

TRIUMPH LARP:

**Mage's
Handbook**

4.0

Character Creation Worksheet: Mage
Name:

Health: (4) Magic: (4) Race:

Free Skill: Read Magic

Starting Skills Worksheet: 20 Points to spend.

Racial Modifiers

Health 5

Magic 5

Weapons Skills:

1hand Edged 8

1hand Blunt 8

1 1/2 Hand Edged 8

1 1/2 Hand Blunt 8

2 Hand Edged 15

2 Hand Blunt 15

Bow 8

Crossbow 10

Polearm 16

Staff 3

Small Weapons 3

Thrown Weapons 3

Shield 10

Fighting Skills:

Armor Maintenance 6

*Dirty Fighting 9

*Disarm 12

*Dual Weapons 8

Extra Armor 12

Feat of Strength 10

*Fighting Master 25

*Florentine 10

*Masterful Parry 12

*Parry 12

Precise Shot 8

*Smashing Blow 12

*Stunning Blow 12

Surestrike 6

Valor of Heroes 12

*Weapon Master 30

*Weapon Proficiency 12

Scholar Skills:

1st Aid 3

Herb Lore 2

Literacy 1

Read Magic 0

Magic Skills:

Alchemy 4

Armored Arcanum 16

Combat Casting 12

*Exp. Alchemy 6

Ritual 8

Scribe Scroll 4

Scroll Sage 6

Thief Skills:

Assassinate 12

Backstab 12

*Clobber 12

Disarm Traps 10

Dodge 10

Escape Artist 7

*Hamstring 12

Identify/Appraise 6

Lockpick 7

Pickpocket 6

Trapmaker 8

Production Skills:

Armorsmith 8

Weaponsmith 8

Special Skills:

Wealthy Background 10

Hero's Stand 40

Flow Mastery 8

*Skills with Prerequisites. See Below. All other skills must be held for one day before purchasing again, except for Health and Magic.

Prerequisite Paths:

Surestrike-1 Day-Surestrike-1 Day-Surestrike-1 Day-Weapon Proficiency-1 day-Parry-1 Day-Parry-1 day-**Disarming Strike**

1 hand Weapon-Florentine-1 day-**Dual Weapons**

A weapon Skill-**Weapon Master**

Weapon Proficiency-1 day-Parry-1 Day-Parry-1 Day-Parry-1 day-**Masterful Parry**

Weapon Proficiency-Feat of Strength-1 day-**Smashing Blow**

Smashing Blow-1 day-**Stunning Blow**

Surestrike-1 Day-Surestrike-1 Day-Surestrike-1 day-**Weapon Proficiency**

Backstab-1 Day-Backstab-1 Day-**Clobber**

Backstab-1 Day-Backstab-1 Day-Backstab-1 Day-Backstab-1 Day-**Hamstring**

Alchemy-1 Day-Alchemy-1 Day-Alchemy-1 Day-Alchemy-1 Day-**Exp Alchemy**

The above worksheet, and the handbook that follows, is intended as an aid in character creation. It should in no way replace the manual. It is your duty as a player to familiarize yourself with the manual, especially those rules governing safety, combat and cheating, much of which can be found in the first two pages of the manual.

Using the Character Creation Sheet

A Character Creation Sheet can be found on the second page of this handbook. This is to help with the initial creation of a character. After reading the manual and using this handbook and the appropriate Race handbook to fill out this sheet, you can then email it to the dev crew (place an X next to each skill you have chosen then cut and paste the entire sheet into an email) or bring the hard copy to your first event. First fill in your name. This sounds easy, but put some thought into it. Remember, you are going to have to answer to it. On the next line, you will find the health. You begin with 4, which you will find in parentheses. Add to this any modifiers you get for your race and any additional health that you have purchased with your Triumph points (for which you will receive 4 additional per purchase). After adding all these numbers up, write your health in the blank spot. This is how much damage you can take, less armor, the value of which will be assigned at each event. Next you will find the slot for your magic points. You receive 4 which you will find in parentheses. As with health, add to this any modifiers you get for your race and any additional magic that you have purchased with your Triumph points (for which you will receive 4 additional per purchase). Next is the slot to mark your race, next to which is a box that you may write down your racial modifiers, both advantages and disadvantages. The chart in the middle of the page lists all skills that are available to a Mage and their cost, along with a slot for any additional skills that are available to specific Races. Remember to apply any and all racial modifiers to skills costs. All skills requiring a prerequisite are marked with an asterisk. Please refer to the manual for a better understanding of these prerequisites and a simple chart has been provided to help you better understand the requirements to reach some of these prerequisite skills. Note that you must have some skills for an entire day before you can purchase that skill again or moving on to the next level. A step on the prerequisite path is marked one day after each of these said skills.

The Mage's Path

Mages are those who have dedicated themselves to the study of magic. They are combat wizards, scholars, archeologists, experimenters, and sages. It is often the mage who discovers some great secret that leads to an even greater quest. It is the Mage who very often provides some means by which to turn the tide of a terrible battle. With swords clashing and the cries of battle raging, it is the incantation of a powerful Mage that can strike the most fear into the enemies' hearts. A well played mage can wield much power... and influence. This handbook, along with a Race handbook of your choice, is intended to aid you in becoming that person. It includes some of the rules you need to be the most familiar with and a few tips and suggestions on game play. This should in no way replace the reading of the actual game manual. This handbook is merely an additional resource. In fact, if you haven't read it yet, put me down and go do that now, especially the first two pages. You will also find here a few stories and legends from the world of Lantai about Archers. These would be familiar to most characters that have chosen the Archer's path and may also help in giving some inspiration in creating a background for your character. Remember, the more rounded out your character's persona, the better your experience will be. The story being told is made up of its characters, and you are about to be one of them. The motto of the development team (who aids in bringing this story to life) is, "We will make you laugh, we will make you cry, we will make you scream, but most of all, we will make you a hero." So, welcome to Lantai, welcome to Fairhame, and may you Triumph.

You and Your Magic

As a mage, your primary source of power is your magic. Mages are the quintessential wielders of magic, and the skill costs and spells reflect this. Mages may not get the special skills that the other spell casting classes receive, but their Magics are very powerful. From basic utility spells to spells for offensive and defensive purposes, magic is how a Mage gets by in a life of adventuring. Whilst the fighting classes may spend hours upon hours sparring and practicing with their weapons, you must spend as much (if not more) time studying your Spellbook. You must memorize not only what to say in order to successfully cast a spell, but also be very familiar with its effects and limitations. It is a wise mage who spends much time daydreaming of the myriad of different scenarios in which a spell may be useful, especially applications that are not readily apparent. Always keep in mind, though, that until you become more “experienced”, you are by no means ready to be at the front of any battle. A Mage’s starting health is not intended to take very many blows from just about anything. If any of this does not appeal to you, you may want to consider another Character Class.

Spell Casting

Your single most important ability while playing Triumph will be your ability to effectively and correctly cast spells. Please read the Magic section of the Manual and become very familiar with it. Let us take the first Mage spell in the Manual, “Burning Dart”, as an example. It is a first level spell which does 5 fire damage and is delivered by a packet. To cast this spell, you would begin with the primer followed by the incantation then the call. Examples of primers can be found in Appendix 6 of the Manual and have been repeated here in this Handbook for your convenience. “With Magic’s fire” is a good example, but you could also use something like “With the Burning force of Magic,” or “From the Flames of the Flow”, but let’s keep it simple and stick with the first one. So, take the spell packet in hand and say “With Magic’s Fire I summon a dart of Flame!” While the primer can be personalized to you, the incantation must be repeated exactly as it is written in the Manual. Once you have finished ‘summoning’ the magic by speaking the primer and incantation, you may throw the spell packet at your target, but no earlier. If your packet strikes your target, then call your effect by saying “5 Fire!” Unless your target has some sort of immunity to either Fire or Magic, then they must then take 5 points of damage. You should then subtract 2 points from your total available Magic points (a second level spell would take 4 points, a third would take 6 points, and so on), even if the packet missed or the spell was ineffective. If your packet strikes your victims loose fitting clothing, like a cloak or flowy skirt, their weapon or shield or anything that the victim is holding or in possession of, then the victim must take the effect of the spell. Not all spells require a packet strike to be successful. Some simply need the Mage to Prime and Incant the spell, point at the target, and make the call. These are commonly known as point and click spells, and are quite useful to the mage, and quite annoying to the victim. Other spells need to be delivered by touching the target. Please keep in mind that we do not allow strikes done with actual hands and feet. If a spell must be delivered to a foe by touch during combat, be extremely careful and/or consider using a boffer. A foam ‘noodle’ 4 to 6 inches in length would do just fine. One other thing to keep in mind; typically, spells of different types may stack effect, while those of the same type may not. For instance, a mage could be under the effect of “Ogre Strength”, “Weapon Ward” and “Shield”, but not “Ogre Strength” and “Greater Ogre Strength”.

Scrolls and Potions

Your magical abilities are not just limited to your spells and Magic points. Oh no, there's more. Scrolls extend your spell casting ability. They not only extend them for you, and allow you to cast more spells, they also allow others to cast your spells as well. This is not only useful in surviving, but can also be used to make a living. In addition to the skill *scribe scroll*, which allows you to write spells onto scrolls to be cast later (marked with a triangle), there is also the skill *scroll sage*. A scroll sage is capable of writing a spell onto a scroll, which another Mage may then make a part of their own Repertoire. Alchemy is a skill that allows you to make potions. Though different from spells, potions are considered a magical ability with many of the same or similar effects. Potions are also important components in many traps and can be used with devastating effect. Experimental alchemy gives you the possibility of creating new, wondrous, and completely unique potions, extending your magical abilities even further. All of these skills can be purchased sequentially, each purchase giving you greater capacities in both quantity and quality of the product you are making. The Production section of the Manual (as well as a separate pamphlet) detail all of these skills further. Close consideration should be given to purchasing these skills, as they are a common part of most Mage's arsenals. Please give this section careful scrutiny before creating your character.

High Magic: Mage Spells

1st Level Mage Spells

Burning Dart

This spell calls into being a small flaming bolt of energy which streaks toward its target. Fire damage is inflicted upon successful hit with a spell packet.

Type: Attack
Incantation: I summon a dart of flame.
Call: 5 fire!
Duration: Instantaneous

Chill Touch

This spell wraps the caster's hands in a freezing energy. It delivers frost damage upon successful touch or small weapon boffer hit.

Type: Attack
Incantation: I bring forth the touch of frost.
Call: 4 frost!
Duration: 1 touch

Light

This spell calls forth a magical light for the spellcaster to see. A small LED flashlight or a lightstick, which should be kept hidden or palmed, represents this spell.

Type: Utility
Incantation: I call forth a light.
Duration: 1 hour

Lock

This spell reinforces a lock with the power of magic, rendering it immune to lock picking attempts for a time. The lock is represented by placing a tag on the lock/door/item affected, noting the time the spell was cast.

Type: Utility
Incantation: I lock this (item).
Duration: 4 hours

Magic Missile

This spell calls forth a blurring missile of pure magical energy, which hurtles toward its target. Magic damage is inflicted upon a successful packet hit.

Type: Attack
Incantation: I call forth a magical strike.
Call: 4 magic
Duration: Instant

Ogre Strength

This spell endows a character temporarily with a magical strength. Three strikes in their next battle are at a bonus of +3 damage.

Type: Augmentation
Incantation: I give you the strength of an Ogre.
Call: (adjust damage call up by 3)
Duration: 3 strikes

Shield

This spell calls into being a magical shield that will absorb the next physical attack.

Type: Reflection/Negation
Incantation: I create a shield of power.
Call: Resist
Duration: 1 hit

Stun Strike

This spell calls into being a magical ball of force that stuns its target. Target must remain motionless for a count after a successful packet hit.

Type: Binding
Incantation: I stun you.
Call: 3 count stun!
Duration: 3 count

2nd Level Mage Spells

Acid Strike

This spell creates a small globe of acid that the caster directs at their target. This spell inflicts acid damage upon successful packet strike.

Type: Attack
Incantation: I strike with acid.
Call: 8 acid!
Duration: Instant

Armor

This spell wraps the caster or the target in eldritch force, protecting them from harm. This spell adds physical points of armor, which are used before any other armor.

Type: Armor – Physical
Incantation: I protect my form.
Duration: 6 damage or one day

Disarm

This spell uses a magical force to cause a target to fumble their weapon, dropping it to the ground. This effect is delivered by a successful packet strike.

Type: Attack
Incantation: I remove thy weapon.
Call: Disarm (weapon)
Duration: Instant

Flame/Frost Weapon

This spell calls elemental forces to enter the weapon specified, making it temporarily more powerful. Flame or Frost is chosen at the time of

casting, and it adds +2 damage to the weapon and the fire or frost effect.

Type: Augmentation
Incantation: I charge this (weapon) with (fire/ frost).
Call: Adjust weapon call up by 2 fire or 2 frost.
Duration: 10 minutes

Fumblefoot

This spell causes an instantaneous fluctuation in gravitic force for the target, causing them to fall. A packet strike makes the target sit.

Type: Binding
Incantation: I drive you down.
Call: 2 count - Sit
Duration: 2 count

Mirror Shield

This spell creates a magical effect that reflects physical strikes and returns them upon the attacker. This works on the next few strikes. Note that this only reflects the physical damage, it will not transfer clobbers, smashing blows, or other skill affects.

Type: Reflection/Negation
Incantation: I mirror my foe's strikes.
Call: Reflect (damage received)
Duration: 2 strikes

Repellence

This spell creates a magical force, which pushes an enemy from the caster. The target must stay eight feet from the caster for as long as the caster holds their hand up between them.

Type: Special
Incantation: I make repellence.
Call: I repel you!
Duration: Indefinite, caster controlled.

3rd Level Mage Spells

Binding Entanglement

This spell magically binds the target's feet to the ground, rendering them unable to move for a time.. This effect is delivered by a successful packet strike.

Type: Binding
Incantation: I bind you to the ground.
Call: I bind your feet - 1 minute!
Duration: 1 minute

Bolt of Lightning

This spell calls forth a bolt of lightning that strikes the caster's target. A successful packet hit inflicts electrical damage upon the target.

Type: Attack
Incantation: I call for Lightning's strike.
Call: 12 shock
Duration: Instant

Endure Fire/Frost

This spell wraps the defended in a cloak of eldritch energy geared to heat or cold, absorbing attacks of one nature. The affinity to the elements allows for a greater absorption of damage inflicted by either fire or frost.

Type: Elemental Affinity
Incantation: I brace myself against the (heat/cold).
Call: Resist! (Up to 15 points)
Duration: 1 day or 15 points of fire/frost.

Firestrike

This spell calls forth a magical bolt of flame to sear an enemy. A successful packet hit inflicts fire damage upon the target.

Type: Attack
Incantation: I strike you with flame.
Call: 12 fire
Duration: Instant

Greater Ogre Strength

This spell is much like its predecessor, but allows the target to trigger the magical strength within them. This spell adds +5 damage to three selected strikes.

Type: Augmentation
Incantation: I grant you phenomenal strength.
Call: (Adjust the call by 5)
Duration: 5 minutes or 3 selected strikes

Icestrike

This spell calls into being a magical strike of shards of ice. Upon a successful packet hit, the target is damaged by the frost.

Type: Attack
Incantation: I strike you with icy rime!
Call: 12 frost!
Duration: Instant

Manaspear

This spell calls into being a bright spear of magical energy that robs a spellcasting target of

their magic, feeding it to the caster. On a successful packet hit, the target loses 12 Magic and the caster gains 8, not to exceed their maximum.

Type: Attack
Incantation: I call forth the Manaspear.
Call: Manaspear 12
Duration: Instant

Rustrime

This spell accelerates the oxidation of a metal item, reducing it to useless rust. The caster points and names the item, which must be non-magical. That item becomes useless and must be dropped.

Type: Attack
Incantation: The rust takes its form.
Call: Rustrime (weapon)
Duration: Instant

Spellshield

This spell calls into being a shield of magic, which absorbs spells cast at it. It will absorb up to nine levels of spellcraft. Spellshield will not differentiate between friendly and harmful spells, and will block either. If the spellshield is overpowered by a higher-level spell, the full affect is received.

Type: Armor - Magical
Incantation: I summon the spellshield.
Call: Absorb
Duration: 10 minutes or 9 levels of spell

4th Level Mage Spells

Awaken

This spell uses magic to coerce a character into awakening from sleep or unconsciousness. It is a touchcast spell.

Type: Aid
Incantation: I command you to rise.
Call: Awaken!
Duration: Instant

Bolt of Flame

This spell calls forth a white-hot bolt of flame that strikes an enemy, inflicting fire damage on a successful packet hit.

Type: Attack
Incantation: I summon the bolt of flame.
Call: 20 fire
Duration: Instant

Confusing Befuddlement

This spell uses magic to interrupt and confuse cognitive thought in the target. On a successful packet hit, the target must stare off into space, doing nothing productive.

Type: Mind Control
Incantation: I befuddle the senses.
Call: Befuddle 2 minutes
Duration: 2 minutes

Mage Lock

This spell enchants a lock or lockable item to become not openable except by means of magic. This is represented by a label on the item stating what time the spell was cast. Casting a mage lock takes five minutes of preparation.

Type: Utility
Incantation: I ensorcell this binding.
Duration: 8 hours

Sleep

This spell triggers a deep sleep in its target. A successful packet hit will cause the target to fall asleep for a short time.

Type: Mind Control
Incantation: I bring the dreams.
Call: Sleep!
Duration: 5 minutes

5th Level Mage Spells

Darkbolts

This spell calls into being two bolts of negative energy that the caster can hurl at their enemies. A successful packet hit inflicts magic damage. The mage gets two packets.

Type: Attack
Incantation: I bring forth the blackness.
Call: 15 magic!
Duration: Bolts may be held for 5 minutes

Dominating Command

This spell dominates a target's mind, forcing them to obey one command from the caster. This command cannot force them to do harm to themselves. Spell takes affect with a successful packet strike. This spell may not be used to mimic other spell affects.

Type: Mind Control
Incantation: I warp and control the mind.
Call: Dominate (command to be carried out)

Duration: 1 command not to exceed 10 minutes

Silence

This spell creates a field around the target through which sound will not travel. They must remain silent and cannot cast spells. The caster simply points at their target for the spell to take affect.

Type: Special
Incantation: I create a silent space.
Call: Silence!
Duration: 5 minutes

Unerring Mana Strike

This spell creates a bolt of pure energy that streaks toward and hits the target. The caster points at the target, inflicting magical damage.

Type: Attack
Incantation: My magic strikes true.
Call: 10 magic direct
Duration: Instant

Weapon Ward

This spell renders the caster or the target immune to one type of weapon: slash, blunt, or pierce. The effect lasts for several minutes.

Type: Reflection/Negation
Incantation: I am cloaked from harm by (type).
Call: No effect (if hit by that type)
Duration: 10 minutes.

6th Level Mage Spells

Bladestorm

This spell calls into being a whirling mass of dagger-like blades, which whirl around the target mercilessly. The caster points at their target, inflicting normal damage.

Incantation: I bring forth the Bladestorm.
Call: 28 normal
Duration: Instant

Eldritch Armor

This spell wraps a character in an eldritch shroud of protective energy. This armor counts as physical armor, and is used before normal armor.

Type: Armor - Physical
Incantation: I armor my mighty form.
Duration: 15 points of damage or 1 day.

Eldritch Rune

This spell allows a caster to write a rune that becomes a trap. This trap inflicts 20 shock damage and can be delivered by the rune being read or touched. The mage will leave a card with instructions for players reading the rune.

Type: Attack
Incantation: I lay this rune of warding.
Duration: One event or until set off.

Flame Shroud

This spell excites the potential energy of an item, heating it up quickly to an unbearable temperature. Caster points and names the item, inflicting direct fire damage upon the wielder. The item is too hot to touch for five minutes. Item must be hand-held, not worn.

Type: Attack
Incantation: I incite the blaze from within.
Call: Flame shroud (item) 16 fire direct!
Duration: 5 minutes

Greater Mirror Shield

This spell is similar to Mirror Shield, but reflects the next several strikes back onto the attacker. Note that this only reflects the physical damage, it will not transfer clobbers, smashing blows, or other skill affects.

Type: Reflection/Negation
Incantation: I reflect my foe's deeds.
Call: Reflect (damage call)
Duration: 5 strikes

Greater Spell Shield

This spell behaves in the same fashion as Spell Shield, but will absorb several more levels of spells.

Type: Armor - Magical
Incantation: I mask myself from magic harm.
Call: Absorb
Duration: 18 levels of spell or 1 hour.

Spellhold

This spell allows a caster to endow one weapon with a spell of up to 3rd level for one strike. This requires the caster to hold the weapon for the incantation. The spell takes immediate effect on the successful hit from the next strike, since it is a spell it will not be blocked by a shield or parry.

Type: Augmentation

Incantation: I create a reservoir of mana:
(incantation for spell to be held).
Call: (adjust damage call with spell effect)
Duration: 1 strike

7th Level Mage Spells

Banish

This spell allows the caster to banish one extraplanar creature back to their own plane of existence, up to 50 health. If a creature has more than 50 health, the spell does 30 damage to the creature.

Type: Attack
Incantation: I revoke your claim to this realm.
Call: I banish you!
Duration: Instant.

Forcewall

This spell allows a caster to create a wall of invisible force. Nothing may pass through the wall. The caster must inscribe a line of up to 10 feet in length, either with a red cord of some form or with chalk, to mark the base of the wall.

Type: Special
Incantation: I call forth a wall of power.
Call: Forcewall
Duration: 10 minutes

Hellstorm

This spell calls into being a tornadic storm of flame centered upon the target. The caster points at their target inflicting direct fire damage.

Type: Attack
Incantation: I summon the flames of the Hells.
Call: 32 fire direct
Duration: Instant

Rimeshroud

This spell surrounds the target with an icy shroud. Upon a successful packet hit, this spell inflicts frost damage, making target freeze for timed count.

Type: Attack, Binding
Incantation: I create an icy cloak.
Call: 26 frost, freeze 10 count!
Duration: Instant/count of 10

Spell Reflection

This spell creates a magical mirror that reflects an incoming spell back into the enemy's teeth. This will reflect one spell of up to 6th level.

Type: Reflection/Negation
Incantation: I reject thy magic.
Call: Reflect!
Duration: 1 spell or 10 minutes

Spellsever

This spell severs the link between a cleric and their deity, rendering them unable to cast divine spells for one hour. This takes place on a successful packet hit. The cleric may spend five minutes of intense prayer to restore their ability to cast before the hour has passed, but may perform no other actions.

Type: Special
Incantation: I sever your command over magic's call.
Call: Spellsever
Duration: 1 hour

8th Level Mage Spells

Dispel Magic

This spell cancels most magical effects of a non-permanent nature. This may be cast with a packet or at a specific stationary item or at oneself to remove most lingering effects. One cannot cast Dispel Magic to remove Mind Control effects from oneself, nor can it be used in any way as a "shield". Dispel Magic cannot dispel alchemical affects, rituals, or the spell Totemic Avatar, nor can it dispel permanent enchantments such as magic items.

Type: Special
Incantation: I dispel magic's effects.
Call: Dispel!
Duration: Instant

Eldritch Storm

This spell calls into being a storm of lightning bolts that strike and surround a target. The caster points at their target, inflicting direct shock damage.

Type: Attack
Incantation: I call the mighty mage storm.
Call: 36 shock direct
Duration: Instant

Enthral

This spell behaves exactly as Dominating Command, but the recipient must obey four commands. This spell may not be used to mimic other spell affects.

Type: Mind Control
Incantation: I assert my will upon my thrall.
Call: Enthral (1st command)
Duration: 4 commands or 10 minutes

Dragon Breath

This spell emulates the breath of a dragon, inflicting massive damage to a target. A successful packet strike causes devastating and direct damage from one of the following: fire, frost, shock, acid, and magic.

Type: Attack
Incantation: I breathe the breath of the great dragon of (type).
Call: 38 (type) direct
Duration: Instant

Iron Skin

This spell sheathes the caster's body in living iron, protecting him from damage. This spell will resist the next several attacks, with the exception of electrical attacks.

Type: Armor – Magical,
Reflection/Negation
Incantation: I summon a ferrous skin of protection.
Call: Resist
Duration: 8 strikes or 1 hour

9th Level Mage Spells

Deathstrike

This spell drains the life force from its target, reducing them to -1 health. The effect is delivered with a successful packet strike.

Type: Attack
Incantation: I extinguish life's flame.
Call: Deathstrike!
Duration: Instant

Doomlance

This spell calls forth a lancing bolt of dark energy that rends its target. A successful packet hit inflicts magic damage. This spell will ignore all shields, wards, and reflections of alchemical or spell nature. This spell may only be cast by a mage, and cannot be cast by another class from a scroll.

Type: Attack
Incantation: I call forth the lance of dark dreary doom.
Call: 30 magic bypass!
Duration: Instant

Hellblast

This spell draws upon the element of fire to create a blast of white-hot blaze. This spell is cast with four packets thrown at once, either at one target or in a spread (but in the same hand

and the same releasing motion). Each packet inflicts fire damage.

Type: Attack
Incantation: I call forth the storm, the power of the white-hot hells.
Call: 20 fire each!
Duration: Instant

Manastorm

This spell calls upon the weave of magic to strike the target with repeated bolts of eldritch energy. The caster points at their target, inflicting direct magic damage.

Type: Attack
Incantation: I stand in the eye of the hurricane of power.
Call: 38 magic direct!
Duration: Instant

Arms and Armor

There is much said in the manual in regards to weapons and armor, and we have even created a separate pamphlet to help you make sense of it all. We won't repeat the same information here; rather we will say a few words to help you make these two vital tools apart of who you are. First, choose a weapon you can actually wield. This isn't table top RPing or LARPs where rock, paper, scissors determine the outcome. You are going to have to actually use your weapon to inflict "damage" upon your foes. Now, don't fret if you are not a master with the sword or spear or pole arm or hammer. As an Archer, your primary weapon will be the bow. At some point, though, it is inevitable that you will have to pull a sword to defend yourself. If you aren't very sure of your skills, do two things. 1) Use it as a part of your character's persona and RP it, 2) Find someone to help you. There are plenty who will. Second, find your comfort level with armor. Armor increases the amount of damage you can take (with a couple of exceptions), and is a staple with most Archer. Armor is also expensive, heavy, bulky, hot, restricting and requires lots of maintenance, both in game and out of game. Third, as you wield these tools, they will be wielded upon you. As an Archer, you will likely be on the receiving end of more strikes from weapons than any other character type in the game. Though they are boffer weapons and go through safety check before every game, they can still sting a little when they hit you and sometimes accidents happen. A hold is often called during combat for someone who has taken an errant sword to the face. If any of these considerations do not appeal to you, or you believe they may be difficult for you to handle, please consider the possibility of playing another character class. On the other hand, if you are still rarin' to go, let's press on. Also, please read the first two pages of the manual.

Hold

The most important device in the game is the Hold rule. Holds may be called by anyone for an unsafe act or for clarification of rules. When a hold is called, everyone should take a knee. Resolve the situation, make sure everyone is ready, and then call "Lay on? 3-2-1 Lay on!"

Combat and Safety

The Combat section of the manual should be read thoroughly to gain an understanding of the combat system in Triumph LARP. A pamphlet entitled Triumph Combat and Safety will also aid you in playing this portion of the game. After reading these resources, always remember, "Safety is more important than game play."

Health, Death and Dying

Rarely will an event go by without your character being injured. Sometimes they might even be mortally wounded, and they may just die. Hey, that's life. This section will explain in simple terms useful for quick reference. A full understanding should be sought within the manual. Here will be explained a few simple rules to remember.

1. Though armor takes damage like health, it can not be healed like health. Armor points lost in combat must be restored by a player with the 'Armorsmith' skill at a smithy, or by use of your own "Armor Maintenance" skill.. A player who has 13 health and 4 armor can take 17 points of damage during a combat. If they took 7 points of normal damage during combat, they can be healed for 3, and must have an Armorsmith restore the other 4.
2. Some types of attacks bypass armor. The person calling the point damage of that attack will follow it by a call of "Direct!"
3. On overnight adventures, 1/2 of your health is restored at dawn.
4. Keep track of your health during combat.

- When unconscious, dying, or dead, get out of the way of combat if safety warrants such, and speak to no one (except Necromancers). Don't even make sounds to let your friends know you are down. Just lay there and play dead... or dying... or unconscious.

This Chart will serve as a quick field reference for death and dying rules.

Current Health	Effect	Next Step
1	Healthy	Healthy
0	Unconscious for 5 minutes	Wake with 1 Health
-1 to -15	Dying 5 minutes <ul style="list-style-type: none"> If you receive first aid, go to zero health If healed, take health granted (i.e. Heal 6 will put you at 6 health) If no healing, go to -16 	DEAD
-16	If resurrected, go to zero health	Spirit, seek cauldron

It may be helpful to make a copy of the above chart and laminate it so you can carry it in game as a quick reference. Also, please read the first two pages of the manual.

Being a Spirit

The Gods and Goddesses of Lantai have a special place in their collective hearts for Heroes. As such, when a Hero falls, there is a chance that they may be returned to life to continue on with their work. If your Character has passed into the spirit world, you have two choices; either seek resurrection (at the cauldron or a character capable of resurrection) or simply choose to pass on. If you choose to pass on, go directly to logistics to either report that you are now playing your secondary character, or to play the rest of the day as an NPC. If you choose to attempt resurrection, tie on your Spirit Band and place your body spike where you fell, along with any Item Cards you have on you. As a Spirit, there are only four people you may talk to prior to reaching a Keeper of the Cauldron; any Ref, players who are out of game (in a hold situation or in an out of game area, no revealing of in game information here, though), a cleric who has cast the Spell "Dead Man's Tale", or any Necromancer. If you are in a remote location, you may call out "I seek resurrection", and a nearby Ref may be able to direct you to a closer Cauldron rather than having to walk all the way back to the main Cauldron. Be patient, the Ref must complete their current duties before attending to you. If there is no remote Cauldron, then you should begin your journey to the main Cauldron, whose location will be told to you at the beginning of the day. On the way to the cauldron, you may speak freely to any Necromancer you encounter. You are not obliged to tell them anything you don't want to, though. Clerics who have cast "Dead Man's Tale" may ask you three questions, the answers to which you are obliged to answer truthfully. Once you reach the Cauldron, speak to the Keeper and take your chance at life as the Keeper instructs you. If the Cauldron gives you Death, report to logistics as before. If you are given Life,

go and find your body. You may speak to anyone Out of Game to help facilitate this, especially if your body has been moved. Anywhere your Body Spike goes, your body goes. When you reach your Body Spike, pick it and your item cards up (don't be surprised to find things missing) and then occupy that space with zero Health, meaning you are unconscious for five minutes and will then wake up with one Health.

Magic Happens

The world of Lantai is full of magic. Sometimes, it happens to you. For good or for ill, at some point you will be affected by magic. If you are, the person casting the spell, through the appropriate call, will tell you how you have been affected. Do not hesitate to call a hold in order to clarify what has just happened to you. Magical affects can be delivered in one of four ways: Packet delivered (you must be hit by the packet in order to be affected), Touch cast (you should be touched gently), "Point and Click" (the caster must simply point at you and call the affect) or by Bard Song (if you hear the Bard, you have been affected.) Sometimes spells do damage, sometimes they heal. Sometimes they have other strange and magical affects. As an Archer you have but one way in which to use magic (besides your Archer's skills); by reading a scroll. Scrolls are always written in a magic language, which means you must purchase the skill "Read Magic" in order to do so. If you find yourself in possession of a scroll and the skill with which to read it, the scroll will tell you the effects of the magic and the call you must make to use it. Please read through the spells in the Magic section of the manual so you have at least some idea of what sort of things are out there and how they may be used.

Role Playing and Staying in Character

This is a total immersion game. This means that from the time you complete check in until the time the Development crew calls "Game!" you are in the world of Lantai as much as we can possibly manage. Now, we can't remove the airplanes from the sky or the cars from the parking lots, but you can refer to them as "Great Birds" or "Steele Carriages", or you can ignore them completely, and just pretend they aren't there. People around the game area who aren't playing the game just aren't there. Out of Game clarifications can be made quietly so as not to jar other people who are still in character. Inside jokes that exist out of game, can be veiled using in game verbiage. We understand that it is difficult to remain in Character the entire time you are at the game. We also understand that calling out across the Tavern "Hey, Bob, how do you like that new television?" will completely dissolve any immersion that has been created for anybody within earshot. Round out your character so you have something to talk about. If you run out of things to talk about, ask people about past In Game happenings, even if you already know about them (it is sometimes interesting to get another viewpoint on the subject.) You may even try coming up with a way to tell a personal story of yours as though it happened to your Character, just using more period verbiage and circumstances. Basically, try to stay in Character as much as possible, and avoid jarring others out of Character who do not wish to be. If you do this, then when a Demon starts crossing the field towards you, it won't be a crewmember dressed up in an incredibly made costume that may hit you with his boffer claws; it will be a Demon walking towards you. Your soiled pants will be worth it.

Role Playing Damage and Rhino Hiding

More often than not, combat during the game is exhausting and confusing. Keeping track of the damage you have taken can be extremely difficult. Counting backwards from 42 by 2, and 3 and 4, and sometimes a 7 or 6 is enough to make even Steven Hawking scream for a slide rule. There are two things you can do to help with this. First, when you take damage, role play it appropriately. If you only take 2 damage and you are sitting at 42, a simple ouch is appropriate. If you take 10 or more points at anytime, a good yelp of pain is in order. If you take better than 50%

of your current health in one strike, you may want to step back out of the fight and seriously consider your own mortality, and the power of the foe you face. Role playing damage like this will let the other person know they have been successful, and they can then, in turn, help you keep track (remember, in real life, they would have left a bloody wound, and would be able to tell themselves). Second, call a hold every once in a while to recount your current health status. If you have 8 and the person you are facing is dealing out 2 damage per blow, then you know four touches from their weapon will take you to zero. Now, we aren't talking about an exact science here (even though it is Math), mistakes will be made. It is essential however to remember the Spirit of the Game (found on page 1 of the manual, please read it) when counting damage. If you go one or two below zero because you lost count, you will likely be forgiven. If you have been getting solidly bested in the combat, you should take the honorable road and lie down and begin hoping for a healer. If you are going any number below zero because you don't want to lose the fight, then you are Rhino Hiding. A better way of saying this, you are CHEATING. We have a rule against cheating, it's on page one of the Manual. Don't cheat. There is no need to cheat. If you are going to die, make it a good story. That's what this is all about.

That about recovers it (since you have read the manual, right?) We hope this Handbook has aided you in the creation of your character and the rounding out of its persona. Once again, please remember, this Handbook is only a supplement, and is not intended to take the place of actually reading the manual. The subsequent pages of this Handbook are full of tales concerning your class. Read them at your leisure, and may they inspire you in your new world.