

TRIUMPH LARP:

**Shaman's
Handbook
4.0**

Character Creation Worksheet: Shaman
Name:

Health: (6) Magic: (4) Race:

Free Skill: Per Medicine

Starting Skills Worksheet: 20 Points to spend.

Racial Modifiers

Health 5

Magic 5

Weapons Skills:

1hand Edged 6

1hand Blunt 5

1 1/2 Hand Edged 6

1 1/2 Hand Blunt 6

2 Hand Edged 14

2 Hand Blunt 14

Bow 6

Crossbow 6

Polearm 15

Staff 3

Small Weapons 3

Thrown Weapons 3

Shield 6

Fighting Skills:

Armor Maintenance 6

*Dirty Fighting 7

*Disarm 8

*Dual Weapons 6

Extra Armor 8

Feat of Strength 5

*Fighting Master 14

*Florentine 7

*Masterful Parry 8

*Parry 8

Precise Shot 6

*Smashing Blow 8

*Stunning Blow 8

Surestrike 4

Valor of Heroes 8

*Weapon Master 20

*Weapon Proficiency 8

Scholar Skills:

1st Aid 2

Herb Lore 2

Literacy 2

Read Magic 2

Magic Skills:

Alchemy 5

Armored Arcanum 12

Combat Casting 12

*Exp. Alchemy 7

Ritual 8

Scribe Scroll 7

Scroll Sage 10

Thief Skills:

*Assassinate 9

Backstab 9

*Clobber 9

Disarm Traps 8

Dodge 7

Escape Artist 9

*Hamstring 9

Identify/Appraise 7

Lockpick 7

Pickpocket 6

Trapmaker 6

Production Skills:

Armorsmith 8

Weaponsmith 8

Special Skills:

Wealthy Background 10

Hero's Stand 25

**Barbaric Fury 4

*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 6, 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 Shaman 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 Shaman's Path

Some shamans are spiritual leaders, and others are simple seekers. All are in tune with nature and with their totem spirit. Mysterious and enigmatic, Shamans tend to be somewhat aloof and pensive at one moment, then social and outgoing in another. In combat, a Shaman may stand back and simply observe, or stroll boldly into the thick of it to pull out a fallen ally (or sometimes even a fallen enemy), or stand toe to toe with a foe, fighting fiercely. They may sometimes present these myriad of traits in rapid succession. Whatever the situation, the Shaman is the consummate observer, always seeking to find the balance and truth in every situation. 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 Shamans. These would be familiar to most characters that have chosen the Shaman'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

Shamans come in two basic flavors, the healer and the warrior. Whichever direction you choose as a Shaman, one truth remains; your magic is still the primary source of your power. Shamans are also granted special abilities by their Totems. These abilities vary by Medicine (see Appendix 4 in the Manual) but each are powerful augmentations to your character. Understanding all of your magic is essential to your survival. From basic utility spells to spells for offensive and defensive purposes, magic is how a Shaman gets by in a life of adventuring. You must spend much time studying your spells (as well as your weapons, if you intend on being a warrior style Shaman). 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 Shaman 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. You must keep in mind your Health when creating your character and deciding what sort of Shaman you are going to play. It is unlikely that you will be able to start of as a front line fighter, even if that is your ultimate goal. 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 1st level Shaman spell, “Fire Nut”, as an example. It is a 1st level spell which does 4 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. “By Fire’s Fury” is a good example, but you could also use something like “In the name of the Trees” or “As Nature stands strong”, but let’s keep it simple and stick with the first one. So, take the spell packet in hand and say “By Fire’s Fury let this nut hold fire’s power.” 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 saying 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 “4 Fire!” Unless your target has some sort of immunity to either Fire or Magic, then they must then take 16 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 shield, weapon, or anything else they are holding or are in possession of, then the victim must take the effect of the spell. Not all spells even need a packet strike to be successful. Some simply need the Shaman 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 Shaman, 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”.

Your Medicine

Each Shaman follows a particular totemic path, or medicine. This is the life that has been chosen for the Shaman by the Spirits, and determines the Shaman's outlook on life itself. This Medicine is **THE** primary influence on the Shaman, and it **WILL**, in turn, influence **EVERYTHING** the Shaman does. Each of these paths carries certain benefits, as detailed below. Each Shaman follows a particular totemic path, or medicine. Each of these paths carries certain augmentations. When a Shaman character is created, they choose a totemic path. This path will fall under one of these five categories: Predator, Prey, Scavenger, Avian, or Plant. When a totem is chosen, it will follow one of these paths, and only one.

The shaman chooses 1 augmentation from Tier 1, 1 augmentation from Tier 2, and one augmentation from Tier 3, all within their path.

Shaman Table				
Predator	Prey	Scavenger	Avian	Plant
Tier 1 Abilities				
Edged weapon bonus	Blunt weapon bonus	Edged weapon bonus	Edged weapon bonus	Blunt weapon bonus
Blunt weapon bonus	Bow bonus	Blunt weapon bonus	Bow bonus	Natural Claws
Natural Armor	Natural Armor	Natural Armor	Natural Claws	Natural Armor
Natural Claws	Roll with Blow	Open Lock	Roll with Blow	Open Lock
Tier 2 Abilities				
Backstab	Bard Song	Backstab	Bard Song	Immunity
Tracking	Healing Touch	Bard Song	Mental Strength	Healing Touch
Mental Strength	Beast Lore	Immunity	Healing Touch	Steadfast
Beast Lore	Go to Ground	Go to Ground	Curious Avarice	Tracking
		Curious Avarice		Go to Ground
Tier 3 Abilities (Only under Totemic Avatar)				
Bear Hug	Bear Hug	Bear Hug	Inspiration	Bear Hug
Inspiration	Inspiration	Regeneration	Lure	Regeneration
Serpent's Gaze	Rallying Howl	Serpent's Gaze	Tiger Stalk	Serpent's Gaze
Rallying Howl	Magical Attunement	Magical Attunement	Rallying Howl	Magical Attunement
Tiger Stalk	Lure		Elemental Affinity	Spore Cloud
Blood Lust	Spiritual Link			

Example of Choosing a Totem: As an example, Bob has chosen to be a seagull shaman. First, he must decide what aspect of this creature to adhere to. Will it be a Scavenger, or an Avian? Bob can choose one of these, but he may not choose something that falls outside the scope of this creature, such as Plant. Bob decides upon the Avian path.

Next Bob chooses his totemic abilities. He may select the entry "bow bonus", as it is within the avian path, but he may not choose open lock double/3 count because it is not available to his path. As a tier 2 selection, he chooses Lay on Hands, and as tier 3 he chooses the elemental aspect. Another seagull shaman might choose different abilities, and this is perfectly OK. The totems have many different wisdoms to teach their shamans.

Tier 1 Abilities

Choose only one:

Edged weapon bonus: The shaman has an affinity with a single edged weapon. His affinity can be re-tuned to a new weapon almost instantly, but never during a battle (or even within eyesight of an enemy) as it takes his utmost concentration. This results in a +1 damage bonus normally, which becomes a +2 damage bonus when under Totemic Avatar.

Blunt weapon bonus: The shaman has an affinity with a single blunt weapon. His affinity can be re-tuned to a new weapon almost instantly, but never during a battle (or even within eyesight of an enemy) as it takes his utmost concentration. This results in a +1 damage bonus normally, which becomes a +2 damage bonus when under Totemic Avatar.

Bow bonus: The shaman has an affinity with a single bow. His affinity can be re-tuned to a new weapon almost instantly, but never during a battle (or even within eyesight of an enemy) as it takes his utmost concentration. This results in a +1 damage bonus normally, which becomes a +2 damage bonus when under Totemic Avatar.

Natural Claws: The shaman has the ability to use claw to inflict 2 damage. The shaman does not have the ability to enhance these claws with skills, however. Under Totemic Avatar, the claws inflict 4 damage.

Natural Armor: The shaman has 5 armor points of natural armor. During Totemic Avatar, this becomes 10 armor points.

Open Lock: The shaman has the ability to open locks at double the time (that's longer) of the skill Lockpick. While under Totemic Avatar, a lock can be opened in a 3 count.

Roll With Blow: The shaman has the ability to "roll with a punch", and twice per day, may take ½ damage from a physical strike. Under Totemic Avatar, this ability allows ½ damage from any attack, and twice more per day, for a maximum of four uses per day.

Tier 2 Abilities

Choose only one:

Backstab: The shaman has the use of backstab once per day. Under Totemic Avatar, the shaman's backstab becomes a clobber.

Beast Lore: The shaman has the use of the 1st circle Beast Lore skill once per day. Under Totemic Avatar, this becomes a 2nd circle Beast Lore skill, and one more use per day, for a maximum of two uses per day.

Tracking: The shaman gains the use of tracking. Under Totemic Avatar, this becomes Totemic Knowledge of their quarry, once per day.

Healing Touch: The shaman may lay on hands and produce a healing of 5 health without the use of magic points, twice per day. Under Totemic Avatar, this ability will affect 20 health.

Bard Song: The shaman has the ability to choose one single 1st circle bard song to utilize once per day. Under Totemic Avatar, they may use the song once more per day, for a maximum of two uses per day.

Mental Strength: The shaman is immune to charm spells. Under Totemic Avatar, the shaman becomes immune to all mind-affecting spells and effects, with the exception of those caused by magic items or ritual.

Immunity: The shaman is immune to poisons of any type and amount. Under Totemic Avatar, the shaman is also immune to disease and paralysis. Note that this is not immunity to binding or entangling; only paralyzing effects.

Steadfast: The shaman is immune to immobilization and knockdown effects. Under Totemic Avatar, the shaman may extend this ability to any allies within reach of his weapons/appendages.

Go To Ground: The shaman is able to "hunker down" three times per day, becoming immune to physical strikes. The shaman must stay silent and still, and can be displaced from his position by magic, or by Feat of Strength. Under Totemic Avatar, the shaman is as an animal in its warren, and becomes immune to all damage calls, and cannot be displaced by any means. In this state, the shaman may call out, but must remain still.

Curious Avarice: The shaman is able to ID/Appraise an item twice per day. Under Totemic Avatar, the shaman may ID once more per day, for a maximum of three per day, and may also pickpocket once per day, for a maximum of once per day.

Tier 3 abilities (Totemic Avatar only)

Choose only one:

Bear Hug: Bear Hug works as follows: The shaman may call Bear Hug. At this time they are under the effects of the spell Sanctuary. They can then make their way to an ally and, by maintaining contact, bring the ally under the effects of Sanctuary. The ally may not make a hostile act until released by the shaman, nor leave the shaman's side.

Blood Lust: While under Totemic Avatar, a shaman may activate Blood Lust once in the duration of the spell. While affected by Blood Lust, the shaman gains 10 health, may continue fighting until dead, and gains a damage bonus of 2 to the weapon he is attuned to. However, the shaman may only take offensive actions in this state...the only spells they may use are Attack spells. Any use of other spell types, ritual, discussion, etc. will cause the Blood Lust to leave the shaman. When Blood Lust releases, the Shaman immediately loses 10 health. This effect can only be used for the duration of one battle. Also, Totemic Avatar cannot be dropped and recast to regain this effect.

Serpent's Gaze: This skill has the same effect as the spell Snake's Bite, but does not require a packet strike. The shaman must make and at least momentarily maintain eye contact (eye to eye, not eye to belt buckle) and call Serpent's Gaze. This skill may be used 10 times/use of the spell.

Rallying Howl: Rallying Howl 3 times. This ability works as follows: The Shaman calls "Totemic Rally!" and may need to call a hold. The shaman must then choose one of two effects. Either all of her allies can resist their next strike, or they may choose to call as many of their allies who are willing to the shaman's side prior to ending the hold. This should be done in a timely manner.

Tiger Stalk: As the Shaman stalks his target; he is Untouchable as per the Shaman/Shaman spell Sanctuary. When he engages his opponent,

combat is single, one-on-one. Allies may not assist the target, although summoned or controlled minions/creatures can, as long as the target controls them.

Magical Attunement: While the Shaman is under Totemic Avatar, they may cast spells at ½ cost.

Regeneration: The shaman gains the ability to regenerate, gaining 2 health points per minute, never to exceed their normal maximum health.

Spiritual Link: While under Totemic Avatar, the shaman may cast Aid spells with a linked companion. This companion is nominated at the casting of Totemic Avatar, and may receive Aid spells from the shaman as long as they are able to see and hear the shaman. Holds will not be called to deliver these spells.

Spore Cloud: While under Totemic Avatar, the shaman gains the ability to emit a cloud of spores that choke and irritate his assailants. Three times per day (maximum) the shaman may take ½ damage for the remainder of a single battle/encounter by calling Spore Cloud.

Elemental Aspect: The shaman gains a deep affinity for a single element. As Totemic Avatar is cast, the shaman declares an element (fire, shock, frost, acid or magic). While their Totemic Avatar spell lasts, the shaman takes only 1 point of damage per attack using that elemental damage call.

Lure: While under Totemic Avatar, the shaman has the ability to make herself the sole focus of her enemies. The shaman calls Lure, and should role-play this much as a bird will squawk and portray itself as wounded to lure a predator away from its young. Enemies will remain focused on the shaman until the end of combat or until the shaman is down, mostly to the exclusion of all else. Some larger, more powerful enemies may be immune to this power, and if attacked by someone other than the shaman, the enemy will defend itself.

Example: Wren is a Plover Shaman of the Avian path. Seeing that her friends are in trouble by quite a large change troll and some goblins; she casts Totemic Avatar, and calls "Lure!", dropping her arm to the side and hopping back and away as if an injured bird. As the goblins change direction to come towards her, her allies

can focus on the troll. When the goblins get close enough, they start to attack, and Wren drops the Lure to fight them.

Inspiration: Up to 10 of the shaman's allies become immune to charm and mind control

while the shaman is in sight. The shaman nominates these 10 at the casting of Totemic Avatar, and they must be in sight at the time.

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 Shaman 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) details all of these skills further. Close consideration should be given to purchasing these skills, as they are a common part of most Shamans' arsenals. Please give this section careful scrutiny before creating your character.

Natural Magic: Shaman Spells

This compendium of spells has been assembled by some of the most notable shamans in Lantai. The format is a bit different than in the manual, as these descriptions are a bit more in depth than can be found there. We've added the type of spell (touch, packet, point and cast), and notes from one of the famed shamans.

Participating in this compilation are:

*Grelan Ronar, elven wolf shaman
Haralan Salshess, Tuatran eagle shaman
Darla Fellswift, Barbarian snake shaman
Farum Oresmith, Dwarven Bear shaman
Yaarin Stell, Fey tiger shaman*

1st Level Shaman Spells

Delay Poison

This spell will delay the effects of poisons, slowing the metabolism of the target. With a successful touchcast, a poison will have no effect for one hour, after which it will resume its effects unless it has been removed or countered.

Type: Aid
Incantation: The venom slows.
Duration: 1 hour

Notes: 'Tis a good thing ta be able ta slow the poison in the body. Then ye can get yer companion, or yerself, some proper healin', curin', or antidotin'. ~ Ferum

Endure Elements

This spell will allow the recipient to endure one elemental damage type of either: fire, frost, or shock. This spell resists damage from one of these types.

Type: Elemental Affinity
Incantation: I withstand (element).
Call: Resist (when elemental damage is taken)
Duration: 8 damage or 1 hour

Notes: *It is good, good to be able to weather the elements. It is a natural thing, one should see clearly, to shrug off the cold and avoid torpor, or to shrug off heat, or electrical damage. Good indeed.*
~Haralan

Entangle

This spell causes the plant growth around the target's feet to grasp the target, holding one foot firmly to the ground for a time. A successful packet hit is required, and plants must be underfoot the target as well.

Type: Binding
Incantation: Let the plants give me aid.
Call: Entangle one foot 10 count
Duration: 10 count

Notes: *I find great joy in the feel of the earth beneath my feet. The foes of goodkind do not, when this spell is used. They find the feel of the plants changes rapidly indeed, and it is nice to anchor the foot of a foe.*
~Grelan

Firenut

This spell allows the shaman to imbue a nut or acorn with the power of fire. This may be thrown at an enemy (spell packet) inflicting fire damage.

Type: Attack
Incantation: Let this nut hold fire's power.
Call: 4 fire
Duration: Instant

Notes: *The acorn is a seed, and its seedling can be flame, with the right touch. The flame can be a good distraction, or first strike, or bring fire to one afraid of it. Very good for trolls.* ~Darla

Light

This spell calls forth a magical light for the spellcaster to see. This is represented by a small LED flashlight, which should be kept hidden or palmed.

Type: Utility
Incantation: I bring forth the light.
Duration: 1 hour

Notes: *If one can see in the dark, one needs no light. But, if one's friends need to see and follow, a light is better than an unreliable torch.* ~Yaarin

Lesser Healing

This spell restores health to an individual, healing minor wounds. This is delivered with a successful touchcast.

Type: Aid
Incantation: I bring forth healing.
Call: Heal 6
Duration: Instant

Notes: *Healin' be a gift, and a right good 'un. Yer friends need ye, and ye need to serve yer place among yer people, doin' the work of great spirit.*

2nd Level Shaman Spells

Barkskin

This spell endows the shaman with a bark like covering over their skin, adding physical armor. This armor is the first used.

Type: Armor - Physical
Incantation: I gain the skin of the Oak.
Duration: One hour or 6 damage

Notes: *Any way one can slide to the side of death, is something to be desired, my child. The barkskin is a blessing of the trees, and a way to keep blades at bay.* ~Darla

Lesser Sanctuary

This spell endows the caster with a special blessing from their totem. For the duration of the spell, the shaman simply cannot be attacked. Neither, however, can the shaman take any offensive action, though he may perform any healing desired.

Type: Special
Incantation: I am unseen. I am unnoticed.
Call: (when struck) Untouchable
Duration: 30 count or until the shaman takes a hostile action

Light Healing

This spell will endow the recipient with a restoration of health, curing moderate wounds. This is delivered with a successful touchcast.

Type: Aid
Incantation: My touch brings healing.
Call: Heal 10
Duration: Instant

Notes: 'Tis just a stronger healin', 'tis all. The more magic ye got, the more damage ye can undo.
~ Farum

Resist Acid

This spell grants the recipient a magical resistance to acid. The recipient may ignore the next acid-based attack in the next hour.

Type: Elemental Affinity
Incantation: Acid cannot harm me.
Call: Resist
Duration: 1 hour or 1 acid attack/effect

Notes: This is quite useful in some battles. I remember preparing to face a dragonne...not a true dragon, but close enough...its scales were black, and I have learned that lesson. I was able to resist its first breath...it never had the chance for another, thankfully. ~ Grelan

Strength of the Bear

This spell endows the shaman with a totemic aspect, the bear's strength. The next 3 strikes the shaman delivers inflict an additional +2 damage.

Type: Augmentation
Incantation: I have the strength of the bear.
Call: Adjust damage call up by two

Duration: 3 strikes

Notes: Now this be a spell from my own totem. Given the strength o' the mighty bear, ye can rip the face clean off an orc. ~ Farum

3rd Level Shaman Spells

Blessing

This spell bestows a blessing upon the recipient, invigorating them. A touchcast adds health to a character, and this may go above the normal maximum. This health is the first used.

Type: Augmentation, Aid
Incantation: May nature bless with vitality.
Call: 6 health blessing
Duration: 1 hour or 6 damage

Notes: It is clear to see that a blessing bestowed before battle can lend victory to an already strong arm. The blessing showers vitality upon a being, a gift of the spirits. ~ Haralan

Cure Disease

This spell will remove any disease or disease effects from the target. This requires a successful touchcast.

Type: Aid
Incantation: May disease be cured.
Call: Cure Disease
Duration: Instant

Notes: When sickness comes, a shaman tends to her tribe, or her chosen. When plague, or even unnatural disease comes to visit, the spirits can take the sickness away in the flick of a serpent's tongue. ~ Darla

Call Lightning

This spell allows the shaman to call a bolt of lightning from the heavens. A successful packet hit inflicts electrical damage.

Type: Attack
Incantation: I call the lightning down.
Call: 10 shock
Duration: Instant

Notes: Occasionally, it is important to get a strike in before closing the distance. Sometimes, an arrow cannot be trusted. Sometimes, the elements must be called. Lightning is a powerful force, and can do much harm indeed. ~ Grelan

Protect from Elements

This spell will allow the recipient to endure one elemental damage type of one of the following: fire, frost, or shock. This spell resists damage of one of these types.

Type: Elemental Affinity
Incantation: I am protected from (type).
Call: Resist
Duration: 2 hours or 24 damage.

Notes: When one must face the elements, one must become one with the elements. Thus can one stalk one's prey, immune to any elemental damage.
~Yaarin

Purify Poison

This spell will completely nullify the effects of any poison acting on the recipient. This requires a touchcast. Note that this will not heal damage done already by a poison. Alternately, this spell may be used to purify poison in a food, on a weapon, in a vial, etc...rendering it harmless.

Type: Aid
Incantation: May poison's touch be erased.
Call: Purify Poisons
Duration: Instant

Notes: Look upon poison, and see its insidious venom. Purify the poison, and it can do no ill. Remove the poison from the body, and save life.
~Haralan

Weakness

This spell will sap the strength of the target. A successful packet strike will cause the target to deliver 3 less damage with physical strikes, to a minimum of 1 damage. This spell may be reversed to remove weakness.

Type: Attack, Augmentation
Incantation: Let strength drain away.
Call: Weakness, subtract 3 damage
10 minutes.
Duration: 10 minutes

Notes: I find that when I must face a truly mighty foe, that I like to reduce the chances of encountering pain. So, a little weakness can sap the strength from the mightiest sword arm. More than a few Orc chieftains have discovered this truism. ~Grelan

4th Level Shaman Spells

Awaken

This spell will rouse a character from sleep, even magically induced. This requires successful touchcast.

Type: Aid
Incantation: I compel wakefulness.
Call: Awaken!
Duration: Instant

Notes: At times, the sleeping must be roused. When the enemy has cast sleep upon your charges, they must be revived. ~Darla

Flame Strike

This spell calls forth a blast of searing fire to strike the caster's target. A successful packet hit inflicts fire damage.

Type: Attack
Incantation: I strike my foe with flame.
Call: 16 fire
Duration: Instant

Notes: A shaman can stalk, and a shaman can strike quick and hard. But let us never forget the gift of magic, and the ability to strike from afar.
~Yaarin

Greater Entangle

This spell works like entangle, but the plants grow and wrap around the target, holding it motionless for two minutes.

Type: Binding
Incantation: Let the flora aid my cause.
Call: Entangle two minutes
Duration: 2 minutes

Notes: 'Comes a time when ya got ta get yer job done, be it smashin' orcs or healin' them what's been smashed. This spell can grab yer enemy, whether ta be able to squash 'im or ta be able ta drag yer wounded away quicker. ~Farum

Grounding

This spell makes the shaman a kind of magical ground rod, and the next four levels of spellcraft cast at the shaman are simply siphoned into the earth.

Type: Armor - Magical
Incantation: Let the ground swallow the spell.
Call: Absorb
Duration: 10 minutes or 4 levels of spell

Notes: When I hunted pirates in Virgis, this was always one of my preparatory spells. Rabble spellcasters on black bannered ships would find the surprise of watching their spell drain away into the ocean, through me. ~Grelan

Healing

This spell will endow the recipient with a restoration of health, curing major wounds. This requires a successful touchcast.

Type: Aid
Incantation: Let wounds be healed.
Call: Heal 16
Duration: Instant

Notes: A shaman can see his patient to health, using the healing spells. This is a mildly powerful working, and can close the ugliest of wounds. ~Haralan

Stoneskin

This spell thickens the shaman's skin, making it as tough as stone, adding physical armor to the shaman's total. This armor is used before any other.

Type: Armor - Physical
Incantation: My skin is as stone alive.
Duration: 2 hours or 12 damage

Notes: This spell is very useful indeed, when you've closed upon your prey. Being able to absorb a few hits in hand to hand never hurts your cause. ~Yaarin

5th Level Shaman Spells

Elemental Mirror

This spell allows the shaman to reflect one element-based attack at the attacker.

Type: Elemental Affinity
Incantation: The elements aid and protect me.
Call: Reflect (damage call)
Duration: 1 hour or one fire/frost/shock attack.

Notes: Never liked facin' mages, 'til I learned this spell. Now them what like fire or ice get ta feel their own bite fer a bit while I get 'em ready to take a fall. ~Farum

Fog of War

This spell confuses the target into believing that their allies are their enemies. This effect is delivered with a successful packet hit and lasts for several minutes.

Type: Mind Control
Incantation: The fog of war confuses my foes let havoc ride rampant.
Call: Fog of War
Duration: 5 minutes

Notes: Those who know me, know how much I love to slay Orcs. It's a pastime. One of my favorite spells when outnumbered is the Fog of War, placed lovingly in the center of a group of greenskin foes. The confusion is lovely, and allows me to place a few strikes before the enemies get their bearings again. ~Grelan

Great Healing

This spell restores health to the target, curing critical wounds. The effect is delivered by touchcast.

Incantation: Let healing flow as falling rain.
Call: Heal 24
Duration: Instant

Notes: Fer those what are truly hurtin', this spell will heal a whole heap o' wounds. ~Farum

Sleep

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

Type: Mind Control
Incantation: Let sleep come upon my foes.
Call: Sleep!
Duration: 5 minutes

Notes: *Sometimes you need to strike softly. Sometimes there is a sentry. Sometimes...they should sleep.* ~ Darla

Snake's Bite

This spell poisons a target, infecting them with a venom-induced weakness. The target may do nothing more strenuous than walking slowly, not having the strength to lift a sword or move normally. Note that spellcasting or bard singing is still possible under the effect of this spell. Effect is delivered with a successful packet hit, and for a time.

Type: Attack
Incantation: The venom weakens my foe.
Call: Snakebite 5 minutes
Duration: 5 minutes

Notes: *There are times, my child, when we face foes too mighty to overcome. At these times, we must even the odds. The venom of the serpent is a blessing to her shaman, and woe to the mighty foes.* ~ Darla

Witherstrike

This spell accelerates the aging of a limb, rendering it useless. A successful packet strike inflicts the witherstrike.

Type: Attack
Incantation: Let age wither and rage.
Call: Wither (limb)
Duration: 10 minutes

Notes: *Times come when a target must be softened before the strike. Slowed down, or rendered unable to fight. The Witherstrike can come from the darkness. It can also come at the time of great battle.* ~ Yarin

6th Level Shaman Spells

Greater Stoneskin

This spell works in the same fashion as Stoneskin, but adds additional physical armor to the shaman's total. This armor is the first to be used.

Type: Armor - Physical
Incantation: Let my flesh be as the mountain's face.

Duration: Two hours or 20 damage

Notes: *I have had to track some fearsome creatures in these lands. Once, Kiev and I had to bring down 3 mighty trolls. I cast the Greater Stoneskin on myself, so as not to feel the claws of so strong an enemy.* ~ Grelan

Harm

This spell opens wounds on the target, inflicting enough damage to them to leave them with minimal health. The effect is delivered by touchcast.

Type: Attack
Incantation: May woe befall the wretched foe.
Call: Harm, 3 health remains
Duration: Instant

Notes: *There's a time for healin', and then there's a time for takin' an enemy out o' yer way. The Harm spell will knock even a hearty n' hale enemy on 'is keester.* ~ Farum

Metalmelt

This spell loosens the bonds of metal, causing it to melt at cool temperature. It will render one non-magical metal object useless. The shaman points to the object to be melted.

Type: Attack
Incantation: May the metal slough away.
Call: Metalmelt (item)
Duration: Instant

Notes: *When one sees in the distance a warrior foe with a very effective weapon, one might wish to render that weapon forever useless. Hence, the Metalmelt.* ~ Haralan

7th Level Shaman Spells

Bear Claws

This spell transforms the shaman's arms into the arms of a bear. This allows the shaman to use claw boffers to deliver normal damage.

Type: Augmentation
Incantation: Grant me the bear's claws.
Call: 6 normal
Duration: 5 minutes

Notes: Even a tiger shaman knows when it is time to imitate the bear. This spell is mighty indeed, and can be used to simply wade through most weaker enemies, laying pain all about. ~Yaarin

Elemental Affinity

This spell allows the shaman to achieve affinity with one of the elements, allowing them to ignore damage taken from one of the following for several minutes: fire or frost or shock.

Type: Elemental Affinity
Incantation: Let (element) live within me.
Call: Resist
Duration: 10 minutes

Notes: A shaman is at one with the elements, and when facing a being of power that has a taste of elemental fury, then she should slither into full affinity with that element. An entire battle can go by without being harmed in this manner. ~Darla

Fire Storm

This spell calls forth a whirlwind of divine flames that wrap around the target. The caster points to the target, inflicting direct fire damage.

Type: Attack
Incantation: Let the flames storm and rage.
Call: 30 fire direct!
Duration: Instant

Notes: At times, my friends, we all dance to the flames. This spell will make your foes dance IN the flames. Gruesome, but effective. ~Grelan

Greater Sanctuary

Like Lesser Sanctuary, this spell endows the caster with a special blessing from their totem. For the duration of the spell, the shaman simply cannot be attacked. Neither, however, can the

shaman take any offensive action, though he may perform any healing desired.

Type: Special
Incantation: I am unseen & unnoticed. I am safe.
Call: (when struck) Untouchable
Duration: 5 minutes or until the shaman takes a hostile action

Notes: A very good spell for remaining out of combat, hovering about the edge, waiting for the moment to strike. I've heard it's also good for healers. ~Yaarin

Restore

This spell will endow the recipient with a restoration of all health. This spell requires a touchcast.

Type: Aid
Incantation: Let life flow freely within.
Call: Restore full health
Duration: Instant

Notes: 'Tis no easy spell ta cast, takin' quite a bit o' strength an' concentration. But it'll bring yer patient ta feelin' good as new, an' that's not weak. ~Farum

8th Level Shaman 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 for defense against incoming packet attacks or 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 rituals or the spell Totemic Avatar, nor can it dispel permanent enchantments such as magic items.

Type: Special
Incantation: Let magic have no hold.
Call: Dispel!
Duration: Instant

Notes: When faced with a lingering affect of magic, it is of great utility to dispel it. When faced with a mage's hellstorm, it is of great use to dispel it before it strikes.

~Haralan

Dragonhide

This spell endows the recipient with a magical transformation that toughens their skin, likening it to the hide of a dragon. The next attacks are ignored. Effect is either on self or touchcast.

Type: Armor - Physical
Incantation: Let the Dragon's hide envelop.
Call: Resist
Duration: 1 hour or 5 attacks.

Notes: The skin of a dragon is nearly impervious, and for a time, so can a shaman's be. One can see the beauty of one's own skin, unmarred by the enemy's swords. ~Haralan

Healing Circle

This spell will endow the recipients with a restoration of their health. This is a touchcast of a special nature and will heal all who join hands in a circle with the caster.

Type: Aid
Incantation: Let all in the circle be healed.
Call: Heal 28
Duration: Instant

Notes: After the hunt is done, or before battle is to begin, one can join hands with one's allies, and invoke this, the greatest healing blessing of the totems. ~Yaarin

Wyvernstrike

This spell allows the shaman's hands to strike as wyvern claws. The spell effect is delivered with claw boffer, and the poison is a 2nd circle poison, as detailed in the potions section.

Type: Attack
Incantation: I claim the wyvern's claws.
Call: 6 poison
Duration: 5minutes

Notes: Mighty is the strike of the wyvern, a great winged serpentkin. Mighty is the strike of the shaman with the wyvern's claws...and dead are the shaman's foes. ~Darla

9th Level Shaman Spells

Dragon Breath

This spell emulates the breath of a dragon, doing massive damage to a target. A successful packet strike will deliver direct damage of one of the following types: fire, frost, shock, acid, or magic.

Type: Attack
Incantation: Let the Dragon's breath flow forth.
Call: 38 (type) direct
Duration: Instant

Notes: Pure destruction. No compromise. The way of a dragon. ~Yaarin

Totemic Avatar

This spell differs for each path of medicine the shaman follows, but generally increases their totem abilities and grants a great deal of power. More details on this spell can be found in the Shaman Medicine Appendix. A shaman under Totemic Avatar will wear a silver head or armband. A shaman can only cast this spell once in each hour, one may not "drop the spell" and recast to get more powers. This spell can only be cast by shamans, and may not be cast by another class or from a scroll.

Type: Special
Incantation: I call forth the spirit of the (totem), come, join your humble shaman, and aid me.
Call: Varies by effect
Duration: 1 hour

Notes: Each path gains different effects from their totem, when the shaman calls for aid. But the totems are not greedy with their power, and will lend great strength to us, their servants. Becoming an avatar is thrilling, and powerful, and frightening, and a bit of a chore. But it is the truest moment of our calling, and the way of our kind. ~Grelan

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 decide how to make (or not) 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. Depending on the type of Shaman you will be playing, 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. If you decide you are going to use a weapon, and 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 even a Mage can wear at least a little bit. 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. 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. It is not uncommon at all, for Shamans to flee from battle. Being afraid of taking blows from any weapon, as a player would work quite handily as an RPing tool for your character.

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. 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, 1/10th of your health is restored at dawn.
4. Keep track of your health during combat.
5. 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 shaman 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. Shamans 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.

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.