



VER 4.0 Spring 2020



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Safety Notices

Red & Yellow Cards

World of Alrune operates a three strike policy to protect other players, crew and to preserve high quality role-play. Any player receiving three Yellow Card Warnings during an event will be asked to leave the event immediately and be banned for 12 months. If any player receives a Red Card, they will be asked to leave the event and banned for life.

A Ref may issue a Yellow Card Warning for one of the following reasons:

- Going OOC to cheat the system
- Arguing with/swearing at game staff
- Antisocial behaviour

A Red card will be issued to anyone found breaking the law. This includes:

- Handling illegal drugs
- Physical abuse
- OOC theft

We hope that everyone can have a fun and enjoyable time at our events. The rules we put in place are both for your protection and for the enjoyment of everyone included.

There are times where a player may disagree with a decision from a member of staff, when this happened players are requested to take all decisions as they are given at that time and to seek guidance from a member of staff at a later time. All Ref decisions are final and cannot be changed. However if you feel cause for complaint or have a question then please speak to a member of the G.O.D. Team.

Hand in the air

There may be times at the event when a player feels that they must go out of character. To signify that you are out of character when at an event you must raise your hand in the air, this signal must be clear so everyone can see. If you see anyone with their hand in the air they are out of character and you must behave as though they are not there.

Players must not go out of character unless there is a valid reason. Players found going out of character in an attempt to cheat the system (IE- to save their character from death) will be issued with a Yellow Card warning.

Photographs & Videos

World of Alrune reserves the right to take and use photographs and/or videos for online or publication use. Players attending any World of Alrune Events are also permitted to take and use photos or videos for personal or authorised use only.

World of Alrune: Events

We currently run 4 themed events a year, some details of which can be found below. For actual dates, locations, ticket prices and other information please see our website: www.worldofalrune.com.

<p>Banquet of Blood</p> <p>The spring celebrations of Alrune. Every year a banquet is held to herald the dawn of spring and to reaffirm ones devotion to the Gods.</p>	<p>A Summers Dream</p> <p>Traditionally a time of magic and awareness, the early summer brings with it the Fayre of the Fae and all that they harbor.</p>
<p>Drums of War</p> <p>High summer is the time of war, armies march and battles fought. Whole kingdoms have been lost and forged in a single summer. The time for battle is here...</p>	<p>The Samuin</p> <p>The spirits of old and newly departed walk freely among the mortals. The waning of the sun brings autumn and the not so distant winter.</p>

GENESIS

To create your new character, please follow the chart below:

RACE

Humani Imperial Celts Wildmen	The Fair Folk Sil'heri Veneral Furion	Stunties Halflings Kar'Kok Dwarves Pao'varnar Dwarves
Brac'or Tribes Goblins Orcs Hob-Goblins	Beastkin Canines The Swarm Feline Pride	Gigantus Orges Trolls Black Orcs
<p><i>Choose a skill from your chosen your Race, then choose your MAIN (Standard) Faculty and one skill from it:</i></p>		

STANDARD FACULTY

Faculty of Warriors	Rangers Conclave
Merchants Chamber	Thrones of the Gods
Guild of Scribes	

Then choose EITHER a Specialist or a Forbidden Faculty and one skill from that:

SPECIALIST FACULTY

Hall of Heroes	Circle of Druids
Alchemists	Faculty of the Double Helix
Cryullen Hunters	

FORBIDDEN FACULTY

Gauntlet of Thieves	Fae Courts
Sorcery	The Occult
Bands of Brigands	

Once chosen, these three choices form the basis of your new Character. Each Race has unique features while each Faculty beholds different powers and abilities. Some accepted by all, others while powerful can be demanding and fearful. Most races begin with 3 body points, those who don't are noted in the description.

The Humani

Humani are the mainstay of the Alrune world, they can be found all over the map, they do not have racial bonuses like the other races due to their ability to adapt to any climate or situation. Humani can worship many different Deities; there is a wide range of gods that they may follow.

Imperials	The Celts	Wildmen
<p>Imperial Corena has slowly began its recovery from the Blood Wars. Imperials are refined beings who look to their tea and strict conduct over all else. However as gentle as they may seem, the greatest darkness can grow within. Imperials worship the Lawful Gods including Dragonis and Eponarel</p> <p>Racial Skills: Entitled Fate Wisdom Research</p>	<p>Celts are the most common humani, most of who refuse to live within the many kingdoms and prefer to live in independent villages. The Celts follow personal gods of war and nature including Sari-Liane (Mother Goddess) and Demi (Goddess of Hunting).</p> <p>Racial Skills: Unknowing Lie Fate Stand Ground Strength</p>	<p>The Wildmen are the uncivilised humani, most of which are nomadic however some live in rough tribal villages dotted around the Talelands. Virtually all of the Wildmen worship the Mother Goddess & her patrons.</p> <p>Racial Skills: Body Dev Fate Beseech Strength</p>
<p>Minimum phys-rep: None Recommended phys-rep: Smart Victorian style clothing</p>	<p>Minimum phys-rep: None Recommended phys-rep: Viking/Saxon wear</p>	<p>Minimum phys-rep: None Recommended phys-rep: Animal skins or Loin cloths</p>

The Fair Folk

The Elves worship a group of gods and goddesses, each elf, praying to their own chosen deity depending on what guidance they require at the time. These deities are often: Sari-Liane the Mother Goddess, Merlynda the Goddess of Affection & Honour, Eponarel the God of War, Nerus the God of the sea, Dragonis the Goddess of Law and Saruin the Goddess of Death. The Furion however worship the ancestors. Shunning all other gods as worthless ideals that lesser mortals portray.

The Sil'heri	The Venerale	The Furion
<p>The Sil'heri once formed the power base for the Corena Republic. Known as the 'Elder', The Sil'heri Lord EpostileDesuri is a direct descendant of the El'myth tribe that once lived within the Sil'heri Forest. Sil'heri Elves now mainly reside within the forests dotted around the lands They are a vastly cultured people who make up the heart and soul of the civilised lands.</p> <p>Racial Skills: Identify person/race Foresight Resist fear Healing touch</p>	<p>The Venerale Elves are a forest dwelling people who live in the Venerale woodlands. Due to their closeness with nature these elves tend to worship Demi, the Woodland Spirit and Sari-Liane, the Mother Goddess above any other gods. Venerale elves are fiercely protective of their forest homeland,</p> <p>Racial Skills: Track Climb Woodland Pass Acute Eyesight</p>	<p>The Furion are a extremely xenophobic nomadic tribe based culture. Banished to the harshness of the desert they seek to enslave the world to their needs. They behold a ancients belief in that those that have passed guide them. Furion Elves are cruel but not without mercy... if you can call... torture, mercy.</p> <p>Racial Skills: Identify & Disarm Hidden Tremor Sense Intimidate Mind Shield</p>
<p>Minimum phys-rep: Elf ears Recommended phys-rep: Fine looking clothing</p>	<p>Minimum phys-rep: Elf Ears Recommended phys-rep: Woodland wear</p>	<p>Minimum phys-rep: Elf ears, tanned-dark skin Recommended phys-rep: Grey hair & Ancestral markings</p>

Beastkin Packs

The Beast Packs are clans of animal races that have been driven together out of kinship to each other and rejection from other states. The Packs have formed a kind of uneasy alliance with each other to respect each other's hunting & watering grounds. The Beast Packs have their own alpha leader. The strongest packs have often been found to dominate the weaker and smaller packs.

The Canines	The Swarm	Feline Pride
<p>Perhaps the most often seen race among the beast packs is the Canines. These powerful beasts live within the Chaos Lands. Each Pack holding its own territory. The Alpha controls the pack alongside her subordinate mate. Stature and respect is constantly changeable with all but the strongest Canines. Canines worship various differing gods, Shiabi being the most common. Shiabi is the Beast Dog of Alrune whom is often seen with Titao the Beast lord. Titao is another god many worship, however his ways tend to attract those shunned by packs and who often work alone.</p> <p>Racial Skills: Track Scent Pack Instinct Resist Fire Body Dev</p>	<p>Deep within the many swamp lands and decadant cities reside the Rodent swarms. These cunning little buggers live thrive where others see rubbish and waste. Rodent Swarms were once controlled by powerful sorcerers who were constantly in search of raw power. Rodents worship the Great Horned One, giver of the precious Kryla crystal and master of rodents.</p> <p>Racial Skills: Resist Kryla Pack Instinct Resist Cold Climb</p>	<p>Feline's are seen very little. Felines are nomadic in nature and spend most of their times sleeping during the day and hunting at dusk. Preferring to avoid open warfare, Felines will track a combatant for days before they find a time to strike. Devious and cunning many powerful foes have underestimated these and fallen. Titao is the god of choice for these beasts, symbolising their independence and cunning.</p> <p>Racial Skills: Acute Eyesight Climb Walls Chameleon Intimidate</p>
<p>Minimum phys-rep: <i>Protruding dog nose and tail</i> Recommended phys-rep: <i>Fur all over, Dog ears</i></p>	<p>Minimum phys-rep: <i>Blacked out nose with whiskers and tail</i> Recommended phys-rep: <i>Fur all over, Rat mask</i></p>	<p>Minimum phys-rep: <i>Tail, whiskers and fur</i> Recommended phys-rep: <i>Fur all over, ears and claws</i></p>

The Brac'or

The Brac'or Tribes are a mixture of Goblins, Hobgoblins and Orcs who once came together under the Warlord Brac'or. Many years on, the lands of the Barc'or became disorganised with infighting and the war band collapsed. Orc & Goblin tribes often fight among themselves however at times a charismatic (for an Orc) Warlord unites two or more tribes into a war band. This Warlord is normally the toughest, most intelligent or just simply the biggest creature around. The Brac'or tends to worship the great god Ma-stik and his 'dysfunctional' family.

The Goblins	Orcs	Hob-Goblins
<p>The smallest of the Brac'or are the swamp goblins from the coast. Although the smallest (and most vile) they tend to be cleverer than their larger Orc counterparts. Their cunning has often saved them from fates worse than death. They tend to band together in small tribes leading a nomadic and chaotic life.</p> <p>Racial Skills: Resist poison Chameleon Unknowing Lie Climb</p>	<p>The Brac'or Orcs are the most feared of the Brac'or. These powerful creatures rule the lands though fear, domination and sheer bloody mindlessness. They have numerous villages around the lands and some nomadic tribes roam the mountains. It seems to be their prime enjoyment that involves other living creatures and blunt weapons...</p> <p>Racial Skills: Frenzy Strength Intimidate Regenerate</p>	<p>Hobgoblins are probably the cruellest of the Brac'or tribes, yet are the most civilized. The Hobgoblin is a feared creature that imposes its will though torture, magic and failing than cut-throat murder. Hobgoblins are often found in abandoned forts, dungeons, castles and the like. If one word was used to describe the Hobgoblins, it would just be... evil.</p> <p>Racial Skills: Seek truth Wisdom Fear Regenerate</p>
<p>Minimum phys-rep: <i>All visible skin must be light green.</i> Recommended phys-rep: <i>Pointed nose, weasely voice, patched together kit.</i></p>	<p>Minimum phys-rep: <i>All visible skin must be dark green.</i> Recommended phys-rep: <i>Padded out costume, skins and furs for costume, latex Orc mask.</i></p>	<p>Minimum phys-rep: <i>All visible skin must be black/very dark green, hooked nose</i> Recommended phys-rep: <i>Padded out costume, bone and skin covered costume, hooked nose and pointed ears.</i></p>

Stunties

Telia&Kar'Kok are all known as Stunties Lands. Kar'Kok is the homeland of the Dwarfs; The UnderKing rules this land with an angry fist while Telia is a small Commonwealth of Halflings with a large trade and export business.

Kar'Kok Dwarves	Pao'Varner Dwarves	Halflings
<p>The Clans of Dwarvenkind inhabit deep caves and tunnels under Kar'Kok. Ruled by the UnderKing, a great Dwarf of venerable age, who accepts no other authority than his own. The differing Dwarf Clans all hold a position within the Undercourt, their position dictating their favour with the UnderKing. Dwarfs tend to venerate the Dwarven god Korid as their deity. Korid is the patron of invention, war and honour.</p> <p>Racial Skills: Tunnel expert Resist fear Mine Evaluate</p>	<p>The Pao'Varner Dwarves were once a proud and successful culture that thrived near Solirua. However forgotten in the mists of time these land living Dwarves faced retribution from their God 'Pao'Varnar' himself. Their farms and lands now barren, these gaunt and sorrowful people now wander the land seeking redemption and forgiveness.</p> <p>Racial Skills: Identify & Disarm Hidden Body Dev Resist fire Frenzy</p>	<p>.One of the quieter and more peaceful races, Halflings are a gentle race. Slow to anger, quick to forgive. They revere profit. Halflings as a whole do-not pay any particular reverence to deities although some pay homage to the Mother Goddess and others Johanis God of Trade.</p> <p>Racial Skills: Resist poison Fate Herbalism Unknowing lie</p>
<p>Minimum phys-rep: <i>A beard, pot helm or axe</i> Recommended phys-rep: <i>A long beard, stoop down when talk to other players if your tall and a padded out tummy, Axe or Hammer to be worn,</i></p>	<p>Minimum phys-rep: <i>A beard and grey facial feature</i> Recommended phys-rep: <i>A long beard, stoop down when talk to other players if your tall and a padded out tummy, Club or axe to be worn, dark makeup around the eyes</i></p>	<p>Minimum phys-rep: <i>Plain clothing.</i> Recommended phys-rep: <i>Hairy hands & feet and to stoop down when you talk to other players.</i></p>

Giantus

The Giantus is a mish mash of the larger races in the world who often band together to create a Great War horde. This banding together normally happens when a Giantus decides that they are clever and have the bright idea to go and attack the other races. As the "clever" Giantus who had the bright idea they tend to become leader of the Horde. The Horde is bound together out of some kind of racial loyalty that no one has ever seemed to understand.

Ogres	Trolls	Black Orcs
<p>Ogres are perhaps the most stupid of all the races of the world. It has been often argued that they are not a true race at all but a cruel twist of fate from humanities past. Ogres live in small families on the mountains and worship the god of eating called "Seeiteatit". This Ogre god offers little in the way of wisdom to his people but does tell them to go out regularly to kill and eat. Orges begin with 4 body points.</p> <p>Racial Skills: Strength Body Dev Natural armour Intimidate</p>	<p>Trolls live in groups in the woods. They camp in caves and have several different villages dotted around the wooded lands. In their own way Trolls can be friendly creatures who enjoy a chat with people... as they boil away in there cooking pots. Trolls have been known to trade with races like the Brac'or but they do this very rarely. The Trolls worship a number of gods called the stone ones. They believe that a great circle of rocks in the woods holds a number of trapped gods in that look and watch after them. Trolls begin with 4 body points.</p> <p>Racial Skills: Strength Body Dev Natural armour Fear</p>	<p>Black Orcs have rarely been seen in Alrune's history, having been hidden from view by their once masters. In times past, Black Orcs were slaves to the Mage Lords however they now live to terrify and cause chaos. A vile creature that prefers man flesh to all other meats, they are rarely stupid and show cruelty akin to a hobgoblin. Towering over almost all other races they can be a terrifying sight on the battlefield. These are ungodly creatures and exist only to kill, eat and procreate. Black Orcs begin with 5 body points.</p> <p>Racial Skills: Strength Body Dev Resist Fear Fear</p>
<p>Minimum phys-rep: <i>Padded costume with a brown face</i> Recommended phys-rep: <i>Two horns on your head and lower teeth fangs.</i></p>	<p>Minimum phys-rep: <i>Grey skin</i> Recommended phys-rep: <i>Padded out costume</i></p>	<p>Minimum phys-rep: <i>Black/dark brown skin</i> Recommended phys-rep: <i>Padded out costume, tusks and pointed ears</i></p>

Veteran Bonus & Hero Points

Hero Points are awarded at each event. These are representative of the characters growing experience and as such are awarded in the following fashion:

For every hour in game (From time in to time out at events) a character will earn 1 Hero Point. For main weekend events this works out to 50 Hero Point's with linear events tending to be closer to 12 hero points. Hero Points are rounded up for those whom stay the entire event.

Veteran Bonus's are additional Hero Points that can be earned by players renewing their pre-existing character at the annual Banquet of Blood event. Characters with a Veteran Bonus gain a large amount of Hero Points based on their attendance to the previous years events. This equates to a 50% award of the previous years Hero Points gained. Thus if a character has earned 100 Hero Points in the previous year, they would be awarded a Veteran Bonus of 50 Hero Points.

Leveling up

Hero Points can be spent to add skills/spells/miracles and abilities to a character. The costs are as below:

First or second skill in a Faculty (Apprentice) – 50 Hero Points each
Third and fourth skill in a Faculty (Journeyman) – 100 Hero Points each
Fifth and sixth skill in a Faculty (Master) – 200 Hero Points each
Journeyman Special Skill – 200 Hero Points
Master Special Skill – 400 Hero Points

The Journeyman/Master Special Skills are required skills to learn before a character can progress. These special skills are normally attained via a quest and is a significant achievement in the career of the Character.

Any skills bought by using Hero Points by the beginning of an event will be able to use the said skill as soon as they have taken the time to 'learn' the skill IC. This may be learning from a Master, studying or Faculty Special adventures.

New Spells may be acquired by spending 50 Hero Points each. Spells can only be learned from those spells lists that the character has access to.

New Faculties cannot be joined after Character Genesis until at least Journeyman in two other Faculties have been reached

Advanced and Hidden Faculties

There are a number of advanced and hidden Faculties within the game world. These can further enhance a character with new wondrous abilities that may often be spotted in NPC's. These Faculties must be learnt of and found in game. Some are easy, others can be lethal...

Factions

There are a number of political factions within the world of Alrune. While there are the more common republican factions (Democrats, Republicans, Crazy zealots etc) there are many more to be discovered once in game. All factions have their own goals and aims. However depending on the faction this will either be through politics, war or just plain bribery.

Library of Vocations

STANDARD FACILITIES				
<p><u>Faculty of Warriors</u></p> <p>Stand Ground Rescue Steady Grip Strength Body Dev Drilled Troops</p> <p>Journeyman Special Ranking Officer</p> <p>Master Special Frenzy</p>	<p><u>Rangers Conclave</u></p> <p>Seek Truth Detect Hidden Climb Track Dodge Intimidate</p> <p>Journeyman Special Stealth</p> <p>Master Special Herbalism</p>	<p><u>Merchants Chamber</u></p> <p>Woodsman Mine Evaluation Networking Craft Item Craft Element</p> <p>Journeyman Special Master Trader</p> <p>Master Special Master Hagglers</p>	<p><u>Thrones of the Gods</u></p> <p>Commune with the Gods Bless Resist Poison Sense Leyline Speak with the Dead Empathy</p> <p>Journeyman Special Mind Shield</p> <p>Master Special Retribution</p>	<p><u>Guild of Scribes</u></p> <p>Rumours Wisdom Knowledge Research Fate Seek Truth</p> <p>Journeyman Special Ignore</p> <p>Master Special Use Scroll</p>
SPECIALIST FACILITIES (Law)				
<p><u>Hall of Heroes</u></p> <p>Rally Troops Resist Fear Intimidate Fate Dodge Repel Strike</p> <p>Journeyman Special Seek Truth</p> <p>Master Special Crushing Strike</p>	<p><u>Circle of Druids</u></p> <p>Woodland Shade Commune with Nature Sense Leyline Climb Herbalism Magic Sense</p> <p>Journeyman Special Sanctify</p> <p>Master Special Rebirth</p>	<p><u>Alchemists</u></p> <p>Herbalism Alchemy Lab Research Resist Poison Purify Element Imbue Item</p> <p>Journeyman Special Firearms</p> <p>Master Special Imbue Kryla</p>	<p><u>The Double Helix</u></p> <p>Surgery Herbalism Identify & Treat Injury Identify & Treat Disease Knowledge Resist Disease</p> <p>Journeyman Special Psychiatry</p> <p>Master Special Master Surgeon</p>	<p><u>Cryullen Hunters</u></p> <p>Intimidate Torture Body Dev Sanctify Seek Truth Resist Magic</p> <p>Journeyman Special Supernatural Strike</p> <p>Master Special Mind Fortress</p>
FORBIDDEN FACILITIES (Chaos)				
<p><u>Sorcery</u></p> <p>Calibur's Gebo Imbue Item Magic Sense Mind Shield Knowledge - Sorcery Sense Leyline</p> <p>Journeyman Special Elemental Form</p> <p>Master Special Ascension</p>	<p><u>Fae Courts</u></p> <p>Purify Earthen Meld Commune with Nature Tangle Soulburn Bless</p> <p>Journeyman Special Fae Oath</p> <p>Master Special Banshee Wail</p>	<p><u>Gauntlet of Thieves</u></p> <p>Pick Pocket Fumble Identify & Disarm Hidden Blag Position Distract Unknowing Lie</p> <p>Journeyman Special Stealth</p> <p>Master Special Thieves Luck</p>	<p><u>The Occult</u></p> <p>Summon Spirit Witchcraft Empathy Corrupted Gebo Sanctify Summon Daemon</p> <p>Journeyman Special Void Ability</p> <p>Master Special Craft Reality Anchor</p>	<p><u>Bands of Brigands</u></p> <p>Rumours Intimidate Dodge Stealth Seek Truth Steady Grip</p> <p>Journeyman Special Distract</p> <p>Master Special Identify & Disarm Hidden</p>

RACIAL SKILLS			
Imperials Entitled Fate Wisdom Research	Celts Unknowing Lie Fate Stand Ground Strength	Wildmen Body Dev Fate Beseech Strength	Sil'heri Elves Identify person/race Foresight Resist fear Healing touch
Venerale Elves Track Climb Woodland Pass Acute Eyesight	Furion Elves Identify & Disarm Hidden Tremor Sense Intimidate Mind Shield	Ogres Strength Body Dev Natural armour Intimidate	Trolls Strength Body Dev Natural armour Fear
Black Orcs Strength Body Dev Resist Fear Fear	Kar'kok Dwarves Tunnel expert Resist fear Mine Evaluate	Pao'Varnar Dwarves Identify & Disarm Hidden Body Dev Resist fire Frenzy	Halfings Resist poison Fate Herbalism Unknowing lie
Orc Frenzy Strength Intimidate Regenerate	Goblin Resist poison Chameleon Unknowing Lie Climb	Hob-Goblin Seek truth Wisdom Fear Regenerate	Canines Track Scent Pack Instinct Resist Fire Body Dev
Feline Pride Acute Eyesight Climb Walls Chameleon Intimidate		The Swarm Resist Kryla Pack Instinct Resist Cold Climb	
Notes 1-2 Skills = Apprentice, 3-4 Skills = Journeyman, 5+ = Master. Skills cost 50 hero points for Apprentices, 100 hero points for Journeyman and 200 hero points for Masters. Journeyman/Master Special skills cost DOUBLE. Character Generation: Player chooses a Racial skill then a Standard Faculty to join and takes one skill, then does the same for <u>EITHER</u> a Specialist or Forbidden faculty. As a result they should have: 1 Racial Skill, 1 Standard Skill and 1 Specialist/Forbidden Skill. Faculties with Mana are laid out as follows:.. Apprentice has 4 Mana, Journeyman has 8 and Master has 12. Additional spells may be purchased using 50 hero points. Each Faculty is controlled by a Grand Master who is appointed from the Masters of that Faculty. All those within the Arcane behold a devastating curse, for they all have Spellfire within their bodies. As they use more and more magic, the Spellfire grows and becomes unstable. If they loose control they can cause immense devastation to those around them... as for the unlucky few... if the spelfire goes supernova....			

Skill: Acute Eyesight

Effect: A character with acute eyesight has the ability (upon request) to notice details that no-one else may notice. They also have the ability to see longer distances than normal. To use this skill, a ref is required.

Skill: Alchemy Lab

Effect: The character may now use an alchemy lab, either one provided by the Covenant of Alchemists or their own. A character is using their own lab, it must first be examined by a Ref, and may get either a Ref or an NPC to certify any potions created.

By using an Alchemy Lab, the character may create twice as many potions than they would normally be able to make with the same amount of time and resources. All other rules regarding potion-making apply.

Skill: Ascension

Effect: A Sorcerer with this skill opens their mind to entirely new realms of magical possibilities. On selecting this skill, the sorcerer may now choose to learn spells from a single Elemental list. Alternatively, the Sorcerer may choose to ascend to the ranks of the mythical Cali-Mages, if they meet the correct requirements to do so.

Skill: Banshee Wail

Effect: As this innate ability is cast, the Fey must shout 'Banshee Wail' as loud as they can. All within a 20ft radius are knocked down to the ground with their hands to their ears as pain rips through their heads. All targets are incapacitated for 30 seconds. May be used once per day.

Skill: Beseech

Effect: Target is stalled for 10 seconds after the character has role-played 'beseeching' them. The player using the skill may not attack the foe but can run or plead. This skill counts as a mind effect ability. Apprentices may use this once per day, Journeymen twice per day and masters three times per day.

Skill: Bless

Effect: This skill can be used to protect the user from normal damage only. No other skill or action may be used (other than walking). The chant must be repeated at least twice before the Bless is active and for the duration of the time that the player wants to be 'Blessed'. The player must chant "*By "Deity" power, I bless thyself*". Bless cannot be performed whilst holding a weapon. Bless is a representation of the Circlet Queens or Gods protection and should show aspects as such. Apprentices may use this once per day, Journeymen twice per day and masters three times per day.

Skill: Body Dev

Effect: The Body development skill gives a character an extra basic body point of damage. Body dev may only be bought a maximum of 3 times.

Skill: Calibur's Gebo

Effect: A character's Gebo is blessed by Calibur Herself! A Sorcerer with this mark gains double the Mana they would hold each day. However this Gebo cannot be masked and will always be noticed by the Magic Sense skill.

Skill: Chameleon

Effect: If the character stands still or lies down next to any object (tree, wall, tent, etc...) out of sight of anyone else then they may become chameleon and blend with the object. The player must put both hands on their head to indicate to other players that they cannot be seen. If the character moves, speaks or performs any other action then they will become visible again. This may be countered if another player spots them going into Chameleon, only the spotting player can see the hidden player. Apprentices may use this once per day, Journeymen twice per day and masters three times per day.

Skill: Climb Walls

Effect: A Character that has learnt this skill has learnt the ability to climb walls and other such obstacles. To Climb a wall the character must stand by the wall and make a climbing movement with their hands and feet (as if climbing a ladder) for a slow count of 10 seconds. Once a climb has been started the character may not be hit with melee weapons as they are viewed as being out of their range, while climbing the wall. They can however be shot with arrows, bolts and have spells cast at them. No character who is climbing a wall may counter a spell cast at them. After the slow count of 10 the player must put a hand on their head and the other hand on the obstacle they are climbing to indicate to other players that they cannot be seen. To climb down the wall they use the same methods as they did to climb up it and the same rules apply. For climbing other obstacles in game the player must first consult a ref to find out the effect. Apprentices may use this once per day, Journeymen twice per day and masters three times per day.

Skill: Commune with Nature

Effect: This skill allows a character to speak with plants and animals within his immediate surroundings. A REF IS REQUIRED FOR THIS. Apprentices may ask one question per day, Journeymen two per day and masters three times per day.

Skill: Commune with the Gods

Effect: This skill allows a character to speak with his God directly. A REF IS REQUIRED FOR THIS. Apprentices may ask one question per day, Journeymen two per day and masters three times per day. Piety should always be shown.

Skill: Corrupted Gebo

Effect: The Occultist has learnt how to increase their power with that of a Corrupted Sorcerers Gebo. With this they are able to double their available use of Void/Occult abilities per day.

Skill: Craft Element

Effect: With this skill, a character is able to craft with particular element. The choices are: Earth, Air, Fire or water. An NPC will have to sign off each item before the player may retrieve the lamie for what they have crafted from games control. Apprentices can choose one element, Journeymen two and Master three.

Skill: Craft Item

Effect: With this skill, a character is able to 'craft' or 'repair' a particular type of item. The choices are: Weapons, Armor or General. An NPC will have to sign off each item before the player may retrieve the lamie for what they have crafted from games control. Apprentices can choose one item type, Journeymen two and Master all three.

Skill: Craft Reality Anchor

Effect: Once per year a highly skilled Occultist can with this skill create an artefact so powerful that even the gods fear its use. By using the power of the veil, the Occultist is able to shape and manipulate the essence of void into a piece of string no longer than a forefinger yet it has dozens of runes marked upon its fibres. Once activated (A series of words set by the creator) the power of the Reality Anchor activates and consumes the artefact but also negates all magical and divine powers of the target item or person rendering the target mundane and the person mortal and powerless. The creation process requires a mix of rituals and personal time. A REF IS REQUIRED TO COMPLETE THIS ITEM CREATION.

Skill: Crushing Strike

Effect: With this skill, a Master Warrior can use his many years of experience in combat and deliver a devastating blow. The target hit is rendered useless and smashed beyond use (Will require healing and/or repair). Player must shout "CRUSH" as he attacks. This skill must be role-played with an exaggerated swing for full effect.

Skill: Depart the Dead

Effect: If the faith amount used is equal to or greater than the control level of the undead then the undead target is commuted to the veil. This can also be used to pass recently departed souls onto the next life.

Skill: Detect Hidden

Effect: This skill allows a player to walk to a location and detect anyone hidden (By using the Stealth or Chameleon skill) as long as they are equal or below the characters level. Please note that those using Shadow Jump are not revealed by this skill.

Skill: Distract

Effect: A player with this skill may distract another player. To use this skill the character must touch the target player with one hand, point in a direction with the other hand and say the words "Distract". The target player must look in the direction pointed at for a slow count of 5 seconds and may not perform any other action unless they are moved or injured. This skill is counted as a mind-based attack and will not work on those who have been protected against mind spells. Apprentices may use this once per day, Journeymen twice per day and masters three times per day.

Skill: Dodge

Effect: A character with this skill can never be 'surprised' into combat and as such may ignore the first hit in any new combat situation. This also covers Subdue attacks as long as it is the first attack only. If in combat and another player Subdues the person with dodge they must take it as normal subdue damage.

Skill: Drilled Troops

Effect: This skill allows the Officer to drill up to 10 of troops per day to help toughen them up. If the character spends 1 hour of role play drilling their troops with up to 10 other character's then they may bestow upon them an extra body dev each for the day.

Skill: Earthen Meld

Effect: The character is able to merge with the ground around them. Once the merging is complete, the caster lies down on the ground and puts his arms in the "Invisible" position and starts a silent slow count of 120.

While counting, the player is invisible and immune to all attacks. Must remain lying down and cannot move except for looking around by moving only his head and cannot speak, this may not be prematurely aborted. The last 10 counts of the spell must be out loud, and during this period, the caster is not invisible and must put his arms at his sides. He is still immune to attacks until the count is over. This spell cannot be cast with any weapons in hand. Apprentices may use this once per day, Journeymen twice per day and masters three times per day.

Skill: Entitled

Effect: An imperial with this skill has the ability to demand attention in terse and other situations. This may also assist them in acquiring positions of power.

Skill: Elemental Form

Effect: A Sorcerer is able to turn her body into one of the 4 elements (Earth, Air, Water or Fire). They may stay in this form for as long as they wish however they will be prone to attacks that effect the element they are using. Also while in this form they have the ability to merge with elements they share. For example someone in Water form may merge with a pond or a river. While someone in fire form may merge with another fire. Apprentices may use this once per day, Journeymen twice per day and masters three times per day.

Skill: Empathy

Effect: Empathy allows a character to 'sense' embedded emotions and sensations. The more experienced the Empath the more vivid and details the readings. Apprentices may use this once per day, Journeymen twice per day and masters three times per day.

Skill: Evaluation

Effect: Evaluation lets a character identify an item and check how much it could be worth. A Ref or Marshal may be needed for this skill.

How: Fae Oath

Effect: The Fae along with the target must both hold a written, dated and signed oath and swear on it by both saying an oath of compliance. Once this is done, the oath is unbreakable and if either party fails to uphold their part of the oath then an act of Retribution will be held upon them (See Retribution for details)

Skill: Fate

Effect: A player may call "Fate!" and change the previous instant action that they did or was done to them. Apprentices may use this once per day, Journeymen twice per day and masters three times per day.

Skill: Firearms

Effect: With this skill, a trained Alchemist can turn Kryla and fire into a special mix of Powdered Kryla. Not for the faint of heart for this is a dangerous task but for the Musketeers of the Empire, one that is a necessity.

Skill: Flight

Effect: A character with this skill has learnt the art of flight. A player must role-play flapping of wings and act as if they are flying.

Skill: Frenzy

Effect: With this skill the character may put them into frenzy up to three times a day. When going into frenzy they will then have 1 minute when they are compelled to fight everyone (Friend or foe) in sight. During the 1 minute they will suffer no effect from any damage or spells. At the end of the 1 minute they will take all the damage they have received in the last 1 minute at that same time (this usually means they need to drop and wait for a healer!)

Skill: Foresight

Effect: Once per day, a character may attempt to see what should be rather than what is. REF REQUIRED FOR THIS ABILITY.

Skill: Fumble

Effect: By touching another player, a character with this skill may call fumble. The touched player must then drop any items in their hands and cannot pick them up again until they have hit the ground.

Skill: Gore

Effect: A Beastkin with this ability has figured out that by running at speed into opponents that they can gore them with their horns. This results in fatal damage. The Player must shout "GORE" as they RP charging into someone. Anyone they hit in that one charge is dealt with fatal damage. Note – Phyrep horns are required for this skill.

Skill: Healing Touch

Effect: Several times a day the character may perform a strong heal. All damage points with on the body location that is touched will be healed. Apprentices may use this twice per day, Journeymen four times and Masters six times per day.

Skill: Herbalist

Effect: A character with this skill may administer raw herbs to another character to cure injuries. A herb rip must be torn up after use. Please request a Herb Sheet from Game Control.

Skill: Identify *

Effect: A character has become skilled in detecting one of the following ranges:

- | | |
|--------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Identify & Disarm Hidden | Effect: This skill let's a character detect hidden objects and how to disarm and dodge it. A character with this skill may never be caught by a trap <u>if</u> they are concise. |
| Identify & Treat Injury | Effect: This skill allows a character to heal 1 body point in one location. Player must role-play healing with phys reps for at least 120 seconds. A Journeyman takes 60 seconds while a Master takes 30 seconds. This skill cannot be used on oneself and does NOT heal fatal injuries (Injuries that are below 0 or those caused by Crush/Fatals) |
| Identify & Treat Disease | Effect: This skill allows a character to identify and heal diseases. Player must role-play for 5 minutes per disease identified to heal (Note some diseases will require medication). Journeymen can heal two Diseases every 5 minutes while a Master can heal three. |
| Identify Person/Race | Effect: This skill let's a character identify a person that they know. From there developed senses of creatures within the world they can identify anyone they have met before as that same person, regardless of disguises. They may also identify any race they come across. To use this skill the character must study the other player for 5 minutes in character, they then can go over to the other player with their finger in the air and ask them, in a discrete fashion, if they have met them before and what their race is. |

Skill: Ignore

Effect: With this ability, a Character can walk though the most busiest of places without being noticed. The player places their hands on their heads for up to 30 seconds. During this time they are ignored and are not noticed. NOTE: Cannot be used in certain situations (Hallways, Guards etc)

Skill: Imbue Kryla

Effect: With this skill, a character has learnt the art of imbuing items with Kryla and elements into Kryla. This skill is an additional skill for the Imbue Item skill.

Skill: Imbue Item

Effect: A Sorcerer designed to take power points (Such as Wizard Staff's, Magical rings etc etc). The amount of power added is limited to the amount of power points used. All efforts will use 1 power point regardless of success or failure.

Skill: Intimidate

Effect: Due to the both ugliness and scariness of the race a character may develop the ability to intimidate other players. The player may call "Intimidate" when talking to another player. The target player will find themselves under the same effects of a fear spell. They will not however be able to counter it like a spell. This is a mind effecting attack and so if the target player is immune to mind effects they are able to "no effect" the attack. Apprentices may use this once per day, Journeymen twice per day and masters three times per day.

Skill: Knowledge (Void, Sorcery, etc)

Effect: With this skill (and pertaining field) a Character may request any information they know regarding the field in question.

Skill: Magic Sense

Effect: Magic Sense gives a character the ability to sense magic and to get some kind of understanding of what type of magic it is (what it does etc...) and what it is (is it a person, an object or the residue of a spell). A ref may be needed to use this skill.

Skill: Master Hagglor

Effect: A character with this skill may influence the outcome of a deal, or trading negotiation, into their own favour. This skill can only be used once a quarter, and a ref must be present when it is used.

Skill: Master Surgeon

Effect: A character with this skill has reached the top of the medical path. Able to bring back those that have suffered even the most hideous of injuries. Master Surgeons must be able to get to the body within 20 minutes of death to attempt to bring back the soul. They are able to heal an additional body point (In addition to Surgery). REF REQUIRED TO USE THE RESSURECT ABILITY OF THIS SKILL

Skill: Master Trader

Effect: Any character with this skill will always be able to find a fence to sell an item and at a preferred rate. They have built contact networks over all of Alrune and can attempt to get most things of need... at a price.

Skill: Mind Shield

Effect: This skill allows a caster to be immune to most standard mind effects. They are immune to fear, Level 3 mind control effects etc. They are NOT immune to Terror or Level 4 (Ancient and above) effects. Whenever targeted by one of these then the character must say "No effect" if they choose to resist the effect.

Skill: Mind Fortress

Effect: This skill allows a caster to be immune to all mind effects. They are so stubborn that nothing effects their mind.

Skill: Mine

Effect: This skill let's a character mine for elements. When a player wishes to go mining they must go to game's control, tell them they wish to go mine. The player can choose how much monstoring they wish to do, after monstoring the player should get their mining form signed by a ref, who will record the amount of hour's they have done and then stamp their form. When the player then takes that sheet back to games control who will give the player an amount of the mineral (the amounts will depend on the part of Alrune they are in and how long was spent mining).

Skill: Natural Armour

Effect: This skill let's the character count their skin or fur as an extra point of armour. At Journeyman, this increases to 2 points of armour and then at master level it counts as 3. All armour rules will apply. Added armour can be stacked on top of natural armour.

Skill: Networking

Effect: Per event the character may go to games control and ask for information on any subject. They will be given a time to return, when they will be able to collect an amount (deemed suitable by games control) of information on that subject. This is represented in game by a character gaining information from a wide range of contacts that they have built in within the game world, while they have been trading.

Skill: Pack Instinct

Effect: A character with Pack Instinct has the unique ability that when she has lost all her Body Points and is about to begin her bleed out count, she can run away from combat for 10 seconds before dropping to the ground and beginning her count.

Skill: Pick Pocket

Effect: If the character maintains physical contact with another player for a slow count of 5 seconds then they may count as if they have picked that players pocket. The player who is thieving must put a finger in the air and whisper to the other player that they have picked their pocket, pointing out which pocket or bag that they have picked. The victim must then hand over any in game items, money or paper work (IC things only) that were located in that pocket or bag. The victim will have no knowledge of the event and so must role play accordingly.

Skill: Psychiatry

Effect: This skill allows a character to heal mind effects. Player must role-play therapy for at least 10 minutes within a quiet place with suitable phys-reps. It takes 5 minutes per mind effect to be healed. This skill cannot be used on oneself.

Skill: Purify

Effect: Caster may establish purified ground once per event by placing 2 Relics within a circle and chanting. Once established, the caster may not reuse this spell again for the event. This acts as a Ritual Circle and is the cornerstone of the rituals of the Circlets of Fae. It expires at dawn of the next morning and can only last up to a maximum of 24 hours. The caster must utter a prepared 30 minute chant and place 2 relics in a circle (Marked with rope) to cast this spell. This spell cannot be cast with any weapons in hand and must always have some form of light source in the middle. If there is no light, then the purified circle is destroyed.

Skill: Purify Element

Effect: This skill lets a character purify an element (Metal, Crystal, elements). To do this they must spend at least 1 hour per item. After 1 hour's work the effects of the item will increase. REF REQUIRED

Skill: Rally Troops

Effect: With this skill a character may rally the troops around them when they are affected by any form of fear effect, spell or action. The Player must shout "Rally on me", any player within hearing range of this call may go to the person shouting Rally and then ignore the fear effect, spell or action.

Skill: Ranking Officer

Effect: A Ranking Officer is a character who has been trained as an officer for their aligned group, race or college. With this a journeyman holds a rank of Captain and a master holds a rank of Colonel along with all the benefits that come with those ranks.

Skill: Rebirth

Effect: A master cleric so divine in his or her cause is given the ability by their deity to push back the boundary of death and is reborn into our world. As long as the casters body is in contact with the earth within 10 minutes of death, a bright aura of light shines from the stricken body as the ground takes it deep below. After 2 hours, the body is given a breath of life and may return to the world of the living. A REF IS REQUIRED TO MARSHAL THIS SPELL.

Skill: Regenerate

Effect: Every 5 minutes a player with this skill will regenerate 1 point of normal melee damage as long as the player is NOT on their death count (fatal or poison will inhibit this ability). Critical damage will always be regenerated first. Also after the character has an evenings rest (at the end of a day's game play) they may regenerate any lost or damaged limbs.

Skill: Repel strike

Effect: This skill let's the character say "Repel" when they hit someone with a single handed weapon or larger. The player must have a fully role played swing to use this call as the skill is a representation of the character being so strong that when they hit someone that they send them flying backwards.

Skill: Research

Effect: A character with the Research skill may add his or her research to a research request to decrease the time required and information fathered to research that topic. A Researcher may only work on researching 1 topic at a time and may not start working on another one until a conclusion has been given to their last topic.

Skill: Rescue

Effect: Troops with this skill have the ability to 'rescue' others within their unit. If during combat a member falls and begins their bleed out, the troop with this skill may yell out "RESCUE", take hold of the stricken ally and pull them behind the line.

Skill: Resist [Effect]

<p>Cold/Fire/Water/Earth Effect: Character will not be affected by any cold/fire/water/earth based effect or spell. Must say 'no effect' to indicate this.</p>	<p>Fear Effect: Character will not be affected by any fear based effect or spell. Must say 'no effect' to indicate this.</p>
<p>Resist Magic Effect: A character with this skill will be able to resist any magic spell cast at them. When the spell is cast the player must state "No effect". Apprentices may use this once, Journeymen twice and Masters three times daily.</p>	<p>Poison Effect: After a large amount of time of being exposed to poisons the character will build up immunity to them. A character with this skill will be immune to all levels up to master. The character must role play not feeling well for the rest of the day but they will not take the effect of the poison.</p>

Kryla

Effect: The maddening effects of Kryla seem to be ignored by characters with this ability. As such any Kryla effects can be ignored (Does not include physical effects)

Skill: Retribution

Effect: The Master Cleric can call forth their patron deity in order to bring about retribution among any other character at the event. While the G.O.D. team ultimately determines how the retribution is carried out the caster may make recommendations to the deity. The caster must be on good terms with the deity and must not abuse this power else it be turned upon them. May only be used once per event.

Skill: Rumours

Effect: At the start of any event a character with this skill can collect a rumour sheet from games control which will contain some rumour's from within the game world.

Skill: Sanctify

Effect: Character may establish sanctified ground once per event by creating a circle and chanting. Once established, the character may not reuse this skill again for 24 hours. This acts as a Ritual Circle and is the cornerstone of the rituals for the Occult. It expires at dawn of the next morning and can only last up to a maximum of 24 hours. The caster must utter a prepared 30 minute chant, use a focus item and place a light source in a circle (Marked with rope) to complete the sanctuary. This skill cannot be used while any metal is on the person or with any weapons in hand and must always have some form of light source in the middle. If there is no light, then the sanctuary is destroyed. Please note that the Sanctuary is based on the alignment of the Occultist.

Skill: Seek Truth

Effect: The character can detect if another character is lying. Player must state "Seek Truth" to the target player who'll then much state "True" or "Lie"

Skill: Sense Leyline

Effect: Sense Leyline gives a character the ability to sense Lay lines, weakness in the Veil and circles of power for use in rituals. A ref may be needed to use this skill.

Skill: Soulburn

Effect: A character may call "SOULBURN" and point at a target of their choosing. The target will then suffer a sensation of intense pain and suffering. The Player must drop everything in their hands and fall to the floor for 30 seconds and take one point of damage to all locations. Apprentices may use this once per day, Journeymen twice per day and masters three times per day.

Skill: Speak with the Dead

Effect: As long as the soul still remains within the body then the caster may ask it questions and the dead player must answer them truthfully in one-word answers. This spell will last for 1 minute or until the caster releases the soul. After the spell has finished the soul will return to its god or ancestor and cannot be spoken to again. Apprentices may use this once per day, Journeymen twice per day and masters three times per day.

Skill: Stand Ground

Effect: This skill let's a character resist the effects of any spell, attack or action that would push them back, or force them off their feet. The player must say "No Effect" when hit by the spell, attack or action and then remain standing for 2 seconds before they can move again. It will not protect against mind affecting spells, attacks or actions.

Skill: Steady Grip

Effect: Players with the Steady Grip skill are immune to the Fumble skill. The player should announce "No effect" if Fumble is used.

Skill: Stealth

Effect: If the character is within a woodland or other natural landscape and out of sight of anyone else then they may enter Stealth and blend with the area. The player must then put both hands on their head with one, two or three fingers up to indicate to other players that they cannot be seen and to what level. The character may move as normal however if he/she speaks or performs any other action then they will become visible again. This may be countered if another player spots them going into Stealth, only the spotting player can see the hidden player. NOTE: This skill cannot be used if a character is wearing medium or higher armour.

Skill: Strength

Effect: A character with this skill has powerful strength far beyond other races. With this skill a character may pick up and throw other characters, attempt to break into things or simply bash their way through a blockade.

Skill: Summon Daemon

Effect: This skill allows the Occultist to summon a daemon from the spirit veil however it does not give any control over the daemon. If a daemon is called by name it will feel the call and if able may decide to answer. If it decides not to then the Occultist may call upon another daemon. Depending on the way its summoned, personality or history of the daemon, the Occultist or anyone whom assists the occultist may be attacked immediately at the end of the ritual.

Skill: Summon Spirit

Effect: This skill allows the Occultist to summon a spirit from the spirit veil however it does not give any control over the spirit. If a spirit is called by name it will feel the call and if able may decide to answer. If it decides not to then the Occultist may call upon another spirit. Depending on the way its summoned, personality or history of the spirit, the Occultist or anyone whom assists the occultist may be attacked immediately at the end of the ritual.

Skill: Supernatural Strike

Effect: This skill allows a character to able to deal a fundamental blow to creatures that cannot normally be harmed. A player must detail a liturgy of hate for 15 seconds with the call Supernatural Strike at the end when striking the creature for this skill to affect. Supernatural Strike is limited to three strikes for apprentices, four for journeyman and 5 for Masters.

Skill: Surgeon

Effect: This skill allows a character to heal an additional body point and enables the Surgeon to heal fatal wounds (injuries from Fatal Bite/Blow). This stacks with the Identify & Treat Injury skill.

Skill: Tangle (Innate)

Effect: Thick brambles and vines rip from the ground, holding firm anyone within 5 feet of the area. Anyone trapped can be freed by any cutting weapon by touching the limb and role-play cutting the vines. Each Limb must be freed individually. Anyone entangled can be attacked freely. If used in an area with little vegetation (i.e., open field, indoors, stream bed) then only one target is tangled. Player must shout "TANGLE" and point and if possible name target. Apprentices may use this once per day, Journeymen twice per day and masters three times per day.

Skill: Thieves Luck

Effect: Similar to Fate, Thieves Luck can also be used to 'upgrade' any unevaluated loot to the next level. This may be up to three times a day.

Skill: Torture

Effect: Similar to Fate and Thieves Luck, Torture can be used to alter the outcome of a session, if the victim of the torture would normally die as the result of the methods used, this skill may be used to prevent it, instead the victim merely passes out.

Skill: Track

Effect: This skill let's a character inspect the ground for tracks. They must have a ref present to use this skill. The ref will inform them of what tracks in the ground they see, how old they are and a general description of the thing that left them. They can also track Stealthy creatures up to and including their level.

Skill: Track Scent

Effect: With this skill, a character who has caught scent may track them though undergrowth and the land. Neither Stealth or climb hinders this. However Scent is unable to track a scent over or though water.

Skill: Tremor Sense

Effect: With this ability, a character may attempt to detect a faint sound. An example is a beating drum from a long distance or a beating heart in a room. May be used once per day. REF REQUIRED FOR THIS ABILITY

Skill: Tunnel Expert

Effect: With this skill a character will never be lost in caverns, mines and sewers. Also they can quickly evaluate what if any minerals or elements are contained within the mines/caverns. This skill may also be used to identify traps within these areas only.

Skill: Unknowing Lie

Effect: A Character with this skill has become so good at telling lies that their lies become undetectable, even with the Seek Truth Skill.

Skill: Use Scroll

Effect: A character with this skill is able to read, and activate, magic scrolls. Once read, the full effect of the scroll occurs as if it were cast by the writer. Once used, the scroll crumbles away into ashes.

Skill: Void Ability

Effect: An occultist with this skill may use the power of the veil to counter and dispel magic and its effects. They may use any of these abilities only FOUR TIMES per day (Choose wisely!). Please note that every Void Ability has a negative reaction on the Occultist and that they are still prone to normal damage. It should be noted that any player taking void abilities will be unable to use magic or faith based abilities due to the nature of the veil.

Skill: Wisdom

Effect: Once per day, a character with this skill may consult their wisdom and seek an answer for a simple question (One sentence answer). REF REQUIRED FOR THIS SKILL. Apprentices may use this once per day, Journeymen twice per day and masters three times per day.

Skill: Witchcraft

Effect:An Apprentice occultist with this skill may use up to twice a day one of the abilities detailed in Treatise of Power. A Journeyman can use up to three, Master up to four

Skill: Woodland Pass

Effect:As long as the character is touching a tree then they may cast this innate ability and within 5 seconds run to another tree as if they were invisible. Both hands must be on their head while they run to the other tree. Once arriving they must drop their hands and can be seen by all. If there is no other tree available then the caster will have suffocated within the wood of the original tree and died. Apprentices may use this once per day, Journeymen twice per day and masters three times per day.

Skill: Woodland Shade

Effect: If the character stands still next to any natural object (tree, bush, etc...) they may use this innate ability and become chameleon and blend with the object. The player must then put both hands on their head to indicate to other players that they cannot be seen. If the character moves, speaks or performs any other action then they will become visible again and the spell broken. This may be countered if another player spots them going into Chameleon, only the spotting player can see the hidden player. Apprentices may use this once per day, Journeymen twice per day and masters three times per day.

Skill: Woods Man

Effect: With this skill a character will gain a good working knowledge of the natural workings of woodlands. Once per day they may choose to go into the woods to look for a certain natural item. To do this the player must go to the G.O.D. desk; tell them that you wish to use your woods man skill. The player will then be given a form and told to go to the monster tent

The Way of the Warrior

Armour

Within World of Alrune all armour has an amount of damage hits that it can take before it offers no more protection. Once a piece of armour has had its armour value taken down to 0 then it is useless unless it is repaired.

There are four different types of armour in World of Alrune. Each armour type has its own value of added armour points that it gives to the player. For a player to be classed as wearing any of these armour types they must have acquired an armour lamie that is attached to the armour with its BP points.

The four armour types and there values are:-

Light Armour: +1 Armour value.

Medium Armour: +2 Armour value.

Heavy Armour: +3 Armour value.

Extra Heavy Armour: +4 Armour value.

It is also possible to get lamie items, spells and skills that may increase an armour value within the game world. At least 50% of a hit location must be covered in the correct type of armour for it to count. If you are unsure as to the classification of your armour please ask a ref

To repair armour you must have the repair armour skill. Repairing armour will take 2 minutes of role play repairing on the damaged location to restore 1 point of the armours hit point value. So for a character to repair all four hit points on an Extra Heavy Armour location they must work on it for four minutes. Characters may repair their own armour. If another player aids them in repairing there armour it will half the time it takes to repair it. The other player must have the correct character skills to be able to repair the piece of armour. No more than two players can work on 1 section of armour at a time.

Type: Shield

Requirements: Shields allow a player to parry all normal melee attacks. Shields are the only armour that can block arrows and bolts.. All Shields must conform to weapon safety rules and specs.

Type: Light Armour

Requirements: Light armour gives you one extra hit point against basic melee damage. Light armour can be represented by soft leathers, fur's and padded material.

Type: Medium Armour

Requirements: Medium armour gives you two extra hit points against basic melee damage. Medium armour can be represented by thick leather, ring mail and studded soft leather.

Type: Heavy Armour

Requirements: Heavy armour gives you three extra hit points against basic melee damage. Heavy armour can be represented by chain mail, half plate mail, metal reinforced thick leather and other materials of that kind.

Type: Extra heavy armour

Requirements: Extra Heavy armour gives you four extra hit points against basic melee damage. Extra Heavy armour can be represented by wearing double armour (Chain mail with Plate mail)

Arrows/Bolts

The very nature of Arrows and Crossbow bolts means they are able to pierce even the toughest armour. With this in mind, Arrows and crossbow bolts are counted as '**Through**' damage. There is no need to make a vocal call of 'through' as all players should know that if they are hit with an arrow it ignores their armour.

Muskets/Flintlocks

The very nature of firearms means that small ball of lead comes hurtling towards you. As a result anyone 'shot' at by a firearm is dealt with '**Crush**' damage. Anyone with armour can ignore this damage, however it does destroy the armour. Firearms cannot be dodged, however you may use fate to circumvent the hit. There is no need to make a vocal call of 'crush' as all players should know that if they are hit with a firearm shot, then their body location is crushed.

Please note: Firearms and the Kryla shot MUST be found in game, players cannot turn up at an event with a firearm and expect it to be used. Firearms are extremely rare within the system and the shot is almost mythical. Shot is limited and requires a rip/cap taken from G.O.D at the beginning of the event. Each shot acquired has a lifespan of one event only and cannot be held over to the next event. In the event your firearm doesn't fire (Cap goes bang) or someone yells fate. Your firearm will have misfired and cannot be used for the remainder of the encounter (or until you spend 5 minutes cleaning and realigning the weapon). If multiple misfires occur then your weapon will have ultimately expired and cannot be used again till a new weapon is found. Refs may decree a weapon has misfired or worse exploded at their discretion.

Troop Employment

Regiments, Town Watch and Organisations

All over the World of Alrune, trained warriors are sought after for their skills as police, soldiers, henchmen and other 'heavies'. While some faculties are preferred over others in certain roles, a warrior need never fear of being without coin if he is good at what he does.

While these organisations may hire an individual or a whole company of warriors to do a deed, they may also hire them for a long term goal. Often while employed or within an organisation the warrior may be offered various benefits due to their stature and standing. Often of which is coinage, social standing or if the warrior is lucky, both. A prospective employee should decide early in their career if their loyalty is earned through coin or through dedication. Both of which can and will be tested in time.

A Call to Divinity

Thrones of the Gods

Within Alrune there are a number of races, some of which are more faith based than others. If your character has the gift of divine power, then a world of possibilities is open to you. All Clerics begin with the three basic 'divine' miracles, Heal, Repel and Sleep. These miracles are cast by using Faith. Faith is a form of belief energy that is provided by their god. Clerics use their god's energy to manifest divine miracles and cast them. A starting Cleric will start with 4 per day, each miracle uses one faith per casting.

To learn new miracles and skills, a Cleric will have to enrol within a religion or sect. By using Hero Points to unlock new skills from said religion/sect, a Cleric can also learn new miracles.

Miracles and details can be found in the Miracles appendix of this gamebook.

Divine Faith

The strength of a cleric's faith depends on how many Hero Points they have spent on it and any experience or skills they have learned that may grant them extra Faith power. A Starting Cleric will have faith of 4 per day. A Cleric can increase their Faith by learning miracles from the different miracle lists; this will increase their Faith strength by 1 rip per day per miracle learnt. Each time a Cleric learns a new skill, they also gain a new miracle and additional faith.

Casting an ability

When casting a miracle a Cleric must keep concentration, if they lose concentration whilst in the middle of casting then they will fumble the cast, which means their miracle will have no effect and they will have wasted a faith rip. A Cleric must also use the name of their deity from which they draw power from.

To cast a miracle then a Cleric must first have at least one Faith rip (Some abilities have other costs which are detailed with the miracle). A Cleric must then point at the person they are trying to cast at (for ranged spells) or touch the person they are trying to cast on (touch based) or spread both arms out to the side (As when casting on groups). A Cleric must then rip their Faith rip in full view of everyone and say their ability vocals, all Faith rips must be ripped before the last ability vocal is completed. If extra words are needed to cover time while ripping then a player must invent them but they must make sure to use the words provided by the ability list at the end of the cast. A miracle is only completed by the end of all these actions. Upon completing the cast the target person or group will take its effect immediately. A Cleric's miracle is not affected by wearing standard armour.

Sects and Religions

There are many known and accepted religions within Alrune that characters may aspire to join. Within these sects there is the opportunity to gain social standing with rank and titles. It is these sects and religions that aid the cleric in their learning and can bestow many benefits notwithstanding membership of an official religion.

As with any priest like career, showing piety and devotion to one's god is paramount. Woe betides any Cleric whom ignores their god, for retribution is swift and forgiveness slow. At most festivals a 'roaming altar' is provided somewhere on site for a cleric to offer prayer to one's god. Prayer sheets are available from the G.O.D. desk.

Religious Orders

There are many differing Religious Orders to be found in the World of Alrune. The most well known are the Shadow Silvarius, The Wulfen and the isolated Monks of Raah. Others, are hidden and often only whispered about in secret...

Ritual Divinity

Ritualists & Faith

There are people that are born into the world with an affinity to contact the veil (Normally those with Faith or from the Occult path). To do this they must use a sacred ritual circle and are able to connect with a God or spirit at an almost intimate level. Those not born with a Faith calling will never be able to learn it unless they accept wisdom and occult learning.

For more information about Rituals and the Occult, please see the Veil Chapter.

All characters begin their clerical life as novices (Apprentices) to the Church. Each novice is assigned a ordained priest who will teach them the ways of the religion and church. As the novice progresses, they gain skills, experience and social standing within the church to where they finally become ordained as a Cleric of the Faith/Priest (Journeyman). At this point they are expected to push the word of their god and hold regular prayers with the masses. For some however, this is but a waypoint in their career within the Church and the duties of a Bishop (Master) awaits them. Only those touched by the gods however reach this pinnacle. Each Religion's Bishop oversees that particular faith. The Conclave of Bishops run the Church of Alrune as the voice of the Gods. From among their number however, a High Priest/Priestess (Grand Master) is selected to be the head of the Church. There is only ever one serving High Priest/Priestess living at any given time, It is the right of the Bishops to vote on who to select as their leader.

Calibur, The Veil and Rituals

Sorcery

Within the game world there are a number of people more magically attuned than others. When someone is born into the world they are either born with Sorcery or without it. If your character has the gift of Sorcery, then world of possibilities and power opens to you. All sorcerers begin with 4 basic 'Arcane' cantrips Repel, Strike Down, Heat, Freeze Shock. These spells are cast by using Mana. Mana is a form of magical energy that is held within a Sorcerer. Sorcerers use this store of energy to form spells and cast them. A starting Sorcerer will start with 4 per day, each spell uses one Mana per casting.

For a Sorcerer to learn new skills she will have to follow Calibur's wisdom and follow the Sorcerers Faculty. A Sorcerer can then learn new skills and spells to empower herself and unlock higher levels of spell craft. All Sorcerers can use Cantrips as listed without having to learn them. The strength of a Sorcerer's power depends on how advanced they become with the faculty and how many Hero Points they have spent.

All Sorcerers and magic users possess a tattoo (Gebo) upon their wrist. The more advanced the Sorcerer the more intricate the Gebo becomes. This is a symbol of their power and the mark of the Goddess and is a requirement to cast spells. These Gebo's always emit a magical tone and are extremely difficult to cover and hide.

When casting a spell a Sorcerer must keep concentration, if they lose concentration whilst in the middle of casting then they will fumble the cast, which means their spell will have no effect and they will have wasted a power rip. A Sorcerer must also use the action or actions of each element from which they draw power from. Due to the nature of magic, Sorcerers lose one body point (If you started with 3, you would now have 2).

To cast a spell a Sorcerer must first have at least one spell rip and have on their person the spell scroll for the spell they are attempting to cast (Spells have other costs which are detailed in the scrolls, Cantrips require no scrolls). A Sorcerer must first rip their spell rip in full view of everyone and say the spell vocals. A Sorcerer must then complete the requirements for the spell (including the actions), point at the person they are trying to cast at (for ranged spells) or touch the person they are trying to cast on (touch based spells) or spread both arms out to the side (spells done on groups). And then repeat the spell vocals. A spell is only completed by the end of all these actions. Upon completing the cast the target person or group will take its effect immediately.

Spell casting order:

Rip – Vocals – Actions – Location

A Sorcerer's spells will not work if she tries to cast in any armour class greater than medium or if she is wearing non-magical metal armour. This does not count helm armour which can be worn at any armour level and cast through.

Spells and details can be found in the Spells appendix of this Gamebook.

Dracurions and the Curse

In the infancy of Magic, a horror was discovered that devoured many a Sorcerer or Mage. These Dracurions sense and feed upon magic, near unstoppable and deadly. All those of Magic fear these creatures, a dark primeval fear presents itself upon many a wizened Mage that has survived these attacks. A warning dear friend, blatant overuse of Magic will draw the attention of these fiends. Manifesting for only a few short minutes but this is all they need to find the source of their attentions and devour them without mercy. Your only hope is to outrun them and pray to Calibur that you'll survive.

The Dracurions however are not all that those with sorcery should fear. For the blood beholds a devastating curse, for all with sorcery have Spellfire within their blood. As they use more and more magic, the Spellfire grows and becomes unstable. If they lose control they can cause immense devastation to those around them... But those are the lucky ones, for those who abuse.... The Supernova Complex is their reward.

The Occult

Within the game world there is a number of races, some of which are more spiritual based than others. When someone is born into the world they are either born with great wisdom or without it. If they possess great wisdom then they become aware of the veil and are able to learn powerful occult abilities. If you are born without wisdom then you will never be able to learn it, however if you are a member of one of the more spiritually aware races you may be able to learn how to sense laylines and begin the path of the Occult.

As Occultists advance in life they gain experience like everyone else. An Occultist can choose to focus these life experiences into unlocking more Occult powers as well as learning the great abilities of Void Magic.

To learn new Occult abilities and skills, an Occultist will have to take the taint of the veil and open themselves up to be able to Sense Laylines. By using Hero Points to unlock new powers, the Occultist begins to grow not only in power but also in awareness of the darkness around herself. All Occultists should spend some time daily in meditation to increase their awareness and to seek out rips in the veil.

Shaping the Veil's power

When shaping the veil's power an Occultist must meditate and keep concentration, if they lose concentration whilst in the middle of meditating then they will fumble the summoning, which means their power will have no effect and more importantly they could cause a rip in the fabric between this world and the Shadow Veil.

To cast some abilities an Occultist must first have at least one skill rip (Some abilities have other costs which are detailed with the ability). A Occultist must then point at the person they are trying to cast at (for ranged spells) or touch the person they are trying to cast on (touch based abilities) or spread both arms out to the side (abilities done on groups). A Occultist must then rip their skill rip in full view of everyone and say their ability vocals, all skill rips must be ripped before the last ability vocal is completed. If extra words are needed to cover time while ripping then a player must invent them but they must make sure to use the words provided by the ability list at the end of the cast. An ability is only completed by the end of all these actions. Upon completing the cast the target person or group will take its effect immediately.

Occultists ability is not affected by wearing standard armour.

Essence of the Veil

Once many years ago, Magus the creator of Arcane Magic fell from power and suffered the life of mortality. However in his exile from the Plane of the Gods, Magus began to work on a new power. One based on his knowledge of Magic and his intimate dealings with the veil. While he had lost all his magical powers he began to dabble in the art of the Occult, seeking a new way to combat Calibur's treachery. During his experiments he explored many new ways of using the veil to his advantage yet struggled to combat Calibur's new domain of Sorcery and Magery.

However his life's work was not in vain, for when Kaos himself decided to descend to the prime material plane, many of the old gods turned to Magus for help. Using knowledge gained from Saruin, Mas'tik and Dragonis he began to explore a new path within the veil. The path of Void. It was this path that would forever taunt him however as he learned of powers that would set him apart from not only mortal men but also of the gods. During his research he discovered how to not just 'counter' magic but to void it completely from existence. Creating Void Magic, he was able to negate much of Calibur's creations and gradually grew near to Kaos himself. In his last days, Magus wrote many notes which were later to become the base void abilities as noted later within this chapter. However his greatest creation was that of the Reality Anchor, a crafted artefact so powerful infused with the essence of void. This artefact would eventually provide his way to not only defeating Kaos and returning to his godly seat of Void Magic but also sealed his doom.

During the final battle, Magus was able to attach the Reality Anchor to Kaos and activate it, returning the old god back to the Plane of the Gods. There Magus pushed a dagger made of pure void into the Prime Gods back, weakening him enough for the collective Gods of Light to trap him within his prison. For his pains however Magus was fatally stricken with his own weapon, too weak to survive and now tainted with the void. His death was painful and slow yet his death would bring stability to Alrune and set in stone the only law of the Gods - "Not to interfere with mortal affairs".

Void magic are abilities that directly negate Sorcerer's and Mages powers, however the Void Mage must share all of the horrors they inflict on the casting individual. While immensely powerful, void powers only work on those with magic

and are ignored by normal man. Void Mages are rightly feared by those of magical power, powerful combatants with the ability to strike at the heart of the most powerful mage.

Someone with Void powers can never manifest magical or divine powers. The Essence is so powerful that magic just withers away and Divine abilities vanish before manifestation.

Occult Covens and Samuin

There are possibly dozens of powerful covens in the world, all of which are hidden from prying eyes. A certain level of competition exists between all of these more so at the annual Grand Covenant. On this one day of the year, any Occultist worthy of note seeks to broaden their powers and expand their knowledge of what lays beyond. This day known as The Samuin is the day where the dead return to the world of the living and the barrier between the physical world and the Shadow Veil is weakest. While the rewards are indeed great, the dangers can be far worse than imagined.

An example of Occult Coven can be found below.

The Sisters of Saruin (*Sisters of Death*)

The Sisters of Saruin are the devoted followers of the Goddess of Death herself. Known as the healers of pain and eases of sorrow, they are the harbingers of death within the lands. These learned women perform the majority of death rituals within the civilised lands and offer the departing soul an escort to the afterlife. It is a brave foe whom would harm a Sister, for who knows what punishment the Goddess of Death would bestow upon a sinner. Many a sister harbours knowledge of not only the Occult but also of the Divine. Making this order not only the oldest religion in the land, but also one of the most powerful.

Ritualism

Ritualists & the Occult

There are people that are born into the world with an affinity to contact the veil (Normally those with Faith or from the Occult path). To do this they must use a sacred ritual circle and are able to connect with a God or spirit at an almost intimate level. Those not born with a Faith calling will never be able to learn it unless they accept wisdom and occult learning.

Ritual Circles

Ritual Circles are places of power in Alrune where lay lines cross and create an unstable bridge between the prime material plane and that of the Shadow Veil. These bridging points are places where those of faith may draw power directly from the Veil. By performing rituals they can form the power and create anything from it, the only limit is their imaginations. Certain skills however increase a Ritualists power and abilities during specific rituals. However all Occult powers should be used with caution. A player is able to sense laylines and ritual circles by using the "Sense Layline" skill.

All rituals should be pre-booked at the G.O.D. Desk to ensure a Ref is available.

Alchemy

Anyone can try Alchemy however its danger is known. Many a city has suffered devastating explosions and untold horrors though the mis-actions of a budding Alchemist. However since the Mage Lords vanished many years ago, Alchemy stalled and became nothing more than legend. Yet magic has flooded the lands again and once again Alchemy has begun to brew a new flavour of enthusiasts.

Alchemist's Covenant

Hidden from view and spoken of even less, the Covenant is a highly secret order that seeks to improve the world though Alchemy. Members come from all walks of life, from the simplest of crafters though to the masters of the Arcane but they all share one simple question... "What happens if I mix this with this?" The Covenant's movements are unknown and its members hidden yet the old lady in the market could be a master and the King an apprentice... What are you?

The Fae

Characters who stray to near to a circle may become 'Fae Touched' and begin the slow decent into become a Fae. This occurs either by an Oath or by resignation. When this happens, the Character loses 2 body points from his/her starting quota (all characters have a minimum of 1 Bodypoint), is unable to wear or be near iron, is prone to void or negative magic properties and is incapable of lying. This cannot be reversed; however they do gain double Mana points. At Apprentice level they hold the essence of the Fae, At Journeyman they become half Fae then at Master they become Full Fae. All Fae Touched and Fae MUST absorb (*read 'feast'*) upon departing souls regularly to maintain their existence. Once a character joins a court, they must declare which breed of Fae they are aligned to.

Fae Circlets

A Circlet is the name given to a collective of Fae in Alrune. The 5 large forests are predominately their home. Corenian Forest, Aiutre Woods, Lor Forest, the Silheri Forest and the Brac'or Woods. Fae were born unto the world upon the dying breath of Gaia, the mother of Elmythia. As a result, all Fae are infused with magic and gain an additional 50% mana at the start of each day. Once someone has given up their will and joined the Fae (Via the Fae Court) then they begin their transformation and become Fae 'touched'

The Fae have no gods or goddesses; instead they draw their divine power from the world itself via the Circlet Queen. Their loyalty is unwavering and unmatched.

The more common of Fae 'races' are:

Elemental-Fae

Minimum phys-rep: *2 Leathery wings, elemental colour clothing*

Recommended phys-rep: *Light flowing clothing, pointed ears.*

Elemental-Fae are the most common Fae that inhabit the 5 forests. These Fae do-not live in villages but prefer to live as nature intended. Within the protection of their Queen, they are often barely more than wisps of light, a whispering wind or even just a rolling mist. However, once they leave the forests, they take a more human form and size. The player must choose which element they belong to once they start upon this path (Earth, Fire, Water or Air), then once they become half fae, Elemental Fae may acquire spells from the Sorcerer's Elemental list as if they were a sorcerer themselves.

Picts

Minimum phys-rep: *All visible skin must be blue.*

Recommended phys-rep: *Ginger hair, fur and kilts.*

The Picts are the warriors of the 5 forests. They harbour a deep love for battle, mind altering substances and a even deeper love for their Circlet Queen. Picts often have tribal bands outside of the forests; however, any chance to sing of their home is taken with a vengeance. Picts live to protect the Queen and their home circlet. As they are known for their love of battle, Picts manifest slightly differently to other Fae. While they are unable to manifest magical abilities like the Elemental or Shadow Fae, they have a knack of being 'lucky'. As a result they have 'innate Fate' up to three times a day (Once for Fae touched, Twice for Half Fae and Three for full Fae). They also gain Strength and can deal damage with their fists. However, they still suffer the same weakness being void/negative energy however brief contact with iron does not seem to bother them. Lastly due to the long-term abuse of substances, they have built up an innate Frenzy which can be used only once per day.

Shadow Fae

Minimum phys-rep: *Dark skin, black hooded cloak*

Recommended phys-rep: *Leaves, wood and other natural items as part of their costume. Pointed ears.*

Shadow Fae are the darker kin of the Dragon Fae. Being solitary, the Shadow Fae prey on those not belonging within the forest. Loyal only to the Circlet Queen though circumstance, these Fae will not think twice of removing an intruder. They never stay still for long and move from place to place in an effort to find the best prey. Shadow-Fae are apt illusionists and thus are able to acquire spells from the Arcane Illusion spell lists as if they were a Mage Illusionist.

An Adventurers Life

Guild of Heralds & The Law of the Land

The Guild of Heralds along with the Corena Senate maintain the current Laws and Ordinances within the lands of Alrune. The Law is upheld within all Civilised lands who wish to enjoy the relative peace and co-operation that a combined law can bring. Each land is expected to enforce the Law as it stands without question.

Throughout the land, Magistrates are Guild of Herald authorised officials that enforce the law as they see fit. These officials are appointed by the ruling caste within their land to oversee and report back to the Judicial Office. Magistrates can then appoint Wardens to assist them in the enforcement of the Law.

NB: The Charter of Civil law can be found in the appendices.

Money

Money with the game world is simple. There are 3 different forms of currency; the first is Gold bars then Silver nuggets and finally Copper shingle.

To 1 Gold bar there are 20 silver nuggets and 200 Copper shingles. Also 1 Silver nugget is worth 10 Copper shingles

For attending each event a player may be given an amount of currency depending upon the event, social standing, skills and memberships of organisations. Demand and stock will often vary the above costs for items during events, these are a rough guide for those starting on the path of a Merchant.

Player Run Groups

Player run groups are an ideal way to band together with other players for both protection but also economic reasons. When a group of players band together they can work towards goals that would often be out of reach of a solo player. For example, a group of 10 players could in effect use their skills to gather materials, construct and sell master crafted weapons and make a tidy profit. Other aims are for political aspirations. For a figure to become a King, he would need to develop and gain the trust of his fellow players and with that earn glory not only for himself, but also for the group as a whole.

Group Benefits:

- Plot, Official groups will be included within main and linear plots as well as given their own plot to follow.
- Enjoyment - Players will find more enjoyment in banding together. Both in terms of plot but also socially. LARP is a social pastime, in Alrune we reflect and reward this!!
- As a group grows, its acceptance in the game world grows. It's Leader and officers can look forward to riches, titles and maybe even their own kingdom!

Guilds and Organisations

There are many Guilds and official organisations within the World of Alrune. Some have a widespread span of influence and power. Of these, the ones listed below are the more capitalist organisations that a player may meet or join however there are far more to be discovered.

Merchants Guild

Not so much as a guild more of a faction, the Merchants Guild is an elite organisation with its headquarters set within the Commonwealth of Telia. Membership has varying benefits depending on the social standing of the member. This could range from something small such as a free meal all the way to diplomatic immunity within certain city or empire states.

The Double Helix

Medics and healers are a valued commodity within the lands. Their ability to stem the most serious of wounds and to bring those on the brink of death back to the world of the living. Beware however for those who abuse the healers... We all need to be patched up sometimes...

The Collegiums

The Collegium is the fundamental basis of all learned education within Alrune. The Arch Chancellor and his staff of Scribes are keen to enhance the knowledge they possess and to share this with like minded individuals. Characters whom seek to join the Collegium must be at least Level 4 in skills within the schools. While in membership the Character may experience an increased rate of Research or other knowledge based benefits however, The Collegium will often issue remits to research various subjects for clients. Those whom assist rise quickly within the structure while those whom refuse or fail, are ignored.

There are other localised organisations within a district or town. Knowledge is something that many players want when they do not need and need when they do not want. With that in mind, there are many riches for those whom can research, network and otherwise gather information. For some it could mean more wealth, others it could be the difference between life and death.

Some within the Collegium have progressed through to become masters of departments in the college or even to Lawyers, Treasurers and other clerk like roles. One thing is for sure, no king or emperor would be without their advisors.

Specialist or Forbidden

There are many Guilds and official organisations within the World of Alrune. Some have a widespread span of influence and power. Of these, the ones listed below are the specialist or forbidden Faculties that a player may meet or join however there are far more to be discovered. A character may only join one Specialist or Forbidden Faculties at any time, this must be done IC during events. With the hidden organisations however, you shouldn't just walk up to a man and demand entry, oh no a character must earn the chance and show the organisation's leaders their worth.

Bands of Brigands

Groups of highwaymen and cutthroats that prey on the roads of the world, these groups of men and women will raid any they perceive as a target, which stands as anyone they can outnumber. Not all of these group prey on the roads, other work for less than scrupulous nobles as "protection" from would be thieves or as a group of hired "bodyguards".

The Thieves Guild

The home of thieves, braggarts and murderers, the thieves' guild is home to the undesirable and unwanted folk of the land. Any city or town will have some form of underworld organisation and most have ties with each other. Those whom join these circles tend to hold some protection from the authorities however, protection as always costs. Many a folk turn to the Thieves Guild for assistance when they wish something to go 'missing' or a certain annoyance disrupted without wishing to be known.