

HEALER, ARTIFICER, CLERIC & MAGE ARCHETYPES

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KEY TERMS

These key terms are used to help define the rules and will be bolded and italicised to help identify them. More information on these key terms can be found in their relevant sections.

Ability: Means healing, fireballs/explosives, summoning, scholarly magic, magic item creation or potion making.

Artificer: Refers to a character who is a smith, rune smith, alchemist or engineer that uses science and technology for their abilities.

Archetype: The collective grouping of Artificers, Secular Healers, Clerics and Mages.

Casting Item: Magic wand, Magic Rod, Magic Staff, Firesteel, box of tools, Holy Symbol or Holy Weapon.

Cleric: Refers to a character who is a druid, priest, priestess, monk, nun or other agent of the gods.

Enchantment: magic that strengthens and protects.

Firesteel: an iron d-shaped object 5.5cm long used to strike a flint to make sparks - used by Artificers

Grimoire: A book containing information appropriate to your lore (must exceed 17cm x 15cm x 5cm) *e.g. a wizard's grimoire containing their spells, cleric's prayer book, surgeons anatomy drawings, Artificers theories etc. Note: this is an actual book, preferably leather bound, you will need to write in.*

Healers Kit: a secular healer's box of relevant tools that is a minimum 10cm x 20cm x 20cm, that must be able to be removed and used for healing

Holy Weapon: a cleric's 2 handed weapon decorated specific to their deity with design covering minimum 10cm x 20cm.

Holy Symbol: a cleric's holy symbol that is a minimum 10cm x 20cm (must be able to be held if being used as the casting item) *eg: amulet (cannot be a shield or other sort of weapon)*

Magic Rod: a LARP safe 1 handed rod up to 125cm long used to cast spells, which is decorated in a lore appropriate way, cane or one handed staff.

Magic Staff: a LARP safe 2 handed staff 130-215 cm long including a lore appropriate wizard/clerical topper (10cm x 20cm) used to cast spells. Cannot be used by a martial character (non-Archetype).

Magic Wand: a LARP safe wand up to 50cm long used to cast spells (this is not a band wand). *Note: Epic Armoury Wands with polyurethane foam around a bendable steel core are permitted - the wooden core version is not permitted.* Cannot be used by a martial character (non-Archetype).

Secular Healer: Refers to characters which do not use magic or divine methods to perform healing.

Robe: A singular (or gives the illusion of) piece of clothing that goes over the shoulder and to the knee on both sides (*eg: coat, stole, dress, robe*)

Roleplay Magic: Magic that is performed in the theatre of the mind, to convey physically difficult effects but has no in-game effects unless approved by the Story team at a Roleplay Event.

Runestone Test: The method for determining whether an Ability has been used successfully or without consequences.

Sand Timer: a sand timer used to measure healing and casting times. The required timer is for 30 seconds but longer timers can be used for longer duration spells and enchantments.

Spell: Short phrase of words used to enhance roleplay. Previously known as “Veritas” magic.

Place of Power: A ritual site at events as marked by event organisers.

Mage: Refers to a character who draws on magic to perform abilities.

PLAYING AN ARCHETYPE

Required Costume And Props

To play as an Artificer, Secular Healer, Mage or Cleric, you need the following (*see archetype section below as some archetypes have additional requirements and for specific examples*):

- An opaque pouch containing up to 11 Runestones (depending on Archetype), one of which is a failure stone - you can choose the two colours.
 - Casting Item
 - A Grimoire, Prayer Book, or appropriate book of knowledge (must exceed 17cm x 15cm x 5cm)
- 30 second Sand Timer.
- Costume and props appropriate to your chosen deity or Lore of casting including ALL OF THE FOLLOWING:
 - Archetype Appropriate Costuming
 - 5 different elements of kit that have lore significance. This is 5 points of obvious high quality unique* items that are specific to the Archetype lore your character belongs to. Each item must be clearly visible* and identifiable from 3m away. *Items should not be covered by other items and be*

on separate zones of the body (eg: try to have an item visible from each side) If you are playing a mage using multiple lores, pick one main wind as a speciality and theme your 5 items around this one core lore.

**if your item is in a bag and cannot be seen it does not count to one of the 5 items, if it is in a bag you should decorate the bag to the lore*

**Lore symbols must be clearly visible. Even if another person is not aware of the lore, they should be able to see the symbol clearly enough to draw it from 3m away. This includes holy symbols being used for casting items*

- If casting Spells (Veritas): a Magic Wand, Magic Rod, Magic Staff or 2 Handed Holy Weapon to strike your target. Note: a strike does regular damage as well as any Spell effect.

Note: A character cannot switch between an archetype and another archetype or a non-archetype (a single change in their life is permitted). As a player, you can of course play more than one character so long as they are all distinct in costume, props, weapons and behaviour. At events if you are playing the same character who is an archetype but are not wearing the casting kit you still take the de-buffs as being an archetype is a core part of the character

WP & Armour

- Archetypes have lower constitution than the typical front line fighter, all Archetypes have a lower base WP see *archetype specifics* for this base WP
- For every Wound Point from armour worn by the Archetype, remove 1 success stone from their Runestone pouch due to encumbrance and interference with their actions. *You cannot decide that your armour is lesser value than it is (eg: ¼ armour will always be +3)*
- Armour may be used as a costume point but must be decorated or relevant to the lore. Decorative armour (armour that does not fit into the Swordcraft armour rules) may be used as a costume point if relevantly decorated but will not award WP

RUNESTONES &

RUNESTONE TEST

- Your pouch of Runestones is used to determine whether your Abilities work or some mishap occurs.
- Requires the use of an opaque Runestone Pouch, in which Runestones are kept. The stones must:
 - Be identical in all ways other than in colour.
 - Any shape, though unable to stack. (flat card shapes are not suitable)

Revised Archetype Rules - September 2025

- Have the required success stones in one colour and 1 Failure stone in another colour.
- You can choose the two success and fail colours

ARCHETYPES

Artificer

Practitioners of the new sciences and seekers for knowledge, Artificers include smiths, rune smiths, alchemists and engineers and general creators of things that go boom. You scorn those who practise “magic” and instead seek proof from hard work, experimentation and keen observation.

Feature	Detail	Feature	Detail
Maximum Success Stones	8	Base WP	1
Healing	N/A	Explosives	10 words with stone draw
Required Items	Grimoire Casting item Runestones Total of 5 points of high quality unique items	Casting Items	Firesteel Smiths kit
Other abilities	Repair war machines Summon monsters Enchantments First tier potions		
Permitted Armour	Regular Armour Any shield type (cannot be held when performing abilities)		

Example items: apron, anvil, goggles, large gloves, hammer, tools, tool belt

Secular Healer

The art and science of secular healing emerges as a beacon of hope amidst darkness. A network of skilled healers, including surgeons, and herbalists, tirelessly tend to the wounded and afflicted. Surgeons wield their expertise with precision, mending shattered bodies and binding wounds with steady hands. Herbalists harness nature's secrets, creating soothing balms and remedies to mend ailments. In this realm of turmoil, the healers' selfless dedication becomes a lifeline, rekindling hope and restoring resilience to the brave souls who endure the ravages of war.

Feature	Detail	Feature	Detail
Maximum Success Stones	10	Base WP	2
Healing	10 words with stone draw 30 second sand timer	Fireball/ Explosives	N/A
Required Items	Grimoire Casting item Runestones 30 second sand timer Total of 5 points of high quality unique items (can include, grimoire, robes and casting item if themed to lore)	Casting Items	Healers kit
Other abilities	Ability to learn all potions		
Permitted Armour	Regular Armour Buckler up to 40cmx40cm		

Example Items: medical tools, plague doctor mask, vials, bloody apron, glasses, bandages, large gloves

Mage

Mages, or Wizards as they are also known, stand as enigmatic and formidable spellcasters. Clad in arcane robes, they wield the potent forces of magic, bending the elements to their will. From devastating elemental attacks to protective enchantments, these skilled sorcerers play a pivotal role in shaping the outcome of battles. Yet, with great power comes great responsibility, and they must tread carefully to avoid succumbing to the darkness that tempts them. The Mages remain a mystic force, safeguarding the realms and unleashing their magical might upon all who dare to oppose them.

Feature	Detail	Feature	Detail
Maximum Success Stones	8	Base WP	1
Healing	10 words with stone draw 30 second sand timer	Fireball	10 words with stone draw
Required Items	Grimoire Robes Casting item 30 second sand timer Runestones Total of 5 points of high quality unique items (can include, grimoire, robes and casting item if themed to lore)	Casting Items	Magic staff Magic rod Magic wand
Other abilities	Roleplay magic Scholarly magic Enchantments First tier potions Dark bargains Summon monsters		
Permitted Armour	Regular Armour Buckler up to 40cmx40cm		

Example Items: amulet of a relevant symbol, coloured robes, decorated book, casting item, magical symbol, wizard hat, stole, scrolls

Cleric

Devout and unwavering, the Clerics rise as stalwart champions of faith. Clad in sacred vestments, these holy crusaders draw power from their unwavering devotion to divine deities. With hands raised in prayer, they channel blessings that heal wounded allies and shield them from harm. Armed with potent divine magic, these Clerics embody the unwavering will of their chosen gods, smiting wicked foes with righteous fury. In times of war and peril, they stand as beacons of hope and spiritual guidance, inspiring allies to press forward while striking fear into the hearts of darkness.

Feature	Detail	Feature	Detail
Maximum Success Stones	8	Base WP	1
Healing	10 words with stone draw 30 second sand timer	Fireball	10 words with stone draw
Required Items	Grimoire Robes Casting item 30 second sand timer Runestones Holy symbol Total of 5 points of high quality unique items (can include, grimoire, holy symbol, robes and casting item if themed to lore)	Casting Items	Magic staff Magic rod Magic wand Holy symbol 2 handed holy weapon
Other abilities	Roleplay magic Scholarly magic Enchantments First tier potions Dark bargains		
Permitted Armour	Regular Armour Buckler up to 40cmx40cm		

Example Items: amulet of a relevant symbol, coloured robes, decorated book, casting item, holy symbol, stole, scrolls

HEALING & RESUSCITATION

Neither the healer or the patient can be engaged in combat or other activities. If you, or the patient, are struck anywhere during the process (including shield, weapons or body), the healing automatically fails. This includes if you have to voluntarily stop the heal to move to a different location

Ability	Method
Healing	To provide healing on a live patient (patient has at least 1 HP), you must: • The patient must kneel during the healing • Clearly and actively use your healing kit or Casting Item in one hand and have the other free • Briefly roleplay the act of providing medical treatment using your props and chanting, praying, or conversing with your patient and use at least 10 words flavoured to your Archetype • Perform a Runestone test: ◦ Draw a single stone out and hold it aloft in full view of the patient ◦ If a success stone is drawn, the healing is a success and all HP are restored. ◦ If a failure stone is drawn, the healing fails, a success stone is removed - the healer may not try to heal or resurrect that person again for at least 3 minutes. You cannot heal yourself
Resuscitation	To perform Resuscitation on a dying patient (0 HP and has not bled out), as a healer you must do the same as for healing but the patient returns to life on 1 HP. • If a failure stone is drawn, the Resuscitation fails, a success stone is removed - the healer may not try to heal or resuscitate that person again for at least 3 minutes. You cannot resuscitate yourself
Combined Healing and Resuscitation	Alternatively, rather than use a Runestone test, you can use your 30 second sand timer and roleplay combined healing and resuscitation clearly and actively using your healers kit or casting item. When the timer runs out of sand, the person is restored to full HP. You must roleplay the act of providing medical treatment using your props and chanting, praying, or conversing with your patient for the full 30 seconds.

You cannot heal and resuscitate yourself.

If you have completely run out of runestones, you are exhausted and can not provide Healing or Resuscitation.

When a success stone is removed from the pouch until either the end of the quarter for a battle game or dawn for a Roleplay event

INTERRUPTION

If you are struck in combat while attempting to use an ability, it automatically fails and a success stone is lost as if a failure stone had been drawn (this applies even if using the sand timer method) - the healer may not try to heal or resuscitate that person again for at least 3 minutes. Being struck counts as any part of the body, clothing, shield ect... for both the patient and the one performing the healing

FIREBALLS & EXPLOSIVES

Only Artificers, Mages and Clerics can use fireballs/explosives

Maximum Number

The number of fireballs/explosives an Archetype may have at a battle will be set by the game or event.

Construction

- Overall structure of flexible polyurethane foam
- Design:
 - Themed to one of the Lores of Magic
 - Orb - Minimum dimensions: minimum 15 cm diameter
 - Comet - Minimum dimensions: 12 cm diameter X 21cm long
 - Spherical Bomb - Minimum dimensions: minimum 15 cm diameter
- May be homemade or commercially purchased

**Matt McAninley and Andrew Peterson in Melbourne can make these.*

CASTING & EFFECT

Fireball/Explosives kill you if they hit any part of you (like a war machine missile).

Ability	Method	Casting Duration
Fireball/ Explosive	To cast a Fireball/Explosive you need to: • Stand tall, and hold the Fireball/Explosive above your head in one hand and your Casting Item in the other while reciting a minimum 10 second lore appropriate incantation, . (Once the fireball is removed from your bag it counts as starting the casting) • Secondly, throw your Fireball/Explosive overarm, taking no more than 3 steps. • Thirdly, draw a Runestone from your pouch and check which Runestone was drawn: ○ Success: You are good. ○ Failure: You are caught in the blast. You are immediately reduced to 0 Wounds and are mortally wounded/dying. If you are struck while creating a Fireball/Explosive, the effect/Spell automatically fails and, as well as losing a success stone, you are dying/reduced to 0 Wound Points.	10 words and a stone draw

If you wish to pick up a fireball that has already been thrown, you must begin casting where you pick it up and you must NOT put it back in your bag

Fireballs MUST be kept in a bag

SUMMONED MONSTERS

Summoned monsters are elements of the world that would not normally be playable as a character due to their inability to interact with the players through anything other than violence. Summoned monsters have the following rules;

- Wound points (WP) may not be increased with armour, (see Types and Abilities)
- Takes 1 WP per hit from any attack.
- They may not benefit from healing or player advantages such as banners, potions, etc.
- Immune to Spells (Scholarly Magic).

All summons must be approved by Swordcraft before use at events and games

Summoner

The summoner may be any caster able to summon on the side of the monster. This means a single summoned monster may be bought into the battle from different summoners or the same summoner throughout the game.

Types & Abilities

Summoned monsters have one of the following three combinations of equipment and abilities. To change the abilities combination of a monster it must be re-summoned. Chapters may limit which summoned monsters are available based on their game type.

Type	Abilities
Guardian	• Has 10 WP. • A Pavise (see below) with any weapon held in one hand. • Pavise can be used to block any attack including siege damage. • Guardians take no damage from ranged weapons. • Guardian may only WALK
Destroyer	• Has 8WP. • A pair of limb weapons (see below). • Weapons deal siege damage. • Destroyers may only WALK, • Costume must be encumbering and must limit the player in some way (eg: movement)

Type	Abilities
Servant	• Has 12 WP. • Any melee weapon combination.
Liberator	• Has 8 WP. • Any player weapon combination, including ranged weapons. • They may summon themselves, but this only may be accomplished at the start of a round. • The beast that is being ridden or herded is immune to player damage. • Strikes from the creature are weapon strikes and may be blocked by players.

Costume

Costume standards should be very high and designed with the safety of players inside and out in mind.

EXAMPLES;

- *Daemons or elementals, creatures of primal elements and other worlds brought forth and bound in this world - usually unwillingly.*
- *Ferocious or inhuman beasts, bears, boars, treekin, trolls, and other naturally occurring but either carnivorous, aggressive, or reclusive creatures. Beasts may not truly be summoned as a daemon or undead, they are lured with enticing rituals or tasty bait, and they are then pointed at the enemy with promises of more hospitality.*
- *Boars, giant cats with a rider or someone hanging on for dear life.*
- *Constructs of magic and immoral practices, golems, mutants, and undead, lack sapient nature and are truly servants of the summoner. At least until they decide otherwise.*

The costume must represent what the summoned creature is and be a minimum of 2 metres tall, including; banners, trophy racks, horns, wings. All costumes must completely cover the player, and weapons and shields must be thematic to the monster. The costume must also include rigid head protection and appropriate hand, chest, and abdomen protection.

Before bringing a summoned monster onto the field, it must go through a formal review process with Swordcraft. Once the Summoned Monster is approved, an approval card with a photograph of the summoned monster's full kit will be issued to the costume owner. The Summoned Monster may only take to the field if it is wearing the fully approved costume. If the Summoned Monster is missing costume parts, they may be asked to leave the field if the costume no longer meets the standard on the issued approval card.

Summoning.

To summon a monster:

- Hold your Casting Item in one hand and have the other free.
- Briefly roleplay the act of binding, coercing, or bribing the monster, and use at least 10 words flavored to your Caster type and the monster.
- Perform a Runestone test:
 - Draw a single stone out and hold it aloft in full view of the monster;
 - If a success stone is drawn, the summon was successful, you may issue a command.
 - If the failure stone was drawn:
 - The monster kills the summoner first and then anyone it can see; and
 - The summoner loses a success stone and the monster may be resummoned after it is defeated.

Commands

The summoner may command the summoned monster or the monster may be a free agent on the summoner's side.

EXAMPLES:

defend me against all who threaten my life.

defend that gate against all who would pass through,

defend the flag as you would my life.

attack that warband and let none survive,

attack that flag bearer, cast them down.

find the one called and say

Monsters do not respawn, on their death, they return via the safest route, which may be outside the play area or through terrain considered impassable. A designated return point for the summoned creature should be agreed upon if there are multiple potential summoners. A warband banner or terrain feature, a totem, or a pile of their weapons.

Limb Weapons

These are weapons innate or grafted to the summoned monster. The most common examples are claws and talons. These extend from the front of the hand and up the arm.

- Limb weapons should be able to slash and thrust safely and protect the user's limbs from strikes.
- Limb weapons are NOT shields and as such can not block ranged weapons.
- Limb weapons must be less than 1m from the front of the user's hand to the end of the weapon and may not extend beyond protecting the user's elbow.

- Limb weapons do siege damage (This means a melee hit on a limb weapon kills the attacking player).

Pavise

These massive shields are designed to provide portable fortifications. Traditionally, pavises are used by archers and others needing ranged defense. Summoned monsters are large enough to carry and use these as shields.

- Pavises must be entirely covered in safe foam.
- Pavises must be bigger than 1m in one dimension, thus they may not be existing player shields.
- Carrying a pavise means the user can block all attacks including siege.

SCHOLARLY MAGIC

Only Mages and Clerics can use Spells and Enchantments

Artificers can use Enchantments

Spells

Known spells are spells that can be learned in game at Swordcraft events that have set Swordcraft mechanics. These spells have been tried and tested over time by experienced Wizards and Clerics. By taking lessons and gaining this knowledge your spells are sure to have the desired outcome.

These spells can be used in combat or roleplay situations. A Wizard or Cleric may cast a learned spell at any time, provided that they have at least 1 success stone remaining.

Order of casting

1. Have learned the spell and have it written in your spellbook
2. Cast the spell - All spells are automatically able to be cast with a 30 second effect eg: "*veritas: agony*"
3. Runestone test - if a failure stone is drawn remove a success stone from your pouch - the spell still works.

Casting

In order to cast the Spell, you must successfully strike (not stab) your target with your Casting Item.

Upon striking a target, you must:

- Make eye contact with the target and get their attention.
- Make the "call": Say "*Veritas: (spell type)*" in a loud and clear voice, this signifies to the target that they have been hit by a Spell and need to listen for the Spell Phrase.

Both the Caster and the target must stand still and may not attack each other while the Caster chants out loud the Spell Phrase. The target may defend themselves from others.

Once the Spell Phrase has finished, the target must either act out the command for the duration of the spell, or choose to become "mortally wounded/dying" (0 WP) by the magic.

After the spell has been cast, draw a Runestone. If a failure stone is drawn remove a success stone from your pouch - the spell still works.

If either the target or the Mage/cleric is struck throughout the process it counts as a failure and regular interruption/failure process should be followed.

Spell Phrase

The Spell Phrase is a short set of words that convey the effects of a magic spell towards another player. This phrase should be themed specifically towards your own Caster's lore.

"Veritas, [effect], [thematic wording], for [duration]"

- Spell Trigger: "Veritas"
- Effect: Clear language describing the effect of the spell e.g. You can't see anything, You fall to the ground, etc.
- Thematic Wording: An in-character description appropriate to the Caster's Lore e.g. A blazing light steals your eyesight, Vines bind your legs.
- Duration: Seconds, minutes, hours in whole numbers. e.g. 30 seconds For example: A Spell cast by an Alev Wizard; "Veritas, Boil Blood! You fall to the ground in agony. Your body feels like it is on fire for 30 seconds."

Spell Duration

All spells are automatically able to be cast for 30 seconds with a regular stone draw.

To increase the cast time of Learned Spells there are two options *NOTE: this is only to be used at quest events and cannot be used at battle games:*

- Prepared Casting: Prepare the spell at a Place of Power and store it on a Disposable Spell Scroll.
 - The duration of effect for the spell is equal to the duration of the ritual to prepare it. Use your Sand Timer to measure time.
 - Only you can use the Disposable Spell Scroll.
 - To use your Disposable Spell Scroll, you must tear it up to signify that the Spell has been activated. You must then cast the spell within the next 10 minutes.
 - If the Disposable Spell Scroll is not activated by dawn the next day, it expires.
- Forced Casting: you may choose to REMOVE one or more success stones from your Runestone pouch to increase the spell effect time. With each success stone removed from your Runestone pouch the duration of the spell doubles in time (starting at 30 seconds).

Available Spells

Below is the list of all Spells that Clerics and Wizards inherently know:

Immobilise weapon: The target's primary weapon becomes immobilised for the duration of the spell.

Magic missile: Magical blasts strike the target and forces them back step by step for the duration of the spell.

Below is the list of all Spells that Clerics and Wizards may learn:

Agony: Paralyzes the target with immense, crippling pain.

Blind: Prevents the target from being able to see what is happening around them.

Beyond Sight: The ability to look beyond this reality and speak to the departed.

Bloodlust: Causes the target to act uncontrollably, lashing out at and charging their foes without any sense of self preservation.

Cancel: Prevents target from performing or activating spells, including summoning.

Confusion: Target cannot distinguish friend from foe.

Deafen: Causes target to become completely deaf.

Entangle: Ensnares the target's feet and legs, causing them to be unable to lift their feet

Immobilize weapon: The target's primary weapon becomes immobilised for a duration.

Legend Lore: Allows glimpses of future or past regarding a held object. Often requires deciphering. Often unreliable

Poison: Causes target to become violently sick and ill.

Repair: Allows the Caster to repair or restore machinery.

Seal Death: Prevents a body or soul being used in necromancy

Suggest: Causes target to believe a reasonable suggestion

Transmute: The ability to convert a small amount of metal into another material.

Veil: The target is unable to see, hear or otherwise sense the Caster as they draw a veil around themselves

Enchantments

Rituals

Enchantments work like Spells but instead of harming you, they provide you or another with some benefit and are only able to be used at quest events.

To perform an Enchantment ritual, you must:

- Firstly, perform an Enchantment ritual at a Place of Power using appropriate roleplay and your Casting Item. Anyone receiving the Enchantment must take part in the entire Enchantment roleplay ritual to receive the benefits. Use your Sand Timer to measure time.
- Secondly, perform a Runestone Test:
 - **Success:** The Spell is written onto a scroll by the Caster by writing “Veritas” followed by the effect of the Spell on a scroll and giving it to each recipient.
 - **Failure:** The Enchantment fails and cannot be used and a success runestone is lost.
- Provide each beneficiary of the Enchantment with a Disposable Enchantment Scroll.

Additional Notes

The duration of an Enchantment is equal to the duration of the ritual to create it, divided by the number of people receiving it. *e.g. 5 players receiving an Enchantment must take part in a 2 minutes and 30 second ritual to each receive a 30 second scroll.*

You can only have one Enchantment bestowed upon you at a time.

You immediately lose any previous Enchantment scroll when a new Enchantment is cast on you.

To activate the Enchantment the bearer tears up the Disposable Enchantment Scroll. The Enchantment duration then starts to run.

If the Enchantment is not activated by dawn the next day, it expires.

Enchantments can not be forcefully cast, they are not automatically successful with a runestone exchange and must be carried out at the place of power through a ritual.

Available Enchantments

Protection from Magic: “Veritas, I protect you from the next spell cast on you with this shield of [wording appropriate to Caster’s magic lore or deity e.g. light, fire, ice, darkness, etc] for [specify duration].

Protection from Harm: “Veritas, I protect you from the next hit on you with this ward of [wording appropriate to Caster’s magic lore or deity e.g. light, fire, ice, iron, thorns, darkness, etc] for [specify duration].

Protection from Beasts: “Veritas, I protect you from the next hit by an Epic Creature/ Summoned creature with this shield of [wording appropriate to Caster’s magic lore or deity e.g. light, fire, ice, iron, thorns, darkness, etc] for [specify duration].

LEARNING SPELLS & ENCHANTMENTS

To learn these spells and enchantments you must complete the following:

1. Interact with the guilds, or whomever has the teaching scroll you seek.
2. You must read and understand the spells teaching scroll, if this original teaching scroll is for your type of magic or deity then you may copy this directly into your Grimoire.
3. If the teaching scroll is not in your Thread of magic or of your deity, you must take it upon yourself to write a treatise, it is this treatise that must be in your grimoire.
4. If someone has already written a relevant treatise that you have access to, you must read both the original teaching scroll and the treatise, and write the treatise in your grimoire.

A treatise is a minimum of 400 words on how you interpret the original teachings into your lore of magic.

ROLEPLAY/THEATRICAL MAGIC

Only Mages and Clerics can use roleplay/theatrical magic

Concept And Scale

Roleplay Magic is only available at Swordcraft roleplay focussed events and is not available during weekly battle games.

During the course of play, there may become a need to make use of theatrical and interactive techniques to simulate magic casting or effects. Roleplay magic adds an additional layer of immersion by allowing players to simulate the use of magical abilities in the game.

There may be situations where spells or effects do not exist in these rules. This may require players to perform spells or rituals where they would be available to the Caster based on the Lore of Magic, or Deity.

Swordcraft: Blood and Gold is a small-town level scale of magic. Spell casting Archetypes in the setting are minor or apprentice level wizards and low level clerics. Even elven mages in the setting will be minor in power.

Rituals and spells must not be grand or world-altering. Rituals and magic should not affect more than the scale of the setting and then only with archetype representative and GM approval.

If these are necessary for the storyline of an event, those who need to know the function of these spells and effects will be informed in advance by the Story Team. Any magic done this way requires the full consent of all parties involved.

Roleplay magic cannot affect the overarching story of an event without Story Team approval.

Roleplay Magic cannot affect or seek to modify or change the Swordcraft Rules as published in the Player Handbook. This also includes overcoming any approved magical items effects without the presence of a Magick Marshal.

Roleplay magic is where characters force the Threads to obey them or beg their deity to be blessed with enough power to overcome the trials in front of them for a short period of time.

Categories Of Roleplay Magic

Roleplay Magic at Swordcraft falls into the below categories

- Minor Roleplay Magic

Examples

An Alev Wizard lighting a bonfire (theatrical)

Minor magics that make people laugh, are easy to cure, or for entertainment purposes can not cause more harm than the strike of a sword.

Requirements

- No Magic Marshal Required
- Minor Roleplay (30 seconds)

- Intermediate Roleplay Magic

Examples

Stealing a characters Memories

Modifying or creating a Magical Item

Requirements

- 3 Spell Casters
- 30 minutes of roleplay

GM or Archetype Representative from the chapter that the event is happening at to witness and guide stone draw every 15 minutes

- Major Roleplay Magic

Examples

Removing, moving or stealing a character's soul.

Removing deep rooted chaos taint from a character

Requirements

- 4 Spell Casters
- 45 minutes of roleplay

GM or Archetype Representative from the chapter that the event is happening at to witness and guide stone draw every 15 minutes

There are many circumstances that roleplay magic can not circumvent within Swordcraft. Magic can not be used as a solution to overcome all problems.

Permanent or "perma" death is one example that roleplay magic cannot overcome. A perma death is a roleplay decision that is made where you choose not to respawn or be healed and declare your character dead and no longer playable. The moment a player announces permadeath, this is irreversible.

POTIONS

Introduction

During the event, Potions may be created by visiting the approved Brewing Location. To brew a potion, the correct ingredients must be gathered and the recipe followed meticulously. These astounding potions may change colour or bubble over the cauldron if you aren't careful. Once brewed a potion is labelled and stamped. Healing Elixirs will be sealed with wax.

To consume a Potion, a player must either drink the potion (if it is safe to do so) or pour its contents onto the ground. A player who is bleeding out however must have another player assist them in consuming the Healing Elixir as part of a roleplay interaction.

Potions when stored correctly will last up to one year from their creation date, expiring before the first day of the chapters annual event. This allows potions to be taken to events other than the one in which they were brewed.

*The term "potions" has been used as a broad category throughout this document to reference all brewable elixirs, potions and poisons, unless where otherwise specifically identified.

Who Can Brew Potions?

- Secular Healers can brew every tier of potion, elixirs and poison.
- Clerics and Wizards can brew only the first tier of potions.

Brewing Potions

Healers and casters may only brew potions in the Approved Brewing Location at each Swordcraft roleplay event. By interacting with the approved guild at the event, you will gain information on what kind of ingredients are needed to brew your desired potion. You must then search out and gather ingredients from their natural environment.

Brew time and ingredients may vary between potions. As each potion is created, a Runestone must be drawn to see if the potion has failed or not. Failure to follow the recipe accurately will automatically result in a failed potion as though it had failed a runestone test and can not be corrected with a Fate Token.

Secular Healers may brew potions above the first tier in the guild by combining potions from the first tier. To create a higher tier potion, a stabilising ingredient is required along with a rune stone test. (Wizard's conduit to the winds, and Cleric's connection to the gods interfere with complex reagents, making brewing higher tier potions impossible.)

Runestone Test

Requires the use of an opaque Runestone Pouch, in which 9 Runestones are kept. The stones must:

- Be identical in all ways other than in colour.
- Have 8 Success stones in 1 colour and 1 Failure stone in another colour. You can choose the two colours.

Potion Failure

Depending on the outcome of the Runestone test, if a Potion fails during the brewing process a random minor effect may take the intended potions place. When this occurs, you will need to consult the potion failure table at the Healer's Guild to see what concoction you have crafted!

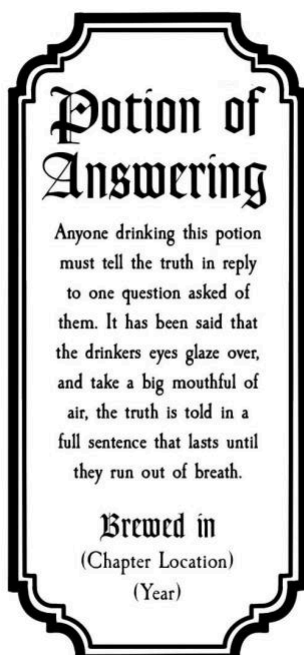
Potions, Elixirs & Poisons

Healing Elixirs are highly valuable and sought-after at Swordcraft roleplay events, due to their ability to heal even the most severe wounds. When consumed, a Healing Elixir instantly restores a player's full WP and can be used to heal a player who is bleeding out. Consuming a Healing Elixir does not require a Runestone test.

Potions and poisons have the ability to be roleplay mixed into food or drink items to conceal their presence, elixirs may not be mixed. The potion effect tag must then be handed to the person consuming the item after the first bite or sip, in which the entire effect is consumed.

Players who do not wish to roleplay potion effects, may choose to take a death.

Potion Labelling



Potions will be clearly labelled with tags that have been stamped by the approved brewing location at the event. Additionally healing Elixirs will be sealed with wax.

If a potion does not have a stamped label, it is not a valid potion and will have no in game effects.

Potion List

The following list of potions are the only potions that have any in game effect at Swordcraft. If you encounter any potion that is not on this list during the Swordcraft event, it should be tagged with a lootable Magical item tag.

POTION	EFFECT
FIRST TIER:	
Potion of Friendliness	Makes the drinker feel the need to be friendly to everyone they interact with
Potion of Twisted Tongues	Makes the drinker unable to get their words out correctly
Potion of Dancing	Makes the drinker feel the need to dance around
Potion of Dullness	Makes the drinker have brain fog and not be able to think clearly
Potion of Charity	Makes the drinker feel the need to help others around them for no payment
Potion of Drunkenness	Makes the drinker feel as if they are drunk
SECOND TIER:	
Potion of Answers	The drinker is able to reveal answers to a question
Potion of Manipulation	The drinker loses some of their willpower and can be manipulated easier
Potion of Blindness	The drinker becomes temporarily blind
THIRD TIER:	
Potion of Truth	The drinker needs to tell the truth
Potion of Paralysis	The drinker is unable to move
ELIXIRS & POISONS:	
Elixir of Healing	Heals the drinker to their full health
Elixir of Restoration	Restores 3 success stones for a secular healer/artificer
Poison	Poisons the drinker, reduces them to 0 wounds

Failure Table

Failed Brewing potentially results in one of the following strange potions:

- Excessive Giggling
- I'm a Bird
- One Colour
- Sights and Sounds
- Pixie Dust
- Chickens
- Luck
- Pirate Speak
- Feeling Followed
- Dictation
- Weeping
- Song
- Wonder

Equipment Requirements

Potion vials must be plastic and hold a minimum of 40ml. The pictured example available from amazon and many other suppliers is recommended. A screw top lid will help prevent liquid spills, the modern style can be easily disguised with hot glue and string wrapped around the metal lid.

Ingredients may be stored in other styles and sizes of vials, but finished potions must be in vials of over 40ml of liquid capacity.



Healing Elixirs are a valuable and sought after concoction with a unique mechanic. Because of their unique mechanic of being able to resurrect a player, Healing Elixir bottles are more cumbersome and must hold at least 350ml of liquid. (Corked plastic jars from Kmart are a perfect example of suggested size)

brew potions you will require access to a pestle & mortar, and a small cauldron.

The cauldron must not hold above 200ml of

liquid, this is to ensure when brewing you have the correct ratio of ingredients.

The cauldron will need to be made of a material that can withstand heat.

There will be some equipment available for use in the Authorised Brewing Area during Swordcraft roleplay events. However, if you do not wish to wait in line to use these, it is recommended you bring your own.

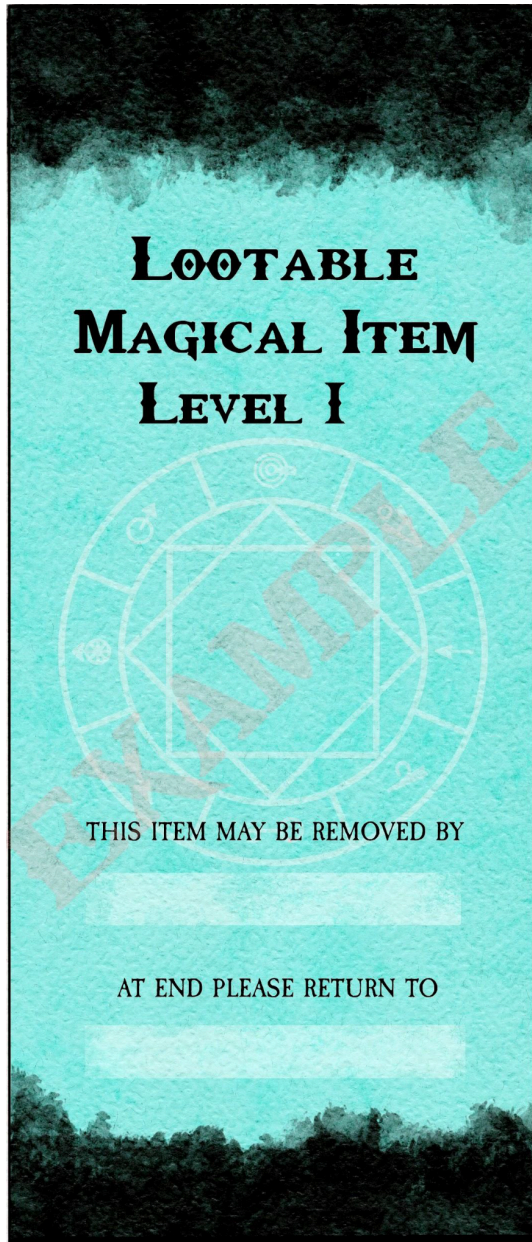
The Authorised Brewing area at Quest may have special larger cauldrons to brew the Healing Elixirs, these are the only cauldrons that can combine



MAGIC ITEMS

At Swordcraft it is possible for players to create magical items to add to the immersion of the world or for the items to be part of player driven quests.

Approved Magical items will be clearly identifiable with the Swordcraft Magical Item Tag. All Magical items are lootable by those participating in the relevant quests.



What Should You Do If You Encounter A Magical Item

It is very important that all players involved open and read the magical items QR tag. Reading the core mechanic will allow you to accurately portray how to interact with this item.

Casters are capable of performing a spell called Legend Lore which will allow them to see glimpses of an item's past. This information will also be available by scanning the QR code on the tag, but should only be read once the spell has been performed by the mage.

It is very important that you do not make assumptions on what a magical item will do, based on its title alone.

For example: A "ring of teleportation" may not be what you first assume. This ring may instead simply make the wearer forget a portion of their journey, and make them feel as though they have teleported, while having no memories of that time. NOT the actual ability to teleport.

If you have any further concerns regarding a magical item, speak with a Magic Marshal during the event they will have a copy of all

magical items at the event. Outside of an event, please contact the [Swordcraft Lootable Items Page](#) on Facebook.

Magical Item Level System

Items with Cursed, Magical or Divine properties will fall into one of five categories that best suit its storyline and abilities. These categories can be described as the following:

Level	Description	Effect
Level 1	A fun little trinket that has a minor ability affecting only 1 person at a time. Eg. A cursed scroll that whoever is holding it can not speak.	Identification (Legend Lore/ decipher): 1 minute Destruction /cleansing : 5 minutes
Level 2	An item for a player driven quest that is expected to involve only a handful of people at a time. Eg. Finding a family heirloom that gives someone visions of the past	Identification (Legend Lore/ decipher): 2 minutes Destruction/cleansing:10 minutes
Level 3	This item is powerful enough that many may become involved and invested in seeking this item. Will take a combined effort of at least two casters to overcome its trials through ritual magic to lead to a successful cleansing or destruction.	Identification (Legend Lore/ decipher): 5 minutes Destruction/cleansing: 30 minutes Must be carried out at a place of power.
Level 4 - Guild	Uncovering this item may involve multiple players from many different warbands and would involve a quest large enough to span a number of days Will take a combined effort of at least three casters to overcome its trials through ritual magic to lead to a successful cleansing or destruction.	Identification (Legend Lore/ decipher): 10 minutes Destruction/cleansing: 45 minutes Must be carried out at a place of power.
Level 5 - SC Story	Major props brought in by SC Relevant to the plot. (This includes warp stone) Detailed mechanics will be written by the story team, however as a guide this involvement is likely to involve a minimum of five casters participating in a hour long ritual if the item needs to be cleansed.	Identification (Legend Lore/ decipher): 15 minutes Destruction/cleansing : 1 hour Must be carried out at a place of power.

The levels displayed on the tags will assist casters with roleplay. At a quick glance, a mage can see the category number assigned to the item and can react appropriately.

For example, a level 1 item the mage may describe feeling a small tingle of magic, before they perform Legend Lore to identify it.

However if a mage saw the level number 4 at a glance, they could writhe back in fear clutching their eyes as the power from the item is almost blinding to mage sight. They may be hesitant to touch it or cast Legend Lore for fear of repercussions.

A clear category number listed on the tag will allow for people to roleplay without having to read a blurb or quietly ask the person who brought the item in and how they should behave when interacting with the item.

Additional Mechanics & Things Of Note

For level 1 and 2 items, Legend Lore may be cast as a stored spell scroll and carried out at any location.

For any item above category 2, the item itself must be taken to a place of power and the identification ritual conducted around the item.

Players can not bestow upon any item brought to a Quest event any unique abilities without Swordcraft's approval. This includes foods (biscuits/candies) for sale for coppers.

Herbalists and Alchemists are able to create minor failed potions that have small effects, these can be added into food or drinks to create these abilities. If the item does not have an appropriate Swordcraft tag, it does not have any roleplay mechanics.

To bring a New Magical Item into a Swordcraft event, please fill in the below form.

<https://forms.gle/QMuwqlBVpNnxzvlZ6>

For Existing Magical Items that are carrying over to other events, we ask that you keep Swordcraft updated on any changes. These changes may include a request to change its abilities, if the item has changed appearance, if the item has been destroyed or cleansed and removed from the game.

<https://forms.gle/ZFQar4TkV7MBURxU6>

Magical items that have been created through roleplay at an event with the guidance of a Magic Marshal should also be submitted to the "New Magical Item" form, as this is the first time they are being registered.

Designing A Magic Item

- A magical item should not impact on an existing Swordcraft Mechanic (WP, rune stones, spell cast times etc) as these mechanics are already balanced for a fair experience to all players.
- A magical item should add value to the event in the form of a quest
- A magical item must be accessible to the wider player base (lootable or achievable to obtain)

- Magical item props should be appropriately immersive

The below series of examples serve as a guide for items that would be either rejected or accepted by the magical item review team based on a standard of Swordcraft immersive aesthetics.

Not Acceptable	Acceptable
 Visibly plastic, too modern. This item would need to be primed, painted and weathered before being approved.	 Intriguing design, real metal, will feel genuine and immersive when held in the game.

Not Acceptable	Acceptable
 Plastic wand. One colour, no detail.	 Detailed design, realistic wooden textures, enchanting aesthetics
 3D printed items that have not been finished (primed and painted)	 Artefacts should be in a finished painted and weathered state.

Not Acceptable	Acceptable
 Material is too modern, flimsy, and not authentic.	 Realistic and sturdy materials have been used