear any suit of armour and claim a single point of armour for it, and any character can parry a blow with a shield.

Muskets, pistols, telescopes, surgeon's tools, darkpowder and contrabando can never be standard items. You can only have one of these phys-reps in the game if you have purchased a suitable special item at character creation or have acquired one in play at an event.

Special items

- A special item is a blessed, enchanted, high-quality or unusual item
- Special items always have a lammy
- You can purchase special items at character creation

Any item that has any unusual properties must have a lammy attached to indicate it is a special item. The lammy contains the information that you can detect about an item which may not be apparent when examining the phys-rep. The additional properties of the item will be written on the lammy.

You can purchase special items for your character, or acquire them in play at an event.

Items and skills

- Some special items require a skill to use them effectively
- The skills required to use an item are always stated on the lammy

You can only use the additional properties of some special items if you have the right skill. Without the skills the item only functions as a standard item. *For example, a crafted sword can be used to call DOUBLE or SINGLE THROUGH in combat, but only when wielded by a character with the sword double or sword through skill. Without these skills, the sword can only be used to call SINGLE.*

This combination, requiring an item and skill to produce a game effect, is widespread in the Maelstrom rules. The lammy on a special item will state what skills are required to use the special properties of the item.

Buying equipment

- There are four different currencies
- Your culture and income determine your starting money and currency
- You can use your starting money to buy special items

There are four separate currencies in the world of the Maelstrom. The culture that you have chosen determines the price of your starting equipment and the currency of your starting money and any debts that you have.

Look up your culture in Table 8.1 and cross reference it with the number of points you have spent on the income advantage. This determines your starting money as well as your regular income. You will receive any unspent money in your event pack.

Your culture determines what items are available for sale and at what price. You must purchase any special items that you buy at the price listed for your culture in the Appendix. If you attempt to spend too much money then you will only receive the special items that you can afford to purchase in the order that you list them on your booking form.

Table 8.1: Starting money and income

Cross-reference your culture with the points you have spent on the income advantage to find your income.

Culture	Points spent on the income advantage					
	0	1	2	3	4	5
1 Gold Ducatto = 128 Silver Ducatto						
Alkyon	102 Sd	1 Gd 100 Sd	3 Gd 16 Sd	5 Gd	6 Gd 64 Sd	8 Gd 12 Sd
Maya	98 Sd	1 Gd 72 Sd	2 Gd 94 Sd	4 Gd 8 Sd	5 Gd 95 Sd	7 Gd 79 Sd
Merisusi	94 Sd	1 Gd 57 Sd	2 Gd 29 Sd	2 Gd 89 Sd	3 Gd 26 Sd	3 Gd 106 Sd
Schaffhausen	84 Sd	1 Gd 50 Sd	2 Gd 118 Sd	4 Gd 78 Sd	6 Gd 72 Sd	9 Gd
1 Mark = 12 Schillings = 240 Pfeck						
Amun-Sa	8 Sch 10 Pf	1 M 9 Sch	3 M	4 M 5 Sch	5 M 8 Sch	6 M 10 Sch
Fidelia	8 Sch	1 M 5 Sch	2 M 3 Sch	3 M 1 Sch	3 M 11 Sch	4 M 10 Sch
Flambard	5 Sch 10 Pf	1 M 5 Sch	2 M 8 Sch	4 M 2 Sch	6 M 11 Sch	8 M 6 Sch
1 Kyat = 81 Riel						
Free Islands	1 Ky 26 Ri	2 Ky 53 Ri	4 Ky 11 Ri	5 Ky 55 Ri	7 Ky 23 Ri	8 Ky 72 Ri
Kamakura	1 Ky 59 Ri	4 Ky 21 Ri	7 Ky 18 Ri	9 Ky 61 Ri	12 Ky 38 Ri	15 Ky 65 Ri
Malathia	1 Ky 55 Ri	3 Ky 67 Ri	6 Ky 14 Ri	8 Ky 67 Ri	11 Ky 39 Ri	14 Ky 26 Ri
Rukh	1 Ky 49 Ri	4 Ky 76 Ri	7 Ky 38 Ri	10 Ky 65 Ri	14 Ky 36 Ri	17 Ky 73 Ri
1 Florin = 8 Guilder = 120 Bushel						
Freiboden	1 Fl 5 Gu	4 Fl 3 Gu	7 Fl 6 Gu	11 Fl 5 Gu	15 Fl 6 Gu	20 Fl 3 Gu
Gnolls	1 Fl 4 Gu	3 Fl 4 Gu	5 Fl 5 Gu	7 Fl 7 Gu	12 Fl 7 Gu	16 Fl 7 Gu
Lyzanium	1 Fl 3 Gu	4 Fl	6 Fl	8 Fl	11 Fl 4 Gu	15 Fl
Tritoni	2 Fl	3 Fl 6 Gu	5 Fl 5 Gu	6 Fl 6 Gu	8 Fl 10 Gu	9 Fl 2 Gu

Table 8.2: Equipment and range weapon properties

Special items are available at character creation. The second column shows the skills the item can be used with. The third column lists the skills needed to make the item.

Special Item	Skills item can be used with	Skills to make item
Partial/full light armour	Light armour	Craft armour
Partial/full heavy armour	Heavy armour	Craft armour, work iron
Wooden shield	Shield	Craft shield, work wood
Metal shield	Shield	Craft shield, work iron
Telescope	Explorer, navigator	Craft telescope, work iron, work precious metals
Surgeon's tools	Treat wounds	Craft surgeon's tools, work iron
Pistol	Pistol double, pistol through	Craft pistol, work iron
Musket	Musket double, musket through	Unavailable
Longbow	Bow double, bow through	Craft bow, work wood
Crossbow	Bow double, bow through	Craft bow, work iron

Table 8.3: Melee weapon properties

Weapon special items are available at character creation. The second column shows the skills the item can be used with. The third column lists the skills needed to make the item. The size column lists the minimum and maximum sizes for the phys-rep for the weapon.

Special item	Skills item can be used with	Skills to make item	Size
Dagger	Sword through	Craft sword Work iron	4" - 18" 10cm - 46cm
Sword	Sword double Sword through	Craft sword Work iron	14" - 36" 36cm - 91cm
Bastard sword	Sword double Sword through Great weapon double Great weapon through	Craft sword Craft great weapon Work iron	32" - 48" 81cm - 122cm
Two-handed sword	Great weapon double Great weapon strikedown Great weapon through	Craft great weapon Work iron	42" - 72" 107cm - 183cm
Hand axe	Axe double Axe cleave	Craft axe Work iron	14" - 36" 36cm - 91cm
Battle axe	Axe double Axe cleave Great weapon double Great weapon cleave	Craft axe Craft great weapon Work iron	32" - 48" 81cm - 122cm
Great axe	Great weapon double Great weapon cleave Great weapon strikedown	Craft great weapon Work iron	42" - 72" 107cm - 183cm
Morning star or Hammer	Mace double Mace stun	Craft mace Work iron	14" - 36" 36cm - 91cm
War hammer or Footman's mace	Mace double Mace stun Great weapon double Great weapon stun	Craft mace Craft great weapon Work iron	32" - 48" 81cm - 122cm
Great hammer or Great mace	Great weapon double Great weapon strikedown Great weapon stun	Craft great weapon Work iron	42" - 72" 107cm - 183cm
Lucerne hammer	Great weapon double Great weapon strikedown Great weapon stun	Craft great weapon Work iron	60" - 84" 152cm - 213cm
Spear	Great weapon double Great weapon through	Craft great weapon Work iron	36" - 90" 91cm - 229cm
Halberd	Great weapon double Great weapon cleave Great weapon strikedown	Craft great weapon Work iron	60" - 84" 152cm - 213cm

If you are a member of a New World culture then you do not receive any money. You can select two common or one rare item for your starting equipment from the items listed for your culture in the Appendix.

If you are an eidolon then you do not receive any starting equipment.

Native equipment

- Native equipment is inferior to the equipment Known World characters can purchase
- Natives do not receive any income
- You may choose one rare or two common items
- You may purchase mana crystals, talismans or preparations regardless of your skills

Iron and steel are not readily available in the New World, so items are made from flint or obsidian. As a result they are not as effective as similar items from the Known World.

A full list of special items available to New World characters is in the Appendix. You can select one rare or two common items from the list.

The items you select may include mana crystals or any talisman or preparation. These are in addition to any starting magical items you are entitled to from the skills you have chosen.

Armour special items

- Light armour gives two armour points for partial coverage and three armour points for full coverage
- Heavy armour gives three armour points for partial coverage and five armour points for full coverage

Partial light armour provides two armour points and full light armour provides three armour points, to anyone with the light armour skill.

Partial heavy armour provides three armour points and full heavy armour provides five armour points, to anyone with the heavy armour skill.

You cannot stack armour points from more than one source. Partial armour must cover at least one-third of the wearer; full armour must cover at least two-thirds of the wearer. The phys-rep must appear to have been made for the purpose of protecting the wearer in battle. To count as heavy armour, the phys-rep must be made mostly of metal or else be a rigid phys-rep of metal.

Shield special items

- You can ignore a SINGLE STRIKEDOWN with a wooden shield
- You can ignore a SINGLE CLEAVE or a SINGLE STRIKEDOWN with a metal shield

If you have the shield skill and you use a metal shield special item to block a blow that causes a

SINGLE CLEAVE then you can ignore all the effects of the blow.

If you have the shield skill and you use either a wooden or a metal shield special item to block a blow that causes a SINGLE STRIKEDOWN then you can ignore all the effects of the blow.

Telescope special item

- A telescope can be used at events
- A telescope can be used by a navigator or an explorer during downtime

If you have a telescope special item then you can use a telescope phys-rep at an event. If you use a telescope when navigating a ship then your vessel will make better progress. If you use a telescope while exploring then you will be able to explore faster and will be more likely to find hidden features.

Surgeon's tools special item

- Reduce treat wounds count to 150

If you have the treat wounds skill then you can treat a mortally wounded character in a count of 150 with a surgeon's tools special item.

Contrabando special items

- The different types of contrabando are described in the *Almanac*

There are a number of different items that you can purchase that are classed as contrabando. These items are described in the *Almanac*.

Pistols and muskets

- Require one shot of darkpowder each time you shoot them
- A pistol has a range of five metres
- A musket has a range of earshot
- The phys-rep must be a cap-firing replica appropriate for the setting
- A musket must be at least 32" (81cm) long

Pistols and muskets must be loaded with a single shot of darkpowder before they can be used. The darkpowder is used when you shoot the weapon, so it must be reloaded before it can be shot again.

You can shoot a pistol at a clearly visible target within five metres. You can shoot a musket at a clearly visible target anywhere in earshot. You must hold a musket in both hands to use it.

The phys-rep for a darkpowder weapon must be a cap-firing replica of a single-barrelled "percussion

cap” or “flintlock” muzzle-loading musket or pistol. Please contact us if you are in any doubt about the suitability of any phys-rep you wish to use.

The phys-rep for a musket must be at least 32” (81cm) long. Weapon-safe phys-reps for darkpowder weapons cannot be used at our events under any circumstances.

STEP NINE – BACKGROUND

Creating a background

- A background is a brief character biography
- You will receive additional briefing material after you book
- Please contact us if you want additional help or information when writing your background

A background is a brief character biography that summarizes the things you have done and your reasons for being in the New World.

Creating a background can help you develop a sense of who your character is. There is a short summary of the setting in the *Introduction to Live Roleplaying* that you should read. More detailed information is presented in the *Almanac* if you want it.

The *Almanac* is an in-character document published by the Raddock Bay trading house and it includes a wealth of information about the world presented from their point of view. Because it is an in-character document you can read or ignore any portion of it, but if you read the sections of the *Almanac* that are relevant to your character then they will help you develop a background that is in keeping with the setting.

We will send additional briefing material for your character after you have booked for your first event. This provides further information on your culture, faith and allegiance. The descriptions provided in this additional briefing material are only intended for your reference and should not be shared with other players.

If you need any additional information about the parts of the setting that are relevant to your character before you book then please contact us and we can discuss them with you.

Developing a background

- All briefing material is designed to allow you to add your own details

The descriptions of the cultures and the world presented in the *Almanac*, and the additional briefing sheets are a broad overview. The Known World nations are geographically immense, each nation being approximately the same size as modern western Europe, so a considerable degree of variation between different members of the same culture is expected.

This principle extends through all the initial briefing material we provide. The material is intended to inform you about the general truths of your character's background to help inspire you to create a fully fledged member of that culture, faith or trading house. You are free to add unique elements of background that are only appropriate to the region that your character is from, and to adapt some of the cultural elements to create your own group or character background.

Submitting a background

- Submit your background by email
- Our plot team will then approve your background

At present we can only accept backgrounds submitted in an electronic format, preferably by email. If you submit your background to us, we will append it to your character's details.

Your background will be passed to our plot team who will check it to ensure that it fits with the details of the campaign setting. If your background is not compatible within the setting then they will be able to give you feedback so that you can amend it. They may also give you some additional input or ideas that you can use to enhance your background. Once they are happy with the background then it will be approved.

What to include

- Submit a short character history

When submitting your background for the plot team to read, please try to bear in mind that there are hundreds of players in the campaign so the plot team have a lot of backgrounds to read through. A background that is informative but concise is ideal. A background that includes a short in-character piece or description is fine, but lengthy in-character documents are not necessary.

Occasionally the plot team will make use of details submitted in backgrounds when creating plot for events. This is fairly unusual; your background is intended for your use, to help you create goals and a motivation for your character.

The kind of background that is most useful to the plot team is a short summary of the things you have done and any allies, obligations or feuds you have left behind in the Known World. Descriptions of

your personality or your arch-nemesis are not used by the plot team.

Common mistakes

- You cannot learn magic or alchemy in the Known World
- Make sure your background fits with the rules for any advantages you have
- Only one language exists

There are a number of common mistakes made when submitting your background. The most common is for characters with magical skills to assume that their character learnt these skills in the Known World or developed them from herbalism. Magic is a very recent discovery in the world, as far as anyone is aware it simply did not exist anywhere until very recently. Magic, even alchemy, has no connection with simple herbalism and it only appears to flourish in the New World, so it is not possible for a character to have learnt magic until they arrived in the New World.

Another common mistake is not taking full

consideration of the rules concerning advantages. Many advantages come with inherent disadvantages which you will not be able to ignore, regardless of what you submit for your background. These rules apply regardless of any details in your background, although anything that you do submit that does not take account of details like this will be amended if it is noted.

e.g. if you purchase a Mayan slave ship for your character then you will begin the game with a substantial debt for the ship. You should make allowances for this debt when creating your background.

Every character in the Maelstrom setting speaks the same language. Although use of some words is not common in every culture, there are no regional languages and the concept of foreign languages simply does not exist. The natives in the New World speak the same single language as the colonists from the Known World. It is fine to use a few non-English words to describe a place or a dialect, but any more is inappropriate.

APPENDIX

Table 10.1: Amun-Sa, Fidelity and Flambard prices

1 Mark = 12 Schillings = 240 Pfeck

*Cross reference the equipment you wish to purchase against your culture to find the price of the special item at character creation. **Bold** indicates an item is illegal in that nation.*

Equipment	Amun-Sa	Fidelity	Flambard
Partial light armour	1 Sch 9 Pf	1 Sch 8 Pf	1 Sch 15 Pf
Full light armour	2 Sch 13 Pf	2 Sch 11 Pf	3 Sch 3 Pf
Partial heavy armour	1 M 1 Sch	10 Sch	1 M
Full heavy armour	2 M 1 Sch	1 M 7 Sch	1 M 9 Sch
Wooden shield	19 Pf	18 Pf	1 Sch 2 Pf
Metal shield	6 Sch 10 Pf	5 Sch 5 Pf	7 Sch 3 Pf
Surgeon's tools	1 M	1 M 2 Sch	1 M 1 Sch
Telescope	7 Sch 9 Pf	1 M 3 Sch	10 Sch 17 Pf
Pistol	1 M 2 Sch	1 M	7 Sch 5 Pf
Musket	N/A	N/A	4 M 5 Sch
Longbow	6 Sch 12 Pf	6 Sch	11 Sch 5 Pf
Crossbow	7 Sch 16 Pf	8 Sch 14 Pf	10 Sch 10 Pf
Darkpowder [shot]	1 Sch 1 Pf	1 Sch	14 Pf

Melee weapons	Amun-Sa	Fidelity	Flambard
Dagger	2 Sch 11 Pf	2 Sch 13 Pf	2 Sch 4 Pf
Sword	10 Sch 6 Pf	11 Sch 4 Pf	7 Sch 2 Pf
Bastard sword	1 M 5 Sch	1 M 4 Sch	1 M 6 Sch
Two-handed sword	1 M 3 Sch	1 M 2 Sch	1 M 3 Sch
Hand axe	9 Sch	6 Sch 4 Pf	9 Sch 10 Pf
Battle axe	1 M 2 Sch	9 Sch 17 Pf	1 M 3 Sch
Great axe	1 M	7 Sch 19 Pf	1 M 1 Sch
Morning star / hammer	6 Sch 10 Pf	9 Sch 7 Pf	8 Sch 16 Pf
War hammer / footman's mace	10 Sch 2 Pf	1 M 3 Sch	1 M 1 Sch
Great mace / great hammer	7 Sch 16 Pf	1 M 10 Pf	1 M
Lucerne hammer	9 Sch 13 Pf	1 M 1 Sch	1 M 1 Sch
Spear	9 Sch 18 Pf	10 Sch 3 Pf	9 Sch 4 Pf
Halberd	1 M	11 Sch 13 Pf	11 Sch 4 Pf

Contrabando	Amun-Sa	Fidelity	Flambard
Actinian venom	6 Pf	8 Pf	18 Pf
Agenta	1 Sch 7 Pf	1 Sch 11 Pf	17 Pf
Brandyblend	5 Pf	3 Pf	7 Pf
Catamite	1 Sch 6 Pf	2 Sch 16 Pf	17 Pf
Flame	19 Pf	2 Sch 8 Pf	1 Sch 17 Pf
Geum	6 Sch 5 Pf	3 Sch 5 Pf	5 Sch 5 Pf
Gilded berries	4 Sch 7 Pf	4 Sch 10 Pf	3 Sch 18 Pf
Mellifluent rhind	1 Sch 4 Pf	2 Sch 7 Pf	1 Sch 3 Pf

	Amun-Sa	Fidelity	Flambard
Oco powder	9 Pf	1 Sch 16 Pf	1 Sch 10 Pf
Phulkari	1 Sch 18 Pf	2 Sch 17 Pf	2 Sch 6 Pf
Rantsin	18 Pf	1 Sch	1 Sch
Seraph tear	1 Sch 5 Pf	1 Sch 12 Pf	1 Sch 2 Pf
Slave	6 Sch 12 Pf	8 Sch 12 Pf	9 Sch 6 Pf
Swamp fever	8 Sch 12 Pf	1 M 2 Sch	7 Sch 17 Pf
Vineweed berry	1 Pf	2 Pf	2 Pf
Vineweed root	15 Pf	1 Sch 1 Pf	1 Sch 2 Pf

Table 10.2: Alkyon, Maya, Merisusi and Schaffhausen prices

1 Gold Ducatto = 128 Silver Ducatto

*Cross reference the equipment you wish to purchase against your culture to find the price of the special item at character creation. **Bold** indicates an item is illegal in that nation.*

Equipment	Alkyon	Maya	Merisusi	Schaff.
Partial light armour	18 Sd	17 Sd	13 Sd	19 Sd
Full light armour	33 Sd	30 Sd	25 Sd	34 Sd
Partial heavy armour	1 Gd 5 Sd	1 Gd	105 Sd	1 Gd 2 Sd
Full heavy armour	2 Gd	1 Gd 95 Sd	1 Gd 87 Sd	2 Gd 20 Sd
Wooden shield	11 Sd	12 Sd	10 Sd	12 Sd
Metal shield	65 Sd	58 Sd	51 Sd	60 Sd
Surgeon's tools	100 Sd	1Gd 7 Sd	1 Gd 20 Sd	95 Sd
Telescope	74 Sd	90 Sd	86 Sd	80 Sd
Pistol	68 Sd	102 Sd	1 Gd	90 Sd
Musket	3 Gd 24 Sd	3 Gd 92 Sd	N/A	5 Gd
Longbow	69 Sd	65 Sd	51 Sd	76 Sd
Crossbow	72 Sd	73 Sd	84 Sd	80 Sd
Darkpowder [shot]	6 Sd	8 Sd	10 Sd	8 Sd

Melee weapons	Alkyon	Maya	Merisusi	Schaff.
Dagger	25 Sd	23 Sd	21 Sd	24 Sd
Sword	90 Sd	78 Sd	106 Sd	92 Sd
Bastard sword	1 Gd 36 Sd	1 Gd 17 Sd	1 Gd 30 Sd	1 Gd 85 Sd
Two-handed sword	1 Gd 12 Sd	115 Sd	126 Sd	1 Gd 45 Sd
Hand axe	85 Sd	97 Sd	67 Sd	92 Sd
Battle axe	1 Gd 14 Sd	1 Gd 22 Sd	105 Sd	1 Gd 70 Sd
Great axe	1 Gd	124 Sd	81 Sd	1 Gd 30 Sd
Morning star / hammer	88 Sd	93 Sd	96 Sd	80 Sd
War hammer / footman's mace	1 Gd 13 Sd	1 Gd 21 Sd	1 Gd 22 Sd	1 Gd 80 Sd
Great mace / great hammer	1 Gd	1 Gd 5 Sd	1 Gd 6 Sd	1 Gd 40 Sd
Lucerne hammer	117 Sd	1 Gd 7 Sd	1 Gd 10 Sd	1 Gd 20 Sd
Spear	75 Sd	72 Sd	71 Sd	110 Sd
Halberd	92 Sd	120 Sd	97 Sd	1 Gd 30 Sd

Contrabando	Alkyon	Maya	Merisusi	Schaff.
Actinian venom	2 Sd	3 Sd	3 Sd	3 Sd
Agenta	11 Sd	9 Sd	14 Sd	11 Sd
Brandyblend	2 Sd	45 Sd	1 Sd	1 Sd
Catamite	13 Sd	7 Sd	5 Sd	12 Sd
Flame	15 Sd	13 Sd	12 Sd	24 Sd
Geum	68 Sd	39 Sd	51 Sd	80 Sd
Gilded berries	43 Sd	33 Sd	70 Sd	50 Sd
Mellifluent rhind	6 Sd	7 Sd	9 Sd	8 Sd

	Alkyon	Maya	Merisusi	Schaff.
Oco powder	15 Sd	5 Sd	14 Sd	13 Sd
Phulkari	22 Sd	9 Sd	17 Sd	12 Sd
Rantsin	18 Sd	9 Sd	11 Sd	7 Sd
Seraph tear	9 Sd	8 Sd	11 Sd	40 Sd
Slave	81 Sd	65 Sd	76 Sd	85 Sd
Swamp fever	95 Sd	62 Sd	77 Sd	1 Gd 10 Sd
Vineweed berry	2 Sd	1 Sd	2 Sd	2 Sd
Vineweed root	15 Sd	9 Sd	11 Sd	12 Sd

Table 10.3: Free Islands, Kamakura, Malathia and Rukh prices

1 Kyat = 81 Riel

Cross reference the equipment you wish to purchase against your culture to find the price of the special item at character creation. **Bold** indicates an item is illegal in that nation.

Equipment	Free Islands	Kamakura	Malathia	Rukh
Partial light armour	23 Ri	23 Ri	24 Ri	22 Ri
Full light armour	44 Ri	44 Ri	45 Ri	42 Ri
Partial heavy armour	2 Ky 63 Ri	1 Ky 74 Ri	2 Ky 43 Ri	2 Ky 78 Ri
Full heavy armour	4 Ky 76 Ri	3 Ky 27 Ri	4 Ky 51 Ri	4 Ky 76 Ri
Wooden shield	15 Ri	15 Ri	14 Ri	15 Ri
Metal shield	1 Ky 18 Ri	1 Ky	1 Ky 12 Ri	1 Ky 14 Ri
Surgeon's tools	2 Ky 69 Ri	2 Ky 21 Ri	2 Ky 41 Ri	2 Ky 30 Ri
Telescope	2 Ky 13 Ri	2 Ky 23 Ri	1 Ky 46 Ri	1 Ky 63 Ri
Pistol	1 Ky 7 Ri	5 Ky 21 Ri	1 Ky 31 Ri	1 Ky 35 Ri
Musket	N/A	N/A	7 Ky 49 Ri	10 Ky 19 Ri
Longbow	1 Ky 9 Ri	1 Ky	1 Ky 24 Ri	1 Ky 25 Ri
Crossbow	1 Ky 39 Ri	1 Ky 55 Ri	1 Ky 19 Ri	1 Ky 38 Ri
Darkpowder [shot]	9 Ri	40 Ri	11 Ri	12 Ri

Melee weapons	Free Islands	Kamakura	Malathia	Rukh
Dagger	34 Ri	32 Ri	35 Ri	38 Ri
Sword	1 Ky 64 Ri	1 Ky 22 Ri	1 Ky 48 Ri	1 Ky 34 Ri
Bastard sword	3 Ky 7 Ri	2 Ky 7 Ri	2 Ky 35 Ri	3 Ky 25 Ri
Two-handed sword	2 Ky 58 Ri	1 Ky 67 Ri	1 Ky 72 Ri	3 Ky
Hand axe	1 Ky 20 Ri	1 Ky 44 Ri	1 Ky 55 Ri	1 Ky 58 Ri
Battle axe	2 Ky 38 Ri	2 Ky 55 Ri	2 Ky 66 Ri	2 Ky 72 Ri
Great axe	2 Ky	2 Ky 17 Ri	2 Ky 24 Ri	2 Ky 32 Ri
Morning star / hammer	1 Ky 49 Ri	1 Ky 48 Ri	1 Ky 51 Ri	1 Ky 61 Ri
War hammer / footman's mace	2 Ky 35 Ri	2 Ky 36 Ri	2 Ky 52 Ri	2 Ky 69 Ri
Great mace / great hammer	2 Ky	2 Ky 5 Ri	2 Ky 28 Ri	2 Ky 47 Ri
Lucerne hammer	2 Ky 14 Ri	2 Ky 18 Ri	2 Ky 33 Ri	2 Ky 50 Ri
Spear	1 Ky 37 Ri	1 Ky 48 Ri	1 Ky 46 Ri	1 Ky 40 Ri
Halberd	2 Ky 21 Ri	2 Ky 9 Ri	2 Ky 25 Ri	2 Ky 29 Ri

Contrabando	Free Islands	Kamakura	Malathia	Rukh
Actinian venom	7 Ri	8 Ri	5 Ri	6 Ri
Agenta	19 Ri	17 Ri	16 Ri	15 Ri
Brandyblend	5 Ri	4 Ri	3 Ri	6 Ri
Catamite	10 Ri	28 Ri	7 Ri	17 Ri
Flame	16 Ri	47 Ri	19 Ri	33 Ri
Geum	63 Ri	1 Ky 44 Ri	58 Ri	1 Ky 26 Ri
Gilded berries	48 Ri	51 Ri	71 Ri	77 Ri
Mellifluent rhind	6 Ri	4 Ri	24 Ri	9 Ri

	Free Islands	Kamakura	Malathia	Rukh
Oco powder	7 Ri	16 Ri	12 Ri	17 Ri
Phulkari	16 Ri	21 Ri	19 Ri	18 Ri
Rantsin	19 Ri	16 Ri	17 Ri	51 Ri
Seraph tear	17 Ri	15 Ri	14 Ri	12 Ri
Slave	2 Ky 14 Ri	2 Ky 2 Ri	1 Ky 62 Ri	1 Ky 26 Ri
Swamp fever	1 Ky 12 Ri	2 Ky 12 Ri	1 Ky 6 Ri	1 Ky 62 Ri
Vineweed berry	4 Ri	4 Ri	3 Ri	19 Ri
Vineweed root	17 Ri	19 Ri	14 Ri	32 Ri

Table 10.4: Freiboden, Gnolls, Lyzanium and Tritoni prices

1 Florin = 8 Guilder = 120 Bushel

Cross reference the equipment you wish to purchase against your culture to find the price of the special item at character creation. **Bold** indicates an item is illegal in that nation.

Equipment	Freiboden	Gnolls	Lyzanium	Tritoni
Partial light armour	2 Gu 14 Bu	2 Gu 7 Bu	2 Gu 10 Bu	2 Gu 4 Bu
Full light armour	5 Gu 5 Bu	4 Gu 11 Bu	5 Gu	4 Gu 8 Bu
Partial heavy armour	2 Fl 7 Gu	2 Fl 3 Gu	2 Fl 5 Gu	3 Fl 3 Gu
Full heavy armour	4 Fl 6 Gu	4 Fl 6 Gu	5 Fl 3 Gu	6 Fl 7 Gu
Wooden shield	2 Gu	1 Gu 9 Bu	2 Gu	1 Gu 7 Bu
Metal shield	1 Fl 4 Gu	1 Fl 1 Gu	1 Fl 2 Gu	1 Fl 3 Gu
Surgeon's tools	2 Fl 3 Gu	2 Fl 4 Gu	2 Fl 5 Gu	3 Fl
Telescope	1 Fl 6 Gu	2 Fl	1 Fl 1 Gu	3 Fl 2 Gu
Pistol	1 Fl 3 Gu	1 Fl 2 Gu	1 Fl 5 Gu	3 Fl 1 Gu
Musket	3 Fl 5 Gu	8 Fl 6 Gu	7 Fl	N/A
Longbow	1 Fl 5 Gu	1 Fl 3 Gu	1 Fl 6 Gu	1 Fl
Crossbow	1 Fl 5 Gu	1 Fl 4 Gu	1 Fl 2 Gu	2 Fl 2 Gu
Darkpowder [shot]	1 Gu 1 Bu	1 Gu 3 Bu	1 Gu 4 Bu	1 Gu 12 Bu

Melee weapons	Freiboden	Gnolls	Lyzanium	Tritoni
Dagger	4 Gu 2 Bu	3 Gu 8 Bu	3 Gu	3 Gu 5 Bu
Sword	1 Fl 4 Gu	1 Fl 7 Gu	1 Fl 2 Gu	2 Fl 7 Gu
Bastard sword	3 Fl 4 Gu	2 Fl 5 Gu	4 Fl	3 Fl 5 Gu
Two-handed sword	3 Fl 2 Gu	2 Fl 2 Gu	3 Fl 2 Gu	3 Fl 4 Gu
Hand axe	1 Fl 7 Gu	1 Fl 4 Gu	2 Fl	1 Fl 4 Gu
Battle axe	3 Fl 2 Gu	2 Fl 4 Gu	3 Fl 4 Gu	2 Fl 5 Gu
Great axe	2 Fl 6 Gu	2 Fl	3 Fl	2 Fl 14 Bu
Morning star / hammer	1 Fl 6 Gu	1 Fl 4 Gu	2 Fl	2 Fl
War hammer / footman's mace	2 Fl 5 Gu	2 Fl 3 Gu	3 Fl 2 Gu	3 Fl 2 Gu
Great mace / great hammer	2 Fl 2 Gu	2 Fl 1 Gu	2 Fl 7 Gu	3 Fl 4 Bu
Lucerne hammer	2 Fl 2 Gu	2 Fl 1 Gu	2 Fl 5 Gu	3 Fl 14 Bu
Spear	2 Fl 1 Bu	1 Fl 3 Gu	1 Fl 5 Gu	1 Fl 6 Gu
Halberd	2 Fl 4 Gu	2 Fl 2 Gu	2 Fl	2 Fl 6 Gu

Contrabando	Freiboden	Gnolls	Lyzanium	Tritoni	Freiboden	Gnolls	Lyzanium	Tritoni	
Actinian venom	3 Bu	5 Bu	4 Bu	2 Bu	Oco powder	2 Gu 1 Bu	1 Gu 6 Bu	1 Gu 2 Bu	12 Bu
Agenta	2 Gu 1 Bu	2 Gu 10 Bu	2 Gu 2 Bu	2 Gu 6 Bu	Phulkari	2 Gu 1 Bu	2 Gu 4 Bu	1 Fl 2 Bu	2 Gu 12 Bu
Brandyblend	4 Bu	3 Bu	2 Bu	2 Bu	Rantsin	1 Gu 12 Bu	2 Gu 1 Bu	1 Gu 10 Bu	2 Gu 4 Bu
Catamite	2 Gu 4 Bu	1 Gu 3 Bu	3 Gu	8 Bu	Seraph tear	1 Gu 7 Bu	1 Gu 6 Bu	6 Gu	1 Gu 9 Bu
Flame	4 Gu 5 Bu	1 Gu 13 Bu	5 Gu	2 Gu 4 Bu	Slave	2 Fl 1 Gu	1 Fl 4 Gu	1 Fl 7 Gu	N/A
Geum	1 Fl 1 Gu	7 Gu 2 Bu	1 Fl 2 Gu	1 Fl	Swamp fever	2 Fl 1 Gu	1 Fl 4 Gu	2 Fl	6 Gu 2 Bu
Gilded berries	7 Gu 2 Bu	1 Fl 6 Bu	6 Gu 4 Bu	1 Fl 2 Gu	Vineweed berry	3 Bu	4 Bu	3 Bu	3 Bu
Mellifluent rhind	14 Bu	1 Gu 3 Bu	13 Bu	1 Gu 4 Bu	Vineweed root	2 Gu 2 Bu	2 Gu 1 Bu	2 Gu 1 Bu	2 Gu 5 Bu

Table 10.5: New World equipment

Cross reference the equipment you wish to start with against your culture to find the availability of the special item at character creation. You may choose one rare item or two common items. If you pick a preparation or talisman, select one from any of those listed in Step Seven. If you pick mana crystals then you receive two mana crystals for a single common choice.

Melee weapons	Awakened	Azarch	Onontakha	Tlaxti	Skill the item can be used with	Size
Flint hand axe	Rare	Rare	Rare	Common	Axe double	14" - 36" (36cm – 91 cm)
Small obsidian tipped club	Rare	Common	Rare	Rare	Mace double	14" - 42" (36cm – 107 cm)
Large obsidian tipped club	Rare	Common	Rare	Rare	Great weapon double	36" - 72" (91cm – 183 cm)
Flint spear	Rare	Rare	Common	Common	Great weapon double	36" - 72" (91cm – 183 cm)

Equipment and slaves	Awakened	Azarch	Onontakha	Tlaxti
Partial light armour	Common	Common	Common	Common
Full light armour	Rare	Rare	Rare	Common
Wooden shield	Common	Common	Rare	Common
Longbow	Rare	Rare	Common	Rare
Myrmidon slave	N/A	Common	Rare	Common
Ophidian slave	N/A	Rare	Common	Common
Alchemical preparation	Rare	Common	Common	Rare
Mana crystals (2)	Common	Common	Common	Common
Talisman	Rare	Common	Rare	Common