

# EVENTYR

## CORE RULES

*Through the storms and fog the mythical land of Eventyr is once again revealed...*

*The lone survivor, clinging to the remnants of the small vessel that had been used to slip past the barricade, managed to report back to their master. Whilst under the effect of truth serum and the close scrutiny of the arcane masters of the mind, the scout reported an island rich with raw resources ripe for the picking. Strange magical effects manifest, making the island a potential treasure trove of exceedingly rare magic items.*

*But the land is not without its dangers. There are natives to the island, varied in form and temperament, most of whom seem inherently distrusting of outsiders. And then there are the portals... structures through which demons of various shapes and sizes appear. They seem to arrive on the island, carry out their business, then leave again, sometimes through the same portal, sometimes through another.*

*Barely escaping with their life, the scout brought back evidence of the treasures that Eventyr holds, waiting to be exploited...*

Welcome to Eventyr, a high-fantasy live-action role-play system in which you the player choose the adventures that shape your character and also fashion the world around you.

This document will take you through the core rules and guide you through everything you need to know to make your character and embark upon your adventures in the world of Eventyr.

## Contents

[Character Creation](#)

[Items and Equipment](#)

[Weapons and Armour](#)

[Adventuring and Experience](#)

[Combat and Combat Calls](#)

[Spells and Spell Casting](#)

[Death, Damage and Healing](#)

[How Time Works](#)

[Safety](#)

[Things You Might Find in the World](#)

[Rules Supplements](#)

[Photography](#)

[Legal Notices](#)

## CHARACTER CREATION

So, what brings to you to Eventyr? Are you in the employ of one of the Merchant Nobles, looking to carve your mark on the new continent of Eventyr? Are you a native of the isle, whose ancestors may even have been there during the changing of the times, and survived the demons' landings? Are you from elsewhere, either liberated from demon oppression, or lost in a strange new world?

Whichever path you choose, Eventyr, and your stories, are waiting to be told...

Your character will need a name and, if you wish to play something other than a human, a race. In the world of Eventyr, different races have no discernable differences in abilities. You can choose to play any race you wish and portray that race in whatever way you choose; you will gain no benefit or disadvantage to your skills by playing an orc, elf, demon or other race.

The next step of character creation is to decide which base class your character will be. This is important as it will determine which prestige classes will be available to you as your character increases in level. The prestige classes available to each base class are shown below, whilst the process of moving into a prestige class is detailed later in this document.

Base Class	Priest	Rogue	Mage	Warrior
Prestige Classes Available	Paladin	Barbarian	Ranger	Spellswor
	Charlatan	Ranger	Spellswor	Paladin
	Druid		Druid	
	Shaman	Charlatan	Shaman	Barbarian
	Psion		Psion	

There is one other class available; the Generalist. This class can **ONLY** be accessed if you spend all of your starting experience points only on general skills.

Every player starts with a blank slate and 10 experience points (XP) with which to build their level 1 character. Those experience points can be spent on apprentice level skills from one of the four base classes or from skills on the general skill list; a total of 5 XP can be spent on ritualism at character creation. There is no requirement to spend all 10 XP at character creation, but it is advised to spend as many as possible at this time. The point costs of the skills are given in the Base Class manuals and the General Skill List document.

The last step before heading out into the world is to choose the equipment you will have when you begin on your adventures. The next section of this document covers everything to do with items, equipment and related topics.

[\[Back to Contents\]](#)

## ITEMS AND EQUIPMENT

The following section describes the rules surrounding items in the world. They govern exactly what items you can carry, what you can do with those items, and how you can take items away from others...

### Trade Cards

Trade cards allow you to prove to others what you actually have as a character. They can be traded, lost or stolen just like any other object. Whilst trade cards do not need to be permanently attached to a particular physical representation (phys rep), if you do not have a trade card for an item, you cannot use it in game. Mundane objects (e.g. plates and tankards) and safety items (e.g. lanterns and ropes) do not require trade cards. However, if you see an item with a trade card attached to it, it signifies that this item is not just a simple, mundane object (although it might look like one) and may be of significance.

Trade cards also exist to ensure that no character need ever hand over a personal prop or item to anyone else; only the trade card representing the item is passed between characters. This does not mean that you can prevent an item being lost or stolen by simply keeping hold of the trade card; look after your phys reps as you would items in the real world!

Trade cards allow players to accumulate more items than they have physical representations of (for instance, five sets of plate armour). However, only the cards for equipment that could be realistically carried should be held on your person. See the section on encumbrance for more details on exactly what can be carried by a character.

Trade cards are distributed at the start of each event in each player's character pack. At the end of an event, all trade cards should be returned in the check-out envelopes provided at the Game Operation Desk (GOD).

### Grades of Items and Equipment

Many items in the world come in grades of quality. The four item grades are Crude, Quality, Masterwork and Magical. The grade of an item is clearly marked on its trade card. The grade of an item signifies the value of the item and also how it can be used, as detailed in the following table.

<b>Crude</b>	These items are the commonest, often found in the hands of lowly monsters. Their flimsy or unbalanced nature restrict your abilities; as such, only common calls may be made whilst using crude weapons and common defensive calls made when wearing crude armour.
<b>Quality</b>	Quality items are well made and widely traded. Quality weapons and armour allow the user to make rare offensive and defensive calls.
<b>Masterwork</b>	Masterwork items are the highest examples of their creator's skill. They provide all of the benefits of a quality item, but can also be imbued with magic during a ritual. Quality items cannot be upgraded to masterwork.
<b>Magical</b>	Magical items are highly desirable, typically enhancing the existing skills of or granting new skills to their wielder. The magic woven into their fabric prevents the item from being shattered or wearing out naturally, but they may be harmed by greater magics. However, not all magical items are benevolent towards their user; it is wise to seek out those with the ability to appraise magical items, as many cursed items also exist.

You may come across trade cards that have a second card attached to it. This descriptive card provides details on the precise nature of the construction and material properties of an item, giving it additional features above and beyond typical items. For more information on these descriptors, please refer to the Crafting guidance document.

### Magical Items

The magical items found throughout Eventyr are as varied and diverse as its inhabitants, but can be split into four different groups, as detailed in the following table.

<b>Single use items</b>	These can take a variety of forms, from spell scrolls to simple items. All single use items are activated through the destruction either of the scroll or of a tear-on-use item card attached. In the case of weapons, after the combat the item becomes a crude weapon.
<b>Charged items</b>	These are items which require charging for their magical effect to work. In the case of weapons, the weapon counts as being masterwork until it is charged. All charges deplete from an item at twilight.
<b>Bound items</b>	These are items with a continuous effect, but they must be bound to an individual; this binding process requires a ritual. Until bound, the item is treated as a masterwork equivalent.
<b>Permanent items</b>	These have a continual effect without the need of being bound to one person.

As previously mentioned, magical items cannot be shattered, crushed or warped and magical armour will not deteriorate over time. However, high level magic spells may affect them and environmental hazards (e.g. acid pools, lava flows or lightning strikes) may disrupt or destroy the enchantment within an item permanently.

Any one character cannot be bound to more than six items at any one time. In order to bind an additional item (beyond the sixth), one item must be unbound before the ritual to bind the new item takes place.

### Encumbrance

To represent the bulk and mass of the various items a character may acquire during their travels, trade cards have an encumbrance value printed on them. If a trade card does not have an encumbrance value shown on it, it can be assumed that the item has an encumbrance value of 0.

Each player starts with an encumbrance limit of 5. If a player is carrying items with a total encumbrance value greater than their limit, they cannot move; when heavily loaded, a player may find certain physical tasks (such as swimming or climbing) to be more difficult. Certain skills can increase the encumbrance limit of an individual, either permanently or when carrying out physical tasks. Armour skills will allow characters trained in those skills to wear their armour and ignore its encumbrance value whilst worn. There are also spells that can affect the carrying capacity of characters.

Should the need arise for you to carry the body of a fallen adventurer (alive or unfortunately dead), all bodies have a standard encumbrance value of 10; this does not include any items that body may be carrying, which have their own encumbrance values. Bodies of monsters or NPCs should not be carried unless express permission is given by an attending referee.

Game items such as backpacks and scabbards will also allow a character to carry items more efficiently, effectively increasing their encumbrance limit.

### Currency

The commonest currency that is used throughout the world of Eventyr is gold. Due to the difficulty in handling the vast array of golden nuggets of varying size and weight, the use of gold notes is common practice. Gold notes come in several denominations, ranging from 1 to 100 notes.

Barter and negotiation are encouraged when trading in the world. It should be noted that, just as in the real world, items have no fixed value; where demand outstrips supply, items will be more expensive than where there is no pressing need for any particular item.

## Looting

Sometimes, you just need something that someone else has. And when they won't give it you politely, sometimes you need to pry it out of their hands. In order to search individuals, please follow these guidelines.

Dead, dying and incapacitated characters can be searched to find items they may be carrying. To search an individual, you must indicate which location (head, chest, arms or legs) you are searching by hovering a hand over the location. Each location requires 30 seconds to thoroughly search; at the end of this time, the trade cards of any objects concealed in that location will be handed over. It is possible for multiple locations to be searched at the same time by separate individuals. Please do not physically touch any other person during looting.

Any carried containers (belt pouches, satchels, backpacks) can also be searched in this fashion. Searching one container is sufficient to represent searching all carried containers. Items being carried in the open (such as weapons or shields) can be looted immediately without the need to search for them.

Whilst we ask that players do not take the phys reps of another player's items, sometimes the monster crew will remove phys reps if left unattended. If this happens, a note will be left indicating what has been taken; the owner of the phys reps can go to GOD to reclaim the items, handing over the necessary trade cards.

## Starting Equipment

And so, to the purchasing of starting equipment. Every character is granted 25 gold pieces with which they can purchase items from the following list. Any gold left unspent will be issued as local currency. It should be noted that the prices of items in this list are not representative of prices that may be encountered in the world; merchants are likely to charge significantly higher prices.

Item	Cost (GP)	Item	Cost (GP)
Crude Weapons		Crude Armour	
Short blunt or sharp	3	Cloth (full set)	5
Long blunt or sharp	5	Leather (full set)	12
Two-handed blunt or sharp	7	Metal (full set)	20
Bow or crossbow	5	Cloth (single piece)	2
Thrown weapon (x3)	5	Leather (single piece)	4
Equipment		Metal (single piece)	6
Thief's tools	7	Small shield	7
Ammunition	2	Large shield	12
Scabbard	5	Crude Tools	
Backpack	10	Tailoring tools	5
First aid kit	10	Leatherworking tools	5
Patching kit (cloth, leather or metal)	2	Metalworking tools	5
Resources		Foraging knife	3
Hardy herb	3	Fishing rod	3
Common ore	5	Mining pick	3

[\[Back to Contents\]](#)

## WEAPONS AND ARMOUR

As a live-action system, weapons and armour are key components of the world of Eventyr. Before we go onto the details of combat and damage, a little more information on weapons and armour is necessary.

### Melee Weapon Types

Despite there being an almost infinite number of weapons in the world, in Eventyr they are grouped into six categories, depending on its length and design.

Length	Type of damage		Restrictions
Short	Blunt	Sharp	Overall length no greater than 18"
Long	Blunt	Sharp	Overall length greater than 18"
Two-handed	Blunt	Sharp	Overall length greater than 42"

Functionally, there are no differences between a sword and an axe and so both are described as long, sharp weapons (assuming they are longer than 18"). The distinction between blunt and sharp weapons has been made because certain weapon skills require one type or another and certain creatures may be more susceptible to damage from one type of weapon over another. Similarly, there are separate skills for the various weapon lengths.

### Ranged Weapon Types

In addition to the six types of melee weapon, there are two types of ranged weapon that can be employed. These are missile weapons (bows and crossbows) and thrown weapons. Missile weapons require ammunition in order to be used; one ammunition trade card represents up to 10 arrows or bolts. One trade card of thrown weapons represents up to three individual thrown weapons (e.g. three axes or three knives). Please refer to the Safety section of this document if you intend to use missile weapons at Eventyr.

### Shield Types

Shields are split into two types, based purely on their size; there are no differences between wooden or metal shields. The longest dimension of the shield determines whether the shield is small or large, as per the following table.

Shield Type	Definition
Small	Longest dimension no greater than 24"
Large	Longest dimension greater than 24"

### Armour Types

There are three types of armour in the world; cloth, leather and metal. In a similar way to there being no functional differences between, for instance, short blunt weapons, there is no functional difference between the different types of armour of one particular material. To this end, chainmail and plate armour provide the same benefits, allowing for the aesthetic to govern a character's choice; a small selection of the various examples of armour are given in the following table.

Armour Type	Examples
Cloth	Gambeson, jupon, linothorax, ichcahuipilli or furs
Leather	Soft leather, rigid leather or studded leather
Metal	Plate mail, scale mail, chainmail or ring mail

Anyone can wear armour, but only characters trained in the associated skills can fully utilise the benefit of the armour and more importantly, maintain it properly.

Armour is split into categories by location, as well as by material. The locations that can be covered and protected by armour are as follows:

- Head
- Body
- Limbs – a single trade card of limb armour will cover both arms or both legs

As such, to be completely armoured, a character will require four pieces of armour; two limbs, one head and one body.

The amount of protection granted by armour is shown on the trade card. In general, cloth armour grants one additional point of protection, leather grants two and metal armour grants three points of protection; normal clothing does not provide any protection and has no armour rating. These points of protection offer a number of additional hit points to the location covered; limb armour grants additional hit points to each limb covered, counted separately. It is possible to wear up to two layers of armour over any particular location if appropriately represented; the armour must be of different material but there is no restriction as to what order the armour is layered. For instance, a cloth gambeson could be worn under a metal breastplate, or a leather jerkin over a metal chain shirt. The uppermost layer will be the first to be damaged, then the second, then the location underneath. The additional hits granted by armour are not restored in the same way as lost physical hit points. Between encounters in which your armour was damaged (through combat or environmental effects), you can “patch” the armour, restoring the lost hit points. To do this you will need to own a patching kit for the type of armour you are wearing. With the patch kit, 1 minute of activity per piece of armour (representing the swapping of straps, sewing up of tears and banging out of dents) will restore the protection of the armour to full again. There are certain spells in the world that can be used to “patch” armour instantaneously.

Armour does not last forever; even the most diligent patching cannot prevent wear and tear eventually destroying the fabric of the armour. All armour trade cards will have an expiry event number; when this event number is passed, the armour ceases to be useable. If you are not present at the event noted on the card, the expiry event will be the next one attended. The expiry date of armour is a function of its quality and can be increased through the use of the Blacksmithing skill; for more information on this and other aspects of armour maintenance, please refer to the Crafting guidance document.

### Costume Standards

Eventyr wishes to be an inclusive and welcoming live action role-play system. We are also a high fantasy and immersive one. As such, we would like our players to help us to bring the world of Eventyr to life, and to have a high-quality role-play experience themselves. In order to do so, we would like all those that attend to aim to meet expected standards for costume, props, camps and any material goods in the in-character areas.

The potentials of Eventyr are as endless as your imaginations, and as such, this section cannot be prescriptive and include definitive lists. Instead, we aim to give you an idea of the overall look of the event and the world of Eventyr.

The spirit of the costume is largely mediaeval; think of your well known high fantasy films such as Lord of the Rings for inspiration. Therefore, there should be no glaringly obvious modern-day materials, (such as 'shell suit' fabric), logos, high-visibility reflective fabrics or other modern accessories (e.g. visible watches). However, this is not a re-enactment system, so we do not expect you to necessarily be "authentic", with correct, hand stitched, time-period-appropriate fabrics. If at any point during an event the senior referee team feel that your costume standards are damaging the experience of other players, you may be asked to wear some of the basic crew kit to cover modern clothing.

We want everyone to be comfortable in their costume, keeping warm, dry and safe. Regarding footwear, whilst we would hope you can avoid bright modern colours, we are not going to force anyone out of their beige gore-tex walking boots. Additionally, we would highly recommend still making use of modern fabrics for warm/waterproof layers but please wear these underneath your main costume.

As an inclusive system, we don't want to turn away players, especially those new to live-action role-play. If needs be, short-term loans of basic costume can be arranged when absolutely necessary and discussed prior to the event.

If your character chooses to wear armour, the physical representation of that armour must cover at least 50% of the location in order to provide protection; in the case of limb armour, 50% of each limb must be covered. Following the same guidelines as for other parts of your costume, as long as armour looks appropriate, we are not concerned by the material or construction of it. For example, chainmail is traditionally iron or steel but aluminium or neoprene can look the same whilst weighing (and often costing) significantly less.

If you have any concerns about costume, please contact a member of the senior referee team in advance of the event. We will be happy to discuss options with you.

So, you've created your character, equipped them with the finest items available and are ready to start your adventures. You'll need to know what's in store for you and what you can gain from exploring the world.

[\[Back to Contents\]](#)

## ADVENTURING AND EXPERIENCE

As mentioned in the introduction to this document, Eventyr is a system which encourages players to explore the world and find quests and adventures around them. The completion of quests rewards characters with experience points (XP) which can be spent to gain new skills or improve existing abilities. The level of a character is governed by the quantity of XP spent; you are encouraged to spend your points as higher levels unlock additional bonuses for your character, as well as allowing you to enter certain, more dangerous pits and encounters in the world.

Experience points can be earned in two main ways; directly through adventuring and through the collection of XP tokens.

### **Adventuring**

Going out into the world to complete quests and solve puzzles is the quickest way to earn experience points. Every quest or set encounter can reward XP for its successful (or otherwise) conclusion; the attending referee will reward XP by stamping your character card with the appropriate number of points earned. The number of points awarded is governed by a risk versus reward system; in general, the more dangerous a quest is, the greater the reward will be for its successful completion.

Quests can be triggered in a number of ways but the most common are through direct instruction by a non-player character (NPC) or through the entering of an encounter area, typically via a location marker. Further information on location markers is given later in this document.

As well as through adventuring, referees will grant experience points directly for good role-play. As such, as long as you play your character to the best of your ability, you can be rewarded, irrespective of success!

### **Tokens**

In addition to the experience points gained directly as reward from referees, players can also find experience tokens in the world. These golden tokens are often found on wandering monsters and in other areas where a referee may not be immediately available. The tokens are out-of-character items.

The tokens can be handed to a referee or GOD in exchange for experience points. The rate of exchange of tokens for XP depends upon your character level; one token is required for every three character levels (divide your character level by 3 and round up). As such, a level 2 character would require 1 token for 1 XP, but a level 11 character would require 4 tokens for 1 XP.

### **Spending Experience**

When you have earned experience points, they need to be spent in order for you to learn skills and advance your character level.

When you become trained in a new skill, you gain access to the benefits granted by that skill. As you advance skills from apprentice level to expert, master and grand master, you gain additional benefits. These are typically new powers associated with that skill; you do not lose access to the lower tiered abilities. However, if the new level grants additional uses of the skill per day, these additional uses are not cumulative; for instance, if a skill grants you one use of an ability at apprentice level and two uses at expert, this does not allow you to use it three times as an expert.

The experience point cost of new levels in skills is detailed in each class manual and the general skill list document. In order to learn a new skill or progress to the next level of an existing skill, you need to find someone willing to train you. The trainer could be an NPC or a fellow player character (PC); in order to train someone, the trainer needs to have the tutor skill (in the general skill list) and be trained to a higher level in the skill than the student is wanting to learn. Simply put, an expert in a skill can teach to an apprentice level, a master can teach to expert level and so on.

Training will involve a period of role-play between the tutor and student; this must be carried out “in time”. The precise nature of the training depends heavily on the skill being taught and the style of the particular tutor. At the end of the training, a referee will deduct the necessary XP and add the new skill to your character card. You are then free to get back to adventuring and put your newfound knowledge to the test.

### **Prestige Classes**

As mentioned in the section on character creation, there are eight prestige classes available for your character to develop into, should you choose to. The prestige classes available to each base class are different, but the method of becoming a prestige class is the same for each.

First of all, your base character needs to have reached at least 4<sup>th</sup> level. Upon reaching this milestone, you can choose to learn skills from their base class or from an appropriate prestige class, assuming you have found a trainer willing to instruct you in the ways of the new class. Beware though, if you do not choose a prestige class before you reach 10<sup>th</sup> level, you will become locked into your base class; the change from one class to another at this level of expertise is too much to handle!

When you choose to follow the path of a prestige class, your currently known skill list is compared to the skill list of that new class. Any known skills that do not appear on the prestige class list or general list are lost and the XP cost is reimbursed to you, to be immediately respent on skills from the prestige class skill list. From the point that a character leaves their base class to become a prestige class, they can only purchase skills from the prestige class skill list or from the general list in the main player’s manual. You become a level 1 prestige character, but the previous levels of your base class remain. As such, any bonuses such as additional hit points or spell points you may have acquired through levelling will be kept. You will however lose access to any class-specific abilities (e.g. coup de grace) if they are not available to your new prestige class.

Finally, any spells you may already know are compared to those on the spell list of the prestige class. Any known spells that do not appear on this list are lost and replaced with the same number of spells from the same circles of the prestige class spell list. Prestige classes are not able to cast any spells above 4<sup>th</sup> circle, so any known spells above this circle will be permanently lost.

Now you know how to go about getting experience points and what to do with them, it’s time to learn about what might happen when you come across someone (or something) that doesn’t want you to complete your quests...

[\[Back to Contents\]](#)

## **COMBAT AND COMBAT CALLS**

When talking fails, one option available in the repertoire of solving problems is violence. To ensure high fantasy violence is kept as controlled and constrained as possible, the following section details how combat works in the Eventyr universe.

### **How it Works**

At the basic level, you use your chosen weapon and try to hit (using pulled blows, detailed in the Safety section of this document) your opponent. If you manage to successfully hit your opponent or they hit you then a point is

deducted from the hit point total for that location. This is repeated until someone runs away or falls over; see the section on Death, Damage and Healing for more information on hit points and locations.

### Offensive Weapon Calls

Weapon calls can be divided into two main groups; the style of the blow and the damage type. The style of the blow is typically dictated by skills that the character has, whilst the damage type is controlled by the weapon and any modifying effects used.

The following table details the various styles of combat call that can be used. To make a call, offensive points (OP) are required; the points are expended when the call is made, irrespective of whether the hit is successful, or it is parried, dodged or avoided in another fashion. The OP costs of the blows are given in each class manual.

Type	Verbal call	Damage	Description
Common	Single (no call required)	1 point	The default damage from any normal, uncalled blow.
	Double	2 points	If any armour struck cannot prevent two points of damage, the excess will spill over to the underlying armour or location.
	Through	1 point	The blow ignores the uppermost layer of armour, damaging the location or the second layer of armour.
Rare	Crush	Armour or location to 0	This blow takes an unarmoured location to 0 or reduces the hits of the armour struck to 0. If an unarmoured location is hit, the bones in that location are also broken (see Death, Damage and Healing section for details of effects). Crude or quality shields or weapons used to parry crush blow are destroyed.
	Disarm	0 points	By striking your target's weapon, you manage to disarm them. The weapon must be dropped, hitting the floor before being retrieved; if the weapon is on a loop, it must dangle free. A two-handed weapon need not be dropped, but it cannot be used (for offensive or defensive actions) for a minimum of 3 seconds.
	Stagger	0 points	By striking the body or legs of your target, they are knocked down by the blow. Even if the blow is parried or blocked with a shield, the target is still staggered. The target must fall to the ground or make contact with at least one knee.
	Stun	0 points	Can only be done on an unaware target, from behind. By striking the shoulder of your target, they are rendered senseless for up to 10 seconds. During that time, the target can do nothing; it must either fall to the ground or remain motionless, incapable of action.
Very rare	Critical	Location to 0	This blow takes the struck location to 0, regardless of armour; the armour is not affected by this blow. A critical hit cannot be dodged except by the use of a "Master Dodge" call.
Special	Irresistible	N/A	The target may not dodge or otherwise use a call to negate the effects of the strike. This call may be combined with others (e.g. "Irresistible Crush").

	Bane	4 points	This strike negates any resistances or other damage-reducing effects; it will always damage the target.
	Point blank	Variable	This call is made instead of firing a missile weapon or throwing a thrown weapon at close range; any damage on top of the normal ranged strike will be called after “point blank”.

Common weapon calls can be made using any grade of weapon. Rare calls need to be made with a quality (or better) weapon and rare calls require a masterwork weapon. Some creatures in Eventyr will be able to make rare or very rare calls without meeting the weapon quality requirements; these abilities will come from natural strength rather than trained skill.

Weapon calls can only be made with weapons in your dominant hand. You may use a weapon in you off-hand if you take the Use Ambidexterity skill from the general skill list, but only use it to make weapon calls if you also have the Ambidexterity skill (only available to certain classes).

The following table details some of the damage types that you may encounter. The type of damage inflicted by a weapon may have a greater or lesser effect on certain targets, depending on any resistances or vulnerabilities. They can be combined with style calls, as demonstrated below.

Damage Type	Example Call	Notes
Arcane	“Magic stun”	The damage type will not change the amount of damage done by a particular blow; a fire double will do 2 points of damage, as will a normal double or silver double. If the target is resistant or vulnerable to a type of damage, they will role-play the additional or reduced effect.
Divine	“Holy (single)”	
Elemental	“Fire crush”	
Material	“Silver double”	
Poison	“Poison sleep through”	The nature of the poison needs to be included in the call to enable the target to react appropriately to the poison.

### Missile Weapons

All projectiles fired from bows or crossbows immediately cause “through” damage on impact. No offensive points are expended and no call is required to signify this effect. This does not apply to thrown weapons; throwing a weapon does not deliver the same impact as firing an arrow or bolt from a bow or crossbow.

Some characters may be able to add additional style and damage type calls to their missile weapon hits; these will be detailed in the relevant class manuals.

### Defensive Skill Calls

To defend against incoming blows and offensive calls, defensive skills can be used to counter those effects and protect yourself. Defensive skills require defensive points (DP) to be used. Unless stated in the skill that grants the defensive call, you can only make defensive calls against common calls; as you take skills to more advanced levels they will allow the calls to be made against higher level calls, at a higher cost.

Verbal Call	Description
Dodge	This call allows you to dodge an attack that would have otherwise hit you, including common and rare called blows. You must role-play the attempt of dodging, even though you need not avoid being hit. In order to dodge the blow, you must have been aware of the attack and seen the source of the blow.
Master Dodge	This allows you to dodge critical blows and magic effects that specifically target you (cannot be used to dodge "mass" spell effects).
Resist	This call allows you to ignore the special call from an incoming attack, turning the blow into 1 point of damage. Depending on the skill that grants the resist call, the call can also be used to ignore effects that may not directly cause damage (e.g. poison or fear); the skill will clarify as to when the call can be used and against what rarity of called blow.
Reflect	This call allows you to turn the attack back upon your attacker. The defender takes no effect and instead, the attacker receives the effect of the attack. Any skill granting the ability to reflect will also detail the types of attack that can be reflected. It is possible for a reflected attack to have a defensive call made against it, if the new target has the appropriate skills.
Absorb	This call enables you to take no damage from the incoming spell and instead, you gain a portion of the power used to cast the spell. The skill granting this call will say when it can be used and how much power is absorbed.

### Offensive Combat Styles

You may have the ability to use a "combat style"; this will allow you to make as many of that type of call in a single combat encounter (defined at the discretion of the attending referee) as needed for a single, up-front points cost. If at any point you are incapacitated during that combat encounter (for instance, by sleep or stun effects) then the combat style ceases and you must pay the points cost to enter it again. You can only have one combat style in play at a time.

All calls offensive and defensive must have a minimum of three seconds between attempts. This applies to all calls, so if a defensive call is made you must wait three seconds before any call (either offensive or defensive) can be made again.

### Regaining Lost Power

Power points (OP and DP) spent during play are regained each day at twilight. There are also other methods by which power points can be recovered, detailed in the various class manuals.

[\[Back to Contents\]](#)

## SPELLS AND SPELL CASTING

If toe-to-toe combat does not appeal, there is another way to resolve conflict. The universe in which the Eventyr system is set is intrinsically magical. Many of the character classes can cast spells, tapping into one of three power sources; arcane, divine or psionic. The sources of power to each caster class are shown in the following table:

Arcane	Divine	Psionic
<i>Spells require Mage Points (MP)</i>	<i>Spells require Priest Points (PP)</i>	<i>Spells require Spell Points (SP)</i>
Mage	Priest	Psion
Spellsword	Paladin	
Ranger	Charlatan	
Druid	Shaman	

### Spell Books and Focuses

A caster will have a spell book (an in-character item) that will need to be at least A5 in size. The spells that are known by the caster will be written into this book. A spell book is specific to each caster and a constant source of reference; it is therefore not possible to copy or cast from another's spell book.

All casters will also require a focus; this normally takes the form of an amulet, holy symbol or other small item. When casting a spell, the focus must be in physical contact with the caster and the spell book must be held as the focal point for the spell and to physically indicate you are casting a spell. Some creatures in Eventyr will be able to cast spells without a spell book or focus, these powers will come from natural abilities rather than learned ones.

Creating a focus or holy symbol requires the casting of the relevant spell on the mundane item that is to be transformed into the focus or holy symbol. The recipient of the focus or holy symbol does not need to be the one to cast the spell; if this is the case, they must be holding the mundane item at the time of casting to be bound to their new focus or holy symbol. It should be noted that a character can only ever possess one focus or holy symbol.

### Scrolls

A scroll is a single piece of parchment (A5 sized) that is a minor magical item. The scroll contains the magical instructions for the caster to harness; the spell within the scroll may either be cast from the scroll directly (which then uses the power within the scroll and destroys it), or the spell may be transcribed into the spell book of the caster (if their class corresponds with the source of the scroll's power). Transcribing a scroll also destroys it, but the spell can then be cast many times (power permitting). The scroll will not tell of the effects of the spell it contains, this must be researched and known by the caster prior to casting.

Scrolls are the method by which spells can be transferred from the spell book of one character to another; the owner of the spell book must write a scroll of the chosen spell, which can then be transcribed to the new spell book.

### Verbal Components

In order to cast a spell, the caster must speak a series of verbal commands, which not only signify the casting of the spell, but also select targets and specify effects. The verbals must be clearly spoken (or shouted) and every spell will end with the words "spellcasting" and the name of the spell. For clarity and to avoid confusion on the battlefield, it is recommended that a caster summarises any spell effects immediately after casting a spell; whilst all of the monsters are briefed on the commonest spell effects to expect, a reminder to all in earshot is never a bad thing.

The basic structure of the verbals required for the casting of spells is essentially the same for each casting class. The only variation relates to the power source each caster uses. The minimum verbals for a first circle spell are as follows:

*"By the power of [source], spellcasting [spell name]"*.

The [source] portion varies between the casting classes. Arcane classes replace the [source] with the specific element by which the spell is cast and relates to the elemental proficiency of the caster, using multiple elements if necessary. Divine classes replace the [source] with the divine domain which grants the particular spell. Psionic classes replace the [source] with “my mind”; they are their own source of power!

Upon speaking the word “spellcasting”, the magical power of the spell is released. If a caster needs to halt their casting mid-verbal for any reason, it must be done before “spellcasting” is spoken. If not, the spell does not occur as intended, but the power points are deducted from the caster’s total and inflicted as hits to the head of the caster.

Any damage to your physical hit points while casting will count as an interruption, hits to armour hit points will not. As such, it is important to avoid taking damage whilst casting spells!

### **Physical Components**

As well as the essential verbal component, some spells will require a physical representation to allow others to appreciate the effect is in place. For example, the spell “Wall of Element” requires a coloured ribbon or rope to be placed on the ground to mark the location of the wall. The markings must be clear to all other players, crew and referees to avoid any confusion, particularly when ribbons or other markings are to be placed on items to mark blessings (white ribbons) or wards (yellow ribbons).

### **Spell Damage**

The damage inflicted by spells ignores armour. When a target is chosen by a caster, the damage from their spells is usually delivered directly to the chest of their target. Psionic spells tend to cause their damage to the head of the target as they affect the mind. If a spell targets anything other than the body (such as a weapon or piece of armour), the caster must clearly indicate their target immediately after the casting of the spell.

### **Spell Costs**

A caster may only cast so many spells a day (defined as from twilight to twilight), restricted by the number of Mage Points (MPs), Priest Points (PPs) or Spell Points (SPs) that caster has.

A spell costs a number of MPs, PPs or SPs equal to the circle of the spell. First circle spells cost 1 MP to cast, second circle spells cost 2 MP and so on.

### **Regaining Lost Power**

Power points (MP, PP and SP) are regained each day at twilight. There are also other methods by which power points can be recovered; these are unique to each casting class and are detailed in the respective class manuals.

[\[Back to Contents\]](#)

## **DAMAGE, DEATH AND HEALING**

Adventuring, combat and spell casting are dangerous pastimes; sooner or later, your character will get hurt. Whilst we hope that it will mainly be your opponent's getting damaged, the following section covers the subject of taking damage and how to recover from it.

## Hit Points

In Eventyr, a distributed system of hit points is used, with the body being divided into six locations; two critical locations and four minor locations.

Critical Location	Minor Location
Head	Left leg
	Left arm
Body	Right leg
	Right arm

All characters start with 1 hit point per location. This is expressed as having 1/1 hits; the first number states how many hits the critical locations have and the second number states how many hits the minor locations have. When a location takes damage equal to (or greater than) its hit point total, that location cannot be used. A location cannot be taken to less than 0 hits. If either of the critical locations or two of the minor locations are reduced to 0 hit points, the character must fall unconscious. Characters in an unconscious state should fall to the floor if safe to do so; no one should attack or be attacked whilst they are on the floor. At this point, the character begins their death count; see the death section below for details on what this entails.

## Healing

Damage can be healed in many different ways; some are instantaneous whilst others take time.

Magical healing, either by spells (and scrolls) or potions, is the fastest way to provide healing. The caster of the spell or scroll will touch the location of the target they want to heal. The spell description will dictate the amount of healing points restored. If the touched location requires less healing than the total granted by the spell, any additional points overflow to another damaged location of that target. Potions work slightly differently; upon consumption by the target (signified by tearing the single-use trade card), the total healing granted by the potion is spread out evenly across all damaged locations, starting with the critical locations before spreading to the minor locations.

Mundane healing, through the first aid or camping skills, takes time. The length of time required to heal a location is given in the skill descriptions; if the healing process is interrupted for any reason, the healing will not take effect. It should be noted that a night's rest will not heal your character; only one hit point can be restored through bed-rest, to the most damaged location.

As soon as an unconscious character currently in their death count is healed, they regain consciousness and their death count is reset.

## Broken Bones

Bones can be broken for a number of reasons. A broken bone is significantly more serious than a simple wound and as such, there are complications and longer-term effects associated with them. If a bone is broken then the location becomes unusable, even if the hit points are restored. Broken bones will not trigger a character's death count, as long as the location has hits on it. The effect of a broken bone depends upon its location, as per the following table:

Broken Location	Effect
Arm	The arm cannot be used to carry anything or be used in combat.
Leg	The leg cannot bear weight; the character cannot walk unaided.
Chest or head	The character falls unconscious and remains so until the bone is mended. No death count is required; the character is stable whilst unconscious.

A broken bone can only be healed by an effect that specifically states it mends a broken bone; general healing spells will not heal a broken bone.

### Falling

If you fall down a pit or hole, you will take damage dependent upon the depth fallen and what you have fallen onto or into. As a rule of thumb, you will take 1 point of damage to a leg for every 10' fallen. If a leg is taken to 0 hit points due to falling, the bone is also broken.

### Drowning

Any character finding themselves in deep water (e.g. simulated by an area marked on the ground) who does not have the swimming skill will start to drown by taking 1 hit to their chest for every 30 seconds they are in the water. Wearing anything with an armour value will reduce this time to 1 hit every 15 seconds as the weight of the armour drags you under the water. Note that unless a character is able to swim, once they are out of reach of the edge of a body of water they are unable to move without the assistance of a trained swimmer.

### Death

When a character falls unconscious due to damage, they must begin their death count. The death count is a two minute period (a slow count of 120) in which time the character must receive healing or medical attention. If the character is not healed or stabilised within that time, they will die.

If mundane healing (e.g. first aid) is administered to the unconscious character, they can pause their death count whilst the character is being treated. However, if the process is not completed then the count will be resumed from the point it was paused. If magical healing is administered, the death count is not paused; healing is instantaneous at the moment the spell is successfully cast.

If your character dies, make your way to a referee or GOD, hand in any items that have not been looted and then create a new level 1 character in order to re-join the fun. If your character dies on the Sunday morning of an event (or earlier if you prefer) then you are advised to join the crew rather than write a new character as there may not be sufficient time available for new character to become established on Sunday.

By this point, you should know almost everything you need to know to embark on your great adventure. There are just a few more things you should be aware of before you set out...

[\[Back to Contents\]](#)

## HOW TIME WORKS

### Time In

“Time In” is where most of the action of the event takes place. Players are considered to have been “timed in” when they have had their safety and event briefing and joined the game. They are then fully “in time” until they specifically go to an “out of time” location.

### Out of Time

There are very few “out of time” locations. Nevertheless, there are some areas where “in time” activities cannot or will not take place. These are usually limited to players personal, out-of-character tents (typically pitched in a specific “out of time” location), toilet and shower blocks and the area around GOD or monster crew hut. In an “out of time” location, no in-character activities can take place; players will usually only enter these areas to specifically use their facilities, ask rules questions, hand in lost property and any other non-game activities.

### Time Freeze

To allow for things to happen in a fantasy world that could not happen within the real world, a referee may call a “time freeze”. This will usually be called to allow the referee to move monsters or items into or out of an area, thus creating the desired fantasy effect for your enjoyment. More information on what to do during a “time freeze” is given in the following section on Safety.

### Time Out

This is another call used by referees in order to stop all in-game activity temporarily. A “time out” is called in order to briefly step out of character to explain a situation, or to travel to or from an encounter zone. When moving around a site under the effects of a “time out”, a player must hold an open hand clearly up above their head, signifying that they are not there in-game.

### Twilight

Twilight is the point where all power points (OP, DP, MP, PP and SP) are reset, and any ongoing effects end (unless stated otherwise). Hit points do not reset at twilight. To avoid confusion, the specific time of twilight will be announced during the player brief and will be posted at GOD for reference.

### Downtime

Downtime usually encompasses any activities carried out in character between events with the desired effect of creating or improving things prior to the next event. There is no downtime within the Eventyr system. All interaction, trading, training and item creation can only be done during time in.

[\[Back to Contents\]](#)

## SAFETY

Although adventuring in the world of Eventyr is all about having fun, there is no getting away from the fact that it often involves potentially dangerous situations. Live action role-play is effectively a full contact sport and everyone attending should take every precaution to limit the risks to themselves and others.

This section sets out the most important safety aspects of which all players must be aware before taking part in an event. Before the start of each event, a safety briefing will also be given by the senior referee team; this will reiterate the points made here and also cover any other relevant details or site-specific issues as necessary.

### Safety Calls

To help eliminate the risks the organisers have a series of safety calls; many of these are universal throughout the hobby but we must draw these to your attention for your safety and the safety of everyone else at the event.

<b>Time Out – Man Down</b>	This is the most important call to be aware of. It can be used by anyone at any time to indicate a potential injury to a player or crew member. On this call, all play stops and a nominated first-aider is sent for. On hearing the "time out – man down" call, please stand still and respond to any instructions from a referee as swiftly as possible. Due to the potentially serious nature of this call, please do not use the phrase "man down" in an in-game context.
<b>Time Freeze</b>	This call will typically be made by referees, but certain player skills will require its use. On this call, all players immediately cease what they are doing, stand still, close their eyes and hum (to limit awareness of what is happening during the "time freeze" period).
<b>Time Out</b>	This call will typically only be made by referees. On this call, all play ceases immediately and all in-character action stops.
<b>Time In</b>	This call will typically be made by the individual(s) that made the original call to halt play. On this call, play commences again at the point at which it was halted; characters are not aware of any happenings that occurred during the "time freeze / time out" period.

### Non Combatants

We all want LARP to be as inclusive as possible and there may be those that do not want to/are unable to take part in the combat element in the system. To support them and ensure their enjoyment there is a non-combatant role, this role has the following rules applied to it. If you are a non-combatant you are expected to remove yourself from combat and make the fact you are non-combatant obvious. If no other way of removing yourself from combat is immediately obvious, non-combatants can put both hands in the air and walk to safety saying the words non-combatant. No other actions can be taken while you have your hands in the air, nor whilst you are in the combat area (i.e. within touching distance of combatants).

Non-combatants:

- Must wear an orange armband clearly to show they are a non-combatant
- May not be dealt or deal physical blows.
- Can cause and be affected by spell effects and damage.
- Can be affected by "Point Blank" calls from those using missile weapons

If you as a non-combatant are the only player still alive in a combat situation, you should take guidance from a referee; if a referee is not immediately present, go to GOD immediately.

Players who are not considered combat safe (e.g. children who have not been combat approved, or adults who have had too much to drink) will be issued with a non-combatants armband. Anyone who has been told to wear an armband **MUST** do so at all times whilst they are in costume. Anyone found to be in contravention of this may be

made to leave the site with no warning, nor refund. This is to protect the safety of others. If you have been issued an armband during the event, and feel it is no longer required, you are welcome to visit GOD to have your combat safety assessed.

### **Pulled Blows**

Combat is the most dangerous aspect of the system as it involves physical contact with others. As mentioned previously, to damage a character with a weapon, the weapon must touch your opponent. All weapon strikes **MUST** be made using a pulled blow. A pulled blow is one that is pulled back from the target at the point of impact, resulting in a light strike and not a heavy hit that could actually hurt. All new players to the system will need to demonstrate their competency at pulling blows before entering the game; the referees and crew will always be happy to assist newcomers to learn to fight safely.

### **Head Strikes**

The head is a legitimate location to damage within this system. Nevertheless, extreme care should be given when attempting to strike the head. With so many other legitimate targets available, it is always advisable to look to strike other locations before resorting to a head strike. To help reduce the risk further, strikes to the head from behind should be made to the back of the shoulders wherever possible. Therefore, if you find yourself being struck on the shoulder, please take the blow as if it were to your head.

### **Bow Safety**

We welcome the use of bows and crossbows in the world of Eventyr, but we are also aware that they can be very dangerous to both the user and those around them if not used and maintained correctly. As such, before a player can use a bow or crossbow in game, they must demonstrate their competency to the experienced bow users on the senior referee team. Successful demonstration of competency will be marked on your character card; if a character is seen using a bow or crossbow without the competency mark, they will be required to stop and either demonstrate competency or leave the game.

The maximum permitted poundage of bows at Eventyr is 28 lb. The poundage of bows will be checked by the senior referee team at each event and at the time of gaining competency to use a bow.

### **Point Blank**

In the course of combat, occasions may arise where someone using a thrown weapon or missile weapon needs to use their weapon at very short range. To ensure the safety of all involved, instead of loosing the arrow or bolt, or throwing the weapon, the call of "Point Blank" should be made, clearly indicating the intended target. The target is to accept the call as if a successful strike was made, taking the damage or making the necessary defensive call. A ten second gap is required between each "Point Blank" call. Ideally, after a point blank call, the character making the call moves to a new position from where the call is no longer necessary.

### **Weapon and Armour Safety**

At the start of each event, there will be a weapon and armour check to ensure the safety of all weapons and armour used at the event. This will be undertaken by members of the senior referee team before the event begins. If a weapon, shield or piece of armour is deemed to be unsafe, it will not be able to be used at that event. Whilst the senior referees will take every effort to identify potentially unsafe weapons, the ultimate responsibility lies with you the players to ensure that your gaming equipment is safe for you and others to use.

### **Children at Eventyr**

The organisers of Eventyr believe that children are the future of the hobby and we want to be able to allow them to take part, both as players and as crew. However, Eventyr is not a system designed specifically with children in mind. We have masked monsters portraying zombies, skeletons and demons amongst other things and some scenes will be set in the dark. Plots may cover adult topics and there may be frightening content. In addition, there may be harsh language used by adults around them. We will not ask players to moderate their in-character behaviour due to the presence of children; the responsibility of looking after a child and removing them from inappropriate situations lies with the nominated guardians of that child.

That being said, due to the way Eventyr is written, children could take part in the vast majority of plot and would be encouraged to do so. We do not expect to write any child-specific plot or produce additional system rules that affect only children.

Children will be tested for combat proficiency as per all other players; we would ask all players and crew to be especially vigilant for non-combatant armbands when encountering children.

For more information on the Children at Eventyr policy, please refer to the rules supplement on this topic.

[\[Back to Contents\]](#)

## **THINGS YOU MIGHT FIND IN THE WORLD**

There are several important things you may come across whilst exploring the world of Eventyr. The following section describes the most common of these.

### **Location Markers**

The majority of quests in Eventyr are triggered by players exploring and finding location markers. Location markers are typically laminated notices pinned discretely somewhere in the world. They do not necessarily represent pits, but entrances to areas elsewhere, be they pits, caves, ruined temples or anything else. The marker will give you a brief description of what you can see, what skills you may need to find or enter the location and instructions on what to do should you choose to enter. There will also be a code of random letters; someone trained in tracking may be able to decode this...

### **Multi-coloured Flags**

This represents an out-of-character area; the referee team use this to prevent characters in-game accessing certain areas of the site. This could be to separate the main gaming zone from the out-of-character camping field, or to keep players away from the monster hut. It also can be used to demarcate specific encounter zones; if you see players on the far side of this bunting, don't assume that they shouldn't be there or that you will be able to get there. In this case, you cannot see past the bunting or hear anything coming from beyond it; the in-game world continues that way, but there is nothing of interest there for you.

### **Single Coloured Rope with Fabric Swatches**

This represents an environmental feature or hazard. Blue rope and fabric marks areas of water, red rope and fabric marks areas of lava and white or yellow rope marks areas of deep snow. Black cloth on the floor typically

represents a pit or hole. These areas can be entered by players, but it is inadvisable to do so without the presence of a referee!

### Hidden Things

It is difficult to effectively hide something but leave it findable only by someone with the skill of detecting hidden things! As such, you will see (but not in-character) squares of red-and-white or black-and-white chequered cloth. Anything covered by this cloth is hidden and only characters with the necessary level of the “detect hidden” skill. Swatches and squares of green cloth indicate items hidden which require specific skills to locate.

If you spot an individual with their hand in a fist **ON TOP** of their head, this indicates that they are hiding. They should also be attempting to physically hide; simply placing a hand on top of the head does not hide a character. This should not be confused with someone holding their hand open and **ABOVE** their head; this sign indicates that the player is invisible or not there at all.

[\[Back to Contents\]](#)

## RULES SUPPLEMENTS

In order to keep this Core Rules document as short as possible, a number of supplementary guides have been produced. Knowledge of their contents is not essential to your enjoyment of the game; beyond this document, the General Skill List and your chosen Base Class Manual, you do not need to read anything further.

The full list of supplementary guides are given below. Links to electronic copies are available on the Eventyr website and Facebook group. A master copy of all of the documents will be held at GOD at every event; this will be available for players to refer to (but not take away!).

Document	Details
Base Class Manuals	The details of the four base classes (mage, priest, rogue and warrior); the level progression schemes, the costs of available skills and the description of those skills.
General Skill List	The costs of general skills and the descriptions of those skills.
Blacksmithing	Everything you need to know about the item creation skills available in the General Skill List.
Character Camps	The handbook of how to build a character camp and fill it with everything your party requires.
Children at Eventyr	The full details of bringing children to Eventyr; the roles and responsibilities of nominated guardians and the expectations of children in the system.
Costume Standards	Additional information on costume standards and guidance on what is expected for in-character camps.
Curses	A detailed guide to curses; the mechanism behind curse creation, how to spot a curse and what effects they can produce.
Dual-Classed Character Creation	A guide to how dual-classed characters can be created.
Generalist Class Manual	The details of the generalist class; the level progression scheme, the costs of available skills and the description of those skills.
Gods and Deities	An overview of the established pantheon in Verden and guidance on how to create new deities from the list of domains.
Magic Items	Detailed rules covering the collection, wearing and creation of magical items.
Merchant Nobles	A potted history of the seven Merchant Houses responsible for the return to Eventyr.
Non-Combatants	A review of the policy on non-combatants and how they should act in combat
Poisons	A detailed guide to poisons; how they can be applied and what effects they can produce.
Prestige Class Manuals	The details of the eight prestige classes (barbarian, charlatan, druid, paladin, psion, ranger, shaman and spellsword); the level progression schemes, the costs of available skills and the description of those skills.
Resource Gathering	How to gather the natural resources needed for blacksmithing and ritual purposes.
Ritualism	A guide to what can and what can't be achieved through the application of ritual magic. Specifically the creation of potions or magic items and effect rituals.
Training	A guide for potential tutors to assist with the education of fellow adventurers.

## PHOTOGRAPHY

Photographs are often taken at Eventyr by nominated members of the senior referee team or crew, to record the event and for the purposes of promotional material. We will only publish or use any photographs on our website or other pages with the express, written confirmation of consent from all parties in the photograph.

A photography consent form will be available at the check-in desk and at GOD for players and crew to sign, to give consent for their images to be shared or used by Eventyr.

[\[Back to Contents\]](#)

## LEGAL NOTICES

Don't copy this. If you do, I will be very disappointed. This document, and all other documents relating to Eventyr are works of copyright.

If at any point you have a grievance against another player or crew member, please contact a referee as soon as possible. If you are unsatisfied with the decision of a referee, appeals will be heard by a senior referee. Ongoing grievances can be taken further to a member of the Design Team. Ultimately, the word of the owner of the system (Jason Burt) will be final.