

C.A.S.T.L.E. LARP Update 2

To the Player Rulebook - Version 1.5

Effective 9/1/2016

In response to the feedback by our players and the data that we have collected over the 2015 and 2016 Event Seasons, this is the second update to the Player Rulebook – Version 1.5. This update will also consist of Update 1 in its entirety. This update will supersede any other changes (such as Update 1) to the Player Rulebook, Version 1.5 and the High Magic Compendium, version 1.5.

The entire C.A.S.T.L.E. Staff thanks everyone for their feedback as we continue to make this game the very best it can be.

The areas that these changes will affect will be noted in the descriptions below:

➤ **Section 1, Page 3**

- Adding the Learning Curve (LC) Rule – when encountering an effect or attack in a combat situation that is unknown to the new player, the affected new player may use the combat call, “LC” and take the *Dazed* condition. This functions as the normal *Dazed* condition and can be removed via a *Remove Ailment* spell/item or with a *Short Rest*. A new player can use this rule until they have played (PC’d or NPC’d) 10 game days.

➤ **Section 1, Pages 3-4**

- The Six Rules Never to Forget in C.A.S.T.L.E. have been changed to C.A.S.T.L.E. LARP’s Seven Mantras:
 - **1. Pause** – *“The Pause Rule is the most important rule in C.A.S.T.L.E. LARP.”* There are times in the game when things need to be “paused” — safety issues, situations when the plot team needs to provide an explanation of something that has or is about to happen, emergencies, etc. This can be done by shouting the word “PAUSE!” When this happens, all players must immediately stop all game play and lower their heads, close their eyes, remain silent, and listen for further instructions. Under no circumstances is this word to be ignored. When the situation has been resolved and game play is ready to resume, an Arbiter or Plot Team member will call out “Is everyone ready?” The players should respond with “Yes!” if they are ready or “No!” if there is reason for the Pause to continue. If all players are ready to continue, the Arbiter or Plot Team member will resume game play by calling out “3, 2, 1, Game On!” Players should echo this call with “Game on!” and game play will resume.

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- **2. Illegal Contact** – *“We run a fun, physical, and safe game.”* C.A.S.T.L.E. runs a fun, physical, and above all, **safe** form of combat. Generally, body contact is not allowed in a combat situation; this includes, but is not limited to: shield bashing, pinning of limbs, etc. Outside of combat, do not touch others in any way without their consent. Public displays of affection (PDA) beyond hugging or hand holding – even between consenting adults – is not allowed. This includes sleeping arrangements: only one person is allowed per bed or sleeping bag. In some cases, players may ask for permission to "physically roleplay" in order to better represent or roleplay an action. Body contact is permitted in these situations as long as both parties agree and all actions still remain safe. Do not assume permission to physically roleplay unless that player has given their explicit consent.
- **3. Illegal Substances** – *“All illegal substances are prohibited at C.A.S.T.L.E.-sponsored events.”* The use of illegal substances and alcohol is prohibited during C.A.S.T.L.E.-sponsored events. For those under legal age, tobacco products are considered an illegal substance. Additionally, players will not be permitted to attend any C.A.S.T.L.E.-sponsored event while under the influence. Any player caught breaking this rule will be escorted offsite immediately and will be punished to the full extent of the law.
- **4. Illegal Thieving** – *“Thievery in-game requires an Arbiter; thievery out-of-game is not tolerated by C.A.S.T.L.E.”* If a character wishes to steal from another character's personal area (cabin, tent, etc.), an Arbiter must be present. This is to protect the privacy of other players and prevent any accidental searching through out-of-game personal belongings. The Arbiter will check Arbiter notes, if present, and determine where a character may search. Any location marked OOG may not be searched at any time. Vehicles are always considered out-of-game and may never be searched. If a player is caught stealing without an Arbiter present, he or she will be immediately escorted to Head of Plot for the event for possible consequences under the C.A.S.T.L.E. Behavior and/or Cheating Policies. If a player is caught stealing out-of-game personal items, he or she will be prosecuted to the full extent of the law.
- **5. Sportsmanship** – *“Play the game with respect; worry about yourself and not others.”* C.A.S.T.L.E. is a game of honesty. All players should be concerned with how something is affecting his or her characters and not how his or her character is affecting another. Players must always play the game honestly, taking damage and spells effects as they occur. At times there can be a competitive atmosphere – especially when combat is involved –

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but it is all players should strive to stay in-game as much as possible, even if others are not showing the same sportsmanship. Honesty, respect and sportsmanship are paramount to the enjoyment of all.

- **6. Exploitation** – *“Finding a loophole in the rules to benefit your character needs to be reported to C.A.S.T.L.E.”* C.A.S.T.L.E. is a live-action game and thus it can be difficult to “patch” or fix rules. The game requires a large amount of testing and time to re-work mechanics or descriptions that do not properly reflect their intent. All feedback from all players is accepted and considered for the improvement of the game as a whole. It is expected that no player exploits any rules. If a player notices any kind of exploit or loophole in the game system, he or she should contact C.A.S.T.L.E. Staff so that the rule can be evaluated and necessary changes made. It is against the rules of C.A.S.T.L.E. to intentionally find ways around rules and this can potentially destroy immersion or the sportsmanship of the game. Exploitation falls under the scope of the C.A.S.T.L.E. Cheating Policy and any player caught exploiting the rules will be subject to any and all consequences deemed appropriate by C.A.S.T.L.E. Staff. A good rule of thumb is to always interpret the rules for the greater good of the game, not for the benefit of a character. If a player has any question regarding the intent of a rule, he or she should immediately approach a member of C.A.S.T.L.E. Staff for clarification.
- **7. Community** – *“The C.A.S.T.L.E. Community drives our ultimate enjoyment of the game.”* C.A.S.T.L.E. is heavily influenced by its player base and promotes a healthy community by applying all seven mantras. Players should always be on the lookout for ways to improve their experience as well as the experience of other players in a positive manner. By attending C.A.S.T.L.E.-sponsored events, players acknowledge that they are contributing to the game and to the story being told by the Plot Team. Experiences will differ for every player based on character choices and roleplay, but everyone should always strive to be a positive influence within the C.A.S.T.L.E. community.

➤ **Section 1, Page 5**

- Economy Section – Adding this paragraph about Valara Crystals:
 - Valara Crystals are naturally occurring stones that can be found in the body of any Valaran creature. It has only been recently discovered that, due to a shift in the cosmos of Valara, these stones can be used by High Magic Ritualists to fuel their rituals and Artisans can break them down for use in their crafting trade.

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➤ **Section 1, Page 5**

- Adventurer Stash has been changed in its entirety to:
C.A.S.T.L.E. employs a unique idea known as the Adventurer Stash. The Adventurer Stash is a character's hiding place where all coin and Valara Crystals are kept. This place is secret — from an in-game perspective no coin or Valara Crystals can be stolen between games.

When a player completes an event, all coin and Valara Crystals must be returned to logistics during the checkout process. This ensures proper record-keeping and helps to keep our coin costs low. These items will be recorded onto the player's character sheet, and thus placed into his or her vault, or Adventurer Stash. Before any game, a player can withdraw as much coin or Valara Crystals as they desire from logistics, but can never access the Adventurer Stash during games.

➤ **Section 3, Page 24**

- Removed Read High Magic Invocations (Primary) skill from Table 3-4.

➤ **Section 3, Page 25**

- Removed High Mana Pool +1 skill from Table 3-4.

➤ **Section 3, Page 25**

- Added the following skill and costs to Table 3-4.

Sage Skills	Warrior	Warden	Rogue	Adept	Sage	Spellsword	Artisan
Learn Ritual – Tier 1	7	8	7	5	4	5	8
Learn Ritual – Tier 2	10	12	10	7	6	7	12
Learn Ritual – Tier 3	17	20	17	12	10	12	20

➤ **Section 3, Page 29**

- Removed High Mana Pool +1 from Skill Descriptions.

➤ **Section 3, Page 30**

- Added Skill Description: Learn Ritual – Tier 1
Pre-requisite: None
This skill allows a character to learn any Tier 1 Ritual (see Update 2, starting on page 8).

➤ **Section 3, Page 30**

- Added Skill Description: Learn Ritual – Tier 2
Pre-requisite: Tier 1 of the same Ritual

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- This skill allows a character to learn any Tier 2 Ritual (see Update 2, starting on page 8). This is an improved version of the ritual and does not replace the Tier 1 version.

➤ **Section 3, Page 30**

- Added Skill Description: Learn Ritual – Tier 3
Pre-requisite: Tier 2 of the same Ritual
This skill allows a character to learn any Tier 3 Ritual (see Update 2, starting on page 8). This is an improved version of the ritual and does not replace the Tier 2 version.

➤ **Section 3, Page 31**

- Artisan Capstone Master Craftsman Artificer Recipe has been changed to:
 - Magical Amplifier

➤ **Section 3, Page 34**

- Removed Read High Magic Invocations (Primary) from Skill Descriptions

➤ **Section 4, Pages 46-47**

- Death and Resurrection has been changed in its entirety to:

Once a character has spent five minutes in the Dead state without receiving a *Vitae Restoration*, the character's body will fade away and the Soul will seek resurrection. Resurrection is a traumatic experience for the Soul and will weaken a character.

When the character's body fades, the player must state, "The body fades one, the body fades two, the body fades three". At this time, the player must leave all in-game items and coin where the body faded, put on his or her out-of-game headband and proceed immediately to the plot shack with character sheet in hand. The player will report the death, make the necessary draw from the Death Draw Bag and roll for Soul Sickness. While in the Spirit state, a Soul is completely invisible to the world around it, and may not interact with anything or anyone in any way. A Soul travels only as fast as the player can physically move.

After the character's death has been recorded with the plot team, the Soul must then proceed to the designated *Resurrection Area* for that in-game location OR they may go to a *Ring of Energy* capable of resurrection (See High Magic for more information on *Rings of Energy*). The Soul is not capable of sensing *Rings of Energy* while in the Spirit state and will only know of the location of a *Ring of Energy* capable of resurrection if the character has in-game knowledge of one.

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A *Resurrection Area* is an in-game location that will be clearly marked in some way. The location and method of denotation can vary from location to location, but each Local Town Plot Team will provide explicit details during Opening Ceremonies at every event. No matter the location or method of marking the area, the *Resurrection Area* will work in the same way.

Only Souls in the Spirit state may enter the *Resurrection Area*. Once a Soul has entered the area and is ready to begin, they may state "Beginning Resurrection." This process lasts for one minute. When the resurrection is complete, the body reforms around the Soul. The player must state, "Resurrection Complete." When the resurrection is completed, the character is under the effects of the *Invulnerable* and *Dazed* conditions for the duration of time that the character remains in the *Resurrection Area*. A character may stay in the *Resurrection Area* for a maximum of 15 minutes before the area's magical energy forces the character out. Once the resurrected character has left the *Resurrection Area*, they may not return to it as a living being.

Newly resurrected characters reform fully clothed and with their maximum Health Points, Mana Points, Finesse, and all skills renewed unless otherwise noted by the plot team. All magical effects that were present upon the character at the time of death disappear upon resurrection, unless otherwise noted by the plot team. Memory is retained up to the point of entering the Dead state.

If a Soul chooses to go to a Resurrection Area other than the designated area during an event (for example, going to another in-game location's *Resurrection Area* or a *Ring of Energy* not in the current in-game location), the player must inform the plot team of his or her plan. The player will be required to remain out-of-game for a period of time, up to and including the rest of the event, to simulate the amount of time it would take for the Soul to travel to the chosen *Resurrection Area* or *Ring of Energy* and for the resurrected character to travel back.

➤ **Section 4, Page 47**

- Death Draw Bag and Soul Sickness, paragraph 3, last sentence is changed to:
 - After these draws have been made, the player may then advance to a *Resurrection Area* or *Ring of Energy* for resurrection and return to game at that time.

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- **Section 5, Page 54**
 - *Elemental Breath* Spell Description has changed to:
 - This spell will cause 30 magical damage in the form of Flame, Ice, Lightning, or Stone to the target. If this spell is *Resisted* by any means, the Mana used to cast this spell is returned to the caster's Mana Pool. If this spell is blocked by standard magical defenses, the Mana used to cast the spell is expended as normal.

- **Section 5, Page 55**
 - *Elemental Touch* Spell Description has changed to:
 - This spell will cause 10 magical damage in the form of Flame, Ice, Lightning, or Stone to the target. If this spell is *Resisted* by any means, the Mana used to cast this spell is returned to the caster's Mana Pool. If this spell is blocked by standard magical defenses, the Mana used to cast the spell is expended as normal.

- **Section 5, Page 55**
 - *Elemental Wave* Spell Description has changed to:
 - This spell will cause 40 magical damage in the form of Flame, Ice, Lightning, or Stone to the target. If this spell is *Resisted* by any means, the Mana used to cast this spell is returned to the caster's Mana Pool. If this spell is blocked by standard magical defenses, the Mana used to cast the spell is expended as normal.

- **Section 5, Page 59**
 - *Retribution* spell name has been changed to *Retaliation*

- **Section 5, Page 59**
 - *Retaliation* Spell Description has changed to:
 - This spell provides the caster with a one use, 100-point explosion of damage in the event the caster is killed by a Death Blow. When triggered by the Death Blow, the caster will state the combat call "Retaliation 100." Only the character or creature who dealt the Death Blow is affected. This damage cannot be blocked or avoided by any means except *Deflection*. This spell is self-only and may not be cast into an item or be the focus of any High Magic Ritual. This spell does not stack with the High Magic Invocation *Retribution*.

- **Section 5, Pages 61-62 – Also High Magic Compendium, Version 1.5**
 - The following section replaces all High Magic on Pages 61-62 in Section 5 of the Player Rulebook, Version 1.5 and the entire High Magic Compendium, Version 1.5.

High Magic Rituals

High Magic Rituals are established and ceremonial rites that produce a desired magical effect. These rituals require: knowledge of the rite, time, and Valara Crystals. Not all rituals are guaranteed to succeed and most come with some amount of risk to the ritualist. There are three types of rituals: Invocations, Thaumaturgies, and Enchantments.

Invocations are quick rituals that can be performed almost anywhere. They always succeed and provide some sort of temporary benefit or effect. Thaumaturgies are very broad rituals that can be very potent, but do not produce any lasting effects nor are they guaranteed to succeed. Enchantments are very specific rituals that can add magical effects to items. These rituals carry the highest risk of all rituals and can be very expensive.

For each Tier of a ritual that is learned by the character, the ritual becomes more powerful and provides more benefits and/or effects.

All rituals come with a chance to succeed, fail, or succeed with some sort of mishap. The chance for each of these is determined by the type of ritual and by the ritual itself. Some rites are more dangerous than others. In order to determine whether a ritual has succeeded, failed, or succeeded, but with a mishap, the ritualist must make a draw from a bag that contains stones of different colors in the correct ratio as specified in the ritual descriptions. Crafted items can change the ratio of these stones.

Mishaps

Great magic can sometimes mean great risk; the greater the power of the ritual, the greater the chance that something might not go according to plan. All rituals have a chance for what is called a mishap. Drawing a mishap stone means that the ritual was successful (unless otherwise stated), but something in the magic was twisted, leaving the ritualist with a detrimental effect placed upon their Soul. A 10-sided die must be rolled to determine the effect of the mishap. Whether caused by the stars not being in the correct alignment, or the caster not wearing the right color shoes, it's impossible to know what might or might not cause this corruption of the ritual. See Table 5-6 for a full list of possible mishaps. Mishaps are afflictions that can only be cured by time or resurrection. Duplicate mishaps do not stack with one another (unless otherwise stated) and no mishap has a duration longer than the remainder of an event.

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Roll	Mishap
1	Ritual completes, but requires two more Valara Crystals. If Ritualist fails to supply these reagents, the ritual fails and all crystals are lost.
2	Ritualist gains the <i>Vulnerable</i> condition for the duration of the event.
3	Ritualist gains the <i>Maimed</i> condition (primary hand) for the duration of the event.
4	The <i>Dead State</i> of the Ritualist is decreased by two minutes for the duration of the event.
5	Ritual completes, but requires two more Valara Crystals. If ritualist fails to supply these reagents, the ritual succeeds and the Ritualist loses 10 HP from his/her maximum HP for the duration of the event. This mishap will stack with itself. If the Ritualist's HP drops to -1, he/she must seek resurrection.
6	Ritualist gains the <i>Reduced</i> effect to all healing for the duration of the event.
7	Ritualist is <i>Immune</i> to all magical healing for the duration of the event. Tonics and First Aid still function on the Ritualist.
8	Ritualist is <i>Susceptible</i> to the Poison delivery type for the duration of the event.
9	Ritualist is <i>Susceptible</i> to the Physical delivery type for the duration of the event.
10	Ritualist is <i>Susceptible</i> to the Magic delivery type for the duration of the event.

Table 5-6. Mishaps.

Invocations

Invocations are the most straightforward of the three types of rituals. As a character increases his or her knowledge of each ritual, they may be performed for a longer amount of time for the purposes of gaining increased benefits.

Ritual Focus

Every Invocation ritual requires the use of a Ritual Focus. A Ritual Focus can be any item chosen by the character, but it should be something unique and meaningful to the individual using it. All Ritual Foci must be approved at Check-in at every event in the same way as a weapon or grimoire.

Channeling

Channeling is the direction of magical energy through a Ritual Focus for the purpose of performing an Invocation ritual. The ritualist is not required to

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remain in one place while *Channeling*, but instead may also move about during the casting so long as he or she moves no faster than a slow walk.

The act of *Channeling* is interrupted if the ritualist moves faster than a slow walk, takes damage or any in-game effect, uses any defenses (magical or otherwise), carries on a conversation or uses any other skill or ability other than performing the Invocation ritual. If *Channeling* is interrupted, the ritual fails and the Valara Crystals used in the invocation are consumed.

How To Cast an Invocation

In order to cast an Invocation Ritual, the ritualist must have his or her Ritual Focus in their hand and the appropriate number of Valara Crystals, which must be held in the ritualist's hand. Each Invocation has a combat call that must be stated before the ritual may begin. Some Invocations may have additional combat calls as determined by the type of effect that the ritual provides. Whether sitting still or moving at a slow walk, the casting of this type of ritual should be accompanied by some sort of roleplay in the form of appropriate gestures, movements, and/or spoken word, chanting, or singing. A duplicate casting of any Invocation Ritual overrides the previous casting of that Invocation Ritual. After the completion of the Invocation Ritual, all Valara Crystals used for the ritual must be deposited in the Crafting and Ritual box as soon as possible.

Invocation	Description	Valara Crystal Cost	Success	Fail	Mishap
Condition Resistance	Gain one Resist <Condition>	2	10	0	0
Destruction	Used to destroy magical effects on a character or an item	3	10	0	0
Recharge Item	Returns charges to an enchanted item	2	10	0	0
Remove Greater Hex	Remove the effects of Greater Hexes from one or multiple targets	1	10	0	0
Retribution	Grants a charge of energy that will strike out at a target upon receiving a Death Blow.	1	10	0	0
Tarry	Prevent a target in the Dead state from entering the Spirit state	2	10	0	0

Table 5-7. Invocations.

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Invocation Descriptions

Condition Resistance (Self Only)

- Cost – Two Valara Crystals
- Draw Bag (Success/Fail/Mishap) – 10/0/0
- Duration – Event or Until Used

This ritual allows the ritualist to imbue himself or herself with the ability to resist a specific condition. At the end of every minute spent *channeling*, the ritualist may grant himself or herself one Resist <Condition>. This resist allows a character to resist a condition once per event for each time the ritualist imbues this ability, regardless of delivery type or method. The character may call "Resist <Condition>" and the attack will have no effect.

The combat call to begin this ritual is "Beginning Condition Resistance." At the end of each minute, the ritualist must state "Grant <Condition> Resistance".

- Tier 1 – The ritualist may *channel* for one minute and grant one Resist <Condition>.
- Tier 2 – The ritualist may *channel* for up to three minutes, granting a maximum of three Resist <Conditions>.
- Tier 3 – The ritualist may *channel* for up to five minutes, granting a maximum of five Resist <Conditions>.

Destruction

- Cost – Three Valara Crystals
- Draw Bag (Success/Fail/Mishap) – 10/0/0
- Duration – Instantaneous

This ritual is used to destroy magical effects on characters or items. Each minute spent *channeling* increases the power of the effect and allows for more heavily enchanted items to be destroyed. The amount of power required to destroy a magical item not included in the list below will be determined by the Local Plot Team.

The combat call to begin this ritual is "Beginning Destruction." The ritualist must remain in contact with the target for the duration of the channeling or the ritual will fail and the Valara Crystals being used are consumed. At the end of the ritual, the ritualist must make a finishing statement as noted below.

- Tier 1 – The ritualist may *channel* for one minute and can remove all Greater Hexes from a target. The finishing statement is "Destruction of Hexes Complete."

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- Tier 2 – The ritualist may *channel* for two minutes and remove Consecrations and Damnations. The finishing statement is "Destruction of Consecration/Damnation Complete."
Tier 2 – The ritualist may *channel* for three minutes and destroy a Ring of Energy. The finishing statement is "Destruction of Ring of Energy Complete."
- Tier 3 – The ritualist may *channel* for four minutes and destroy a Barrier. The finishing statement is "Destruction of Barrier Complete."
Tier 3 – The ritualist may *channel* for five minutes and remove all magical enchantments and effects from an item. The item remains as a mundane, untagged item, but all magic is removed. The finishing statement is "Destruction of Enchantment Complete."

Recharge Item

- Cost – Two Valara Crystals
- Draw Bag (Success/Fail/Mishap) – 10/0/0
- Duration – Until Used

This ritual returns charges to an enchanted item, one charge at the end of each minute spent *channeling*. Each minute spent on this ritual grants one more charge returned to the item.

The combat call to begin this ritual is "Beginning Recharge." The ritualist must remain in contact with the target for the duration of this ritual or the ritual will fail and the Valara Crystals being used are consumed. At the end of the ritual the ritualist must make the finishing statement "Recharge complete."

- Tier 1 – The ritualist may *channel* for one minute and return one charge to an item.
- Tier 2 – The ritualist may *channel* for up to three minutes, returning a maximum of three charges to an item.
- Tier 3 – The ritualist may *channel* for up to five minutes, returning a maximum of five charges to an item.

Remove Greater Hex

- Cost – One Valara Crystal
- Draw Bag (Success/Fail/Mishap) – 10/0/0
- Duration – Instantaneous

This ritual allows the ritualist to remove the effects of Greater Hexes from one or multiple targets, one Greater Hex at the end of each minute spent *channeling*. Each minute spent on this ritual removes one Greater Hex from the same target or from a different target.

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The combat call to begin this ritual is "Beginning Remove Greater Hex." At the end of each minute, the ritualist must state "Remove Greater Hex".

- Tier 1 – The ritualist may *channel* for one minute and remove one Greater Hex.
- Tier 2 – The ritualist may *channel* for up to three minutes, removing a maximum of three Greater Hexes.
- Tier 3 – The ritualist may *channel* for up to five minutes, removing a maximum of five Greater Hexes.

Retribution (Self Only)

- Cost – One Valara Crystal
- Draw Bag (Success/Fail/Mishap) – 10/0/0
- Duration – Event or Until Used

This ritual allows the ritualist to grant a charge of energy to a target that triggers upon receiving a Death Blow. At the end of each minute spent *channeling*, the strength of the charge increases to include other benefits to the character and other effects and increased damage to the creature that delivered the Death Blow. This damage has no delivery type and cannot be blocked or avoided by any means except *Deflection* if damage is dealt. When triggered, only the target of the ritual and the creature that delivered the Death Blow to the target are affected. This Invocation does not stack with the battle magic spell *Retaliation*.

The combat call to begin this ritual is "Beginning Retribution." At the end of the Ritual, the ritualist must make the finishing statement "Retribution Complete."

- Tier 1 – The ritualist may *channel* for one minute and provide a charge of energy that will deal 150 points of damage to the creature that delivered the Death Blow. Upon completion of the Death Blow, the target must state "Retribution 150." The target enters the Dead state as normal.
- Tier 2 – The ritualist may *channel* for two minutes and provide a charge of energy that will deal 150 points of damage to the creature that delivered the Death Blow and prevent the target from entering the Dead state. Upon completion of the Death Blow, the target must state "Retribution 150." The target enters the Dying state. If the target was already in the Dying state, it will be as though the target had just entered that state with the full one minute to receive healing.

Tier 2 – The ritualist may *channel* for three minutes and provide a charge of energy that will deal 200 points of damage to the creature that delivered the Death Blow and will prevent the target from entering the Dead state. Upon completion of the Death Blow the target must state "Retribution 200." The target enters the Alive state with One Health Point.

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- Tier 3 - The ritualist may *channel* for four minutes and provide a charge of energy that will deal 200 points of damage to the creature that delivered the Death Blow and will prevent the target from entering the Dead State. Upon completion of the Death Blow, the target must state "Retribution 200." The Target enters the Alive state with their maximum Health Points.

Tier 3 – The ritualist may *channel* for five minutes and provide a charge of energy that will apply the Death effect (as per the monster ability Death, see page 78) to the creature that delivered the Death Blow and will prevent the target from entering the Dead state. Upon completing of the Death Blow, the target must state "Retribution Death." This effect has no delivery type and cannot be blocked or avoided by any means unless the creature is immune to the Death effect. The target enters the Alive state with their maximum Health Points.

Tarry

- Cost – Two Valara Crystals
- Draw Bag (Success/Fail/Mishap) – 10/0/0
- Duration – *Channel* Duration

This ritual allows the ritualist to prevent the target in the Dead state from entering the Spirit state. Each minute spent *channeling* this ritual lengthens the time before the target enters the Spirit state and seeks resurrection.

The combat call to begin this ritual is "Tarry Death." The ritualist must remain in contact with the target for the duration of the ritual or the ritual will fail and the Valara Crystals being used are consumed. At the end of the ritual, the ritualist must make the finishing statement "Resume Death."

- Tier 1 – The ritualist may *channel* for one minute.
- Tier 2 – The ritualist may *channel* for up to three minutes.
- Tier 3 – The ritualist may *channel* for up to five minutes.

Thaumaturgies

Thaumaturgies are a broad category of rituals that can produce powerful effects. Because of their complex and involved nature, the directed magic has the possibility to twist into a Mishap. As a character increases her or her knowledge of each ritual, the power of the ritual expands to provide increased benefits and/or effects. Thaumaturgies differ from Invocations in that they may not be performed while moving, but must be performed within the confines of a Runic Circle.

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Runic Circle

A Runic Circle is an area marked by rope, lights, string, chalk, etc. in a rough circle shape, no smaller than two feet in diameter and no larger than 12 feet in diameter. Personalized runic designs or magical script must be drawn along the outer edge of the circle.

How To Cast a Thaumaturgy

Thaumaturgy Rituals require the ritualist to remain within the confines of a Runic Circle for the duration of the casting. The required number of Valara Crystals must be either in the ritualists hands or in the Runic Circle in some way, though it is highly recommended that the Valara Crystals be part of the appropriate roleplay, which can include arm/body movement, chanting, singing, spoken word, etc. Each Thaumaturgy ritual has a combat call that must be stated before the ritual may begin and a finishing statement once the ritual is completed.

Thaumaturgy Rituals are interrupted if the ritualist moves outside the Runic Circle, takes damage or any in-game effect, uses any defenses (magical or otherwise), carries on a conversation, or uses any other skill or ability other than performing the Thaumaturgy Ritual. If the ritual is interrupted, the ritual fails, but no Valara Crystals are consumed. If the ritual is completed, but fails, all Valara Crystals are consumed. After the completion of each Thaumaturgy Ritual, the used Valara Crystals should be deposited in the Crafting and Ritual box as quickly as possible.

Thaumaturgy	Description	Valara Crystal Cost	Success	Fail	Mishap
Barrier	Reinforces a structure to keep out unwanted intruders	1	10	0	0
Divination	Grant insight into a person, place, object, or event	1	2	5	3
Metamorphosis	Alter the mind or body of a willing target	10	0	5	5
Prayer	Invoke the power of a patron deity to cause a particular effect upon the target	5	2	4	4
Ring of Energy	Infuses a small area with energy that can be used to perform various effects	3	5	0	5
Safe Journey	Anchors the ritualist and others to specific location for future teleportation	5	3	2	5

Table 5-8. Thaumaturgies.

Thaumaturgy Descriptions

Barrier

- Cost – One Valara Crystal
- Draw Bag (Success/Fail/Mishap) – 10/0/0
- Minimum Ritual Time – Three Minutes
- Duration – Event

This ritual reinforces a structure to keep out unwanted intruders. Upon the completion of this ritual, a barrier is constructed that is attuned to the ritualist and prevents any other creatures or characters from entering unless specifically granted access by an individual attuned to the Barrier. A structure is defined as a permanent or semi-permanent building, tent, or pavilion. Any other structure type that Barrier might be cast upon must be approved by the Local Plot Team. When casting this ritual, the Runic Circle must be fully within the structure, touching the inside or outside wall of the structure, or have some part of the structure within the Runic Circle, such as a tent or pavilion leg. Once the Barrier is cast upon the structure, it cannot be moved, even if the structure itself could be.

The combat call to begin this ritual is "Beginning Thaumaturgy: Barrier." Upon completion of the ritual, the ritualist must state "Thaumaturgy complete."

The basic function of the Barrier is to prevent physical entry by walking into the structure, climbing through a window, etc. To allow a creature or character that is not attuned to the Barrier to enter, an attuned individual must state "Access Granted." Creatures or characters inside the Barrier are always free to exit the Barrier at any time and cannot be held there. Each Tier of knowledge of the ritual provides a "slot" to include an additional effect or benefit. The ritualist must choose the additional effect or benefit at the time of casting and this may not be changed once the ritual has been completed. The optional effects are as follows:

- Attune up to five additional characters (this effect may be applied multiple times).
- Prevent teleportation in or out of the barrier by any creature or character not attuned to the Barrier (this must be marked with a "T" on the structure and Arbiter's Notes. See below.)
- Creatures or characters within the Barrier may not benefit from a Short Rest unless they are attuned to the Barrier
- A Safe may be created within the Barrier that has the same effects or benefits of the Barrier on the structure. A Safe may be any container of any size within in the Barrier and may not be removed from the Barrier while it is still active upon the structure.

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A structure surrounded by a Barrier must indicate the presence of the Thaumaturgy by placing a "B" which is at least 6" x 6" at all entry locations. Arbiter Notes should include the name of the caster and the date and time cast. Without Arbiter's Notes which are filled out completely and correctly, this Thaumaturgy will not be active.

Only one Barrier may be present on a structure at a time. Additional ritualists do not increase the number of slots provided by the ritual.

- Tier 1 – Basic protection plus one slot.
- Tier 2 – Basic protection plus two slots.
- Tier 3 – Basic protection plus three slots.

Divination

- Cost – One Valara Crystal
- Draw Bag (Success/Fail/Mishap) – 2/5/3
- Minimum Ritual Time – Five Minutes
- Duration – Instantaneous

This ritual grants the ritualist a dream or vision that may grant answers or insight in regards to people, places, things, or occurrences. Upon completion of this ritual, the ritualist must deliver his or her question about a specific topic to the Local Plot Team. The Local Plot Team will review the question and provide a response some time during the course of the event. Each Tier of knowledge of the ritual provides a broader scope in which the ritualist may seek information. The specific information, depth of information, and degree of vagueness or precision is entirely up to the Local Plot Team. The response a ritualist receives may provide a direct answer or may be so vague that it may not seem helpful. This ritual is entirely roleplay driven and at the discretion of the Local Plot Team. Attempts to use this ritual to gain information about a PC will always fail.

The combat call for this ritual to begin is "Beginning Thaumaturgy: Divination." When the ritual is completed, the ritualist must state "Thaumaturgy complete."

- Tier 1 – The ritualist may ask a question regarding past information as it pertains to a single object in the ritualist's possession *or* as it pertains to a location in which the ritual is being performed.
- Tier 2 – The ritualist may ask a question regarding past or present occurrences about a person, place, object, or event. The object does not necessarily need to be in the ritualist's possession and the ritual need not be performed in the specific location being asked about.
- Tier 3 – The ritualist may ask a question about future possibilities in regards to a person, place, object, or event. The object does not necessarily need to be in the ritualist's possession and the ritual need not be performed in the specific location being asked about.

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Metamorphosis

- Cost – Ten Valara Crystals
- Draw Bag (Success/Fail/Mishap) – 0/5/5
- Minimum Ritual Time – Five Minutes
- Duration – Instantaneous

This ritual allows the ritualist to alter the mind and/or body of a willing target. Upon completion of this ritual, the target can change his or her race or re-spend a percentage of their skill points. These choices are made by the target, not the ritualist, when the ritual is completed.

The combat call to begin this ritual is "Beginning Thaumaturgy: Metamorphosis." When the ritual is completed, the ritualist must state "Thaumaturgy complete." Each Tier of knowledge of this ritual allows for a greater percentage of skill points to be reallocated or for the target to change his or her race.

- Tier 1 – The target may re-spend up to 50% of their Skill Points (including Capstones) but may not change his or her class or race.
- Tier 2 – The target may re-spend 100% of his or her skill points and change their class **or** the target may change his or her race.
- Tier 3 – The target may re-spend 100% of his or her Skill Points, change his or her Class **and** change his or her race. This Tier may not be used to change one character into a completely difference character; only alter the Skill Points and Race. The character is still the same person he or she has always been.

Prayer

- Cost – Five Valara Crystals
- Draw Bag (Success/Fail/Mishap) – 2/4/4
- Minimum Ritual Time – Fifteen Minutes
- Duration – Permanent

This ritual allows the ritualist to call out to his or her patron deity and direct their attention to a particular location or person. Upon completion of this ritual, the ritualist may invoke the power of his or her patron deity to cause a particular effect upon the target. The effects of this ritual are permanent until removed via the Invocation Ritual Destruction or until overwritten by a new casting of the Thaumaturgy Ritual Prayer. Each Tier of knowledge of this ritual expands the power of the ritual to provide further benefits or effects to a person or location. This ritual is entirely roleplay driven and any effects or benefits provided to the target of this ritual are entirely at the discretion of the Local Plot Team.

The combat call to begin this ritual is "Beginning Thaumaturgy: Prayer." Upon completion of the ritual, the ritualist must state "Thaumaturgy complete."

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- Tier 1 – The ritualist may perform Funerary Rites upon a permanently dead body. These Rites will prevent the possession of the body by any creature or being capable of possessing the bodies of the dead.
- Tier 2 – The ritualist may demand a target be consecrated or damned in the eyes of the ritualist's patron deity.
- Tier 3 – The ritualist may demand an area of land up to five acres be consecrated or damned in the eyes of the ritualist's patron deity.

Ring of Energy

- Cost – Three Valara Crystals
- Draw Bag (Success/Fail/Mishap) – 5/0/5
- Minimum Ritual Time – Ten Minutes
- Duration – Event

This ritual allows the ritualist to infuse a small area with energy that can be used to perform various effects. Upon completion of this ritual, the ritualist constructs an immobile ring attuned only to the ritualist.

The combat call to begin this ritual is "Beginning Thaumaturgy: Ring of Energy." Upon completion of the ritual, the ritualist must state, "Thaumaturgy complete."

A Ring of Energy is a small area marked by rope, lights, string, chalk, etc. in the shape of a circle, no smaller than two feet in diameter and no larger than four feet in diameter. Multiple ritualists may use the same representation of a Ring of Energy, each with his or her own specific effects. These rings do not provide protection and any creature or character may pass through them at will. All Rings of Energy give the ability to identify enchanted items. The length of time required to identify these items is the time it takes to read the tag, or to get an explanation from the Local Plot Team. Only the ritualists may use Rings of Energy to provide the specific benefits or effects as follows:

- Magic Healing Breath 30 delivered via touch
- Magic Remove <Condition> delivered via touch. The specific Condition must be chosen at the time the Ring of Energy is created and it may not be changed once the ritual is completed.
- Resurrection. A character in the Spirit state may resurrect in a Ring of Energy that is capable of Resurrection. Spirits cannot sense these Rings of Energy. A spirit only knows of such Rings of Power if the character is aware of them.
- Magic <Delivery Type> Shield delivered via touch. The specific <Delivery Type> Shield must be chosen at the time the Ring of Energy is created and it may not be changed once the ritual is completed.

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To deliver these effects, the ritualist must stand within his or her Ring of Energy and *channel* for one minute. At the end of each minute, the ritualist may deliver the desired effect by touching the target and stating the effect. A ritualist may only deliver one effect at a time. *Channeling* in this way follows all of the rules and requirements as described for Invocation Rituals.

- Tier 1 – The ritualist may apply one effect to the Ring of Energy.
- Tier 2 – The ritualist may apply up to two effects to the Ring of Energy.
- Tier 3 – The ritualist may apply up to three effects to the Ring of Energy.

Safe Journey

- Cost – Three Valara Crystals
- Draw Bag (Success/Fail/Mishap) – 3/5/2
- Minimum Ritual Time – Ten Minutes
- Duration – Event

This ritual allows the ritualist to anchor himself or herself and others to specific location for future teleportation. Upon completion of the ritual, the location of the ritual performed becomes a "home point" to which the targets of the ritual may teleport at a time of their choosing.

The combat call to begin this ritual is "Beginning Thaumaturgy: Safe Journey." Upon completion of the ritual, the ritualist must state "Thaumaturgy complete."

To use the benefits of this ritual, once during the event in which the ritual was performed, a target may choose to teleport out with the combat call "I teleport out, one." He or she may then go out-of-game and return to the designated Home Point. The character must be conscious to do this, but may be under the effects of conditions or Hexes. Being affected by Greater Hex of Terror does not require the character to use this benefit to escape. If multiple characters were the targets of this ritual, they are not required to teleport out together. They may go one at a time at any time of their choosing. A character may only be affected by one instance of this ritual and any new castings will overwrite the previous casting.

- Tier 1 – The ritualist may only target himself or herself.
- Tier 2 – The ritualist may target himself or herself and up to one other character.
- Tier 3 – The ritualist may target himself or herself and up to two other characters.

Enchantments

Enchantments are among the most powerful types of Rituals with effects that last long after the ritual has been completed. Because of the strength and complexity of this type of ritual, the directed magic has the possibility to twist into a Mishap, no matter how careful a ritualist might be during the performance of the ritual. All Enchantment rituals infuse one or multiple charges into a target item that can be used to produce specific effects. Increased knowledge of each ritual allows for more charges to be infused into the target item.

Like Thaumaturgy rituals, Enchantment rituals must be cast in a Runic Circle.

Runic Circle

A Runic Circle is an area marked by rope, lights, string, chalk, etc. in a rough circle shape, no smaller than two feet in diameter and no larger than 12 feet in diameter. Personalized runic designs or magical script must be drawn along the outer edge of the circle.

Because Enchantments augment items beyond the duration of an event, the ritualist must create a temporary tag in the way that Artisans create tags for their crafted items. All information relevant to the item must be on the tag: the date it was created, the expiration date, who created it, what the item is, and any special properties. One physical representation may only have one tag and one tag may only reference one physical representation.

These temporary tags may be turned in at Check Out at the end of an event and a permanent tag will be printed for the character's use at the next event. If an Enchantment is cast upon a target item that already has a tag, the new information may simply be added to the existing tag. This tag can also be turned in at Check Out at the end of the event and a new permanent tag will be printed for the character's use at the next event.

How to Cast an Enchantment

Enchantment Rituals require the ritualist to remain within the confines of a Runic circle for the duration of the casting. The required number of Valara Crystals must be either in the ritualists hands or in the Runic Circle in some way, though it is highly recommended that the Valara Crystals be part of the appropriate roleplay, which can include arm/body movement, chanting, singing, spoken word.

Enchantment Rituals are interrupted if the ritualist moves outside the Runic Circle, takes damage or any in-game effect, uses any defenses (magical or otherwise), carries on a conversation, or uses any other skill or ability other than performing the Enchantment Ritual. If the ritual is interrupted, the ritual fails, but no Valara

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Crystals are consumed. If the ritual is completed, but fails, all Valara Crystals are consumed. After the completion of each Enchantment Ritual, the used Valara Crystals should be deposited in the Crafting and Ritual box as quickly as possible.

An item may only be the target of one ritual and may never have multiple of the same enchantment. A character may never have more than three items that have been altered by an Enchantment Ritual attuned at one time. To attune an Enchanted item, the character need only touch the item and the item is attuned immediately as long as the character is not at his or her maximum attuned items. To de-attune an item, the character may do so at the end of a short rest.

Charges on Enchanted items are refreshed automatically at the start of an event, but do not regain charges during an event except via the Invocation Ritual Recharge Item.

Enchantment	Description	Valara Crystal Cost	Success	Fail	Mishap
Aspect	Allows the user to resist Greater Hexes	1	0	6	4
Enchant Skill	Use a skill that has been imprinted on an item	1	0	6	4
Material Amplification	Expend a charge from the enchantment instead of the crafted item	1	0	6	4
Regenerating Armor	Restores armor to its maximum number of deflections	1	0	6	4
Shroud	Resist Mind, Body or Soul Conditions	1	0	6	4
Well of Power	A small reserve of power to fuel spells, maneuvers, and other abilities	1	0	6	4

Table 5-9. Enchantments.

Enchantment Descriptions

Aspect

- Cost – One Valara Crystals per Charge
- Draw Bag (Success/Fail/Mishap) – 0/6/4
- Minimum Ritual Time – 10 Minutes
- Duration – One Year

This ritual applies an effect to a target item that will allow the user to resist a Greater Hex by expending one charge from the item. This effect is not limited to only one type of Greater Hex and may be used to resist any Greater Hex which would normally affect the user.

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The combat call to begin this ritual is "Beginning Enchantment: Aspect." Upon completion of the ritual, the ritualist must state, "Enchantment complete."

To use the benefits of the Enchanted item, the user must state the combat call, "Resist Greater Hex." Each Tier of knowledge for this ritual allows for more charges to be added to the item.

- Tier 1 – The ritualist may imbue the target item with one charge.
- Tier 2 – The ritualist may imbue the target item with up to three charges.
- Tier 3 – The ritualist may imbue the target item with up to five charges.

Enchant Skill

- Cost – One Valara Crystal per Charge
- Draw Bag (Success/Fail/Mishap) – 0/6/4
- Minimum Ritual Time – 10 Minutes
- Duration – One Year

This ritual applies an effect to a target item that will allow the user to spend a charge and use a skill that has been imprinted upon the item. The ritualist may only imbue the target item with the following types of skills: Any fixed mana based spell, any finesse based maneuver, Physical Strike (30), Parry, or Second Wind. The ritualist may only imbue a skill that he or she possesses themselves. Enchanting an item with this ritual does not require the ritualist to expend their own skill to imprint it on the item.

The combat call to begin this ritual is "Beginning Enchantment: Enchant Skill." Upon completion of the ritual, the ritualist must state "Enchantment complete."

To use the benefits of the Enchanted item, the user must use the appropriate combat call for the specific skill imbued into the item. For mana based spells, the user does not require an incantation and may use the appropriate Finishing Statement for the spell as explained on page 49. Each Tier of knowledge of this ritual allows for more charges to be added to the item.

- Tier 1 – The ritualist may imbue the target item with one charge.
- Tier 2 – The ritualist may imbue the target item with up to three charges.
- Tier 3 – The ritualist may imbue the target item with up to five charges.

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Material Amplification

- Cost – One Valara Crystal per Charge
- Draw Bag (Success/Fail/Mishap) – 0/6/4
- Minimum Ritual Time – 10 Minutes
- Duration – One Year

This ritual applies an effect to a target Crafted item that will allow the user to spend a charge from the Enchantment instead of using a charge from the Crafted item itself. This allows for additional uses of the types of Crafted items that have a number of charges and are not instant consumables. Items that **cannot** be combined with *Material Amplification*:

- Tonics
- Poisons
- Mana Vaults
- Master Crafted Items
- Mutagens
- Lock Picks
- Locks
- Scripts
- Runestones
- Repair Kits

The combat call to begin this ritual is "Beginning Enchantment: Material Amplification." Upon completion of the ritual, the ritualist must state "Enchantment complete."

To use the benefits of the Enchanted item, the user must use the appropriate combat call for the specific item as normal. Each Tier of knowledge of this ritual allows for more charges to be added to the item.

- Tier 1 – The ritualist may imbue the target item with one charge.
- Tier 2 – The ritualist may imbue the target item with up to three charges.
- Tier 3 – The ritualist may imbue the target item with up to five charges.

Regenerating Armor

- Cost – One Valara Crystal per Charge
- Draw Bag (Success/Fail/Mishap) – 0/6/4
- Minimum Ritual Time – 10 Minutes
- Duration – One Year

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This ritual applies an effect to a target piece of armor that will allow the user to spend a charge to restore the enchanted armor to its maximum number of deflections.

The combat call to begin this ritual is "Beginning Enchantment: Regenerating Armor." Upon completion of the ritual, the ritualist must state "Enchantment complete."

To use the benefits of the Enchanted armor, the user must concentrate for 60 seconds. There is no designated combat call. Each Tier of knowledge of this ritual allows for more charges to be added to the item.

- Tier 1 – The ritualist may imbue the target item with one charge.
- Tier 2 – The ritualist may imbue the target item with up to three charges.
- Tier 3 – The ritualist may imbue the target item with up to five charges.

Shroud

- Cost – One Valara Crystal per Charge
- Draw Bag (Success/Fail/Mishap) – 0/6/4
- Minimum Ritual Time – 10 Minutes
- Duration – One Year

This ritual applies an effect to a target item that will allow the user to spend a charge to resist a particular group of conditions. The ritualist must decide the group of conditions at the time of casting and it may not be changed after the ritual has been completed. The groups of conditions are categorized as Mind, Body, and Soul. The conditions that fall under these categories are as follows:

- Mind - Berserk, Dazed, Feared, Silence
- Body - Delay, Hobble, Maim, Rooted
- Soul - Cursed, Weakness, Vulnerable, Immobilized

The combat call to begin this ritual is "Beginning Enchantment: Shroud <Condition Category>." Upon completion of the ritual, the ritualist must state "Enchantment complete."

To use the benefits of the Enchanted Item, the user must use the combat call "Resist <condition>." This resist allows a character to resist a condition once per event for each charge the ritualist has imbued into the target item, regardless of delivery type or method. When used, the specified attack will have no effect on the user. Each Tier of knowledge of this ritual allows for more charges to be added to the item.

- Tier 1 – The ritualist may imbue the target item with one charge.

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- Tier 2 – The ritualist may imbue the target item with up to three charges.
- Tier 3 – The ritualist may imbue the target item with up to five charges.

Well of Power

- Cost – One Valara Crystal per Charge
- Draw Bag (Success/Fail/Mishap) – 0/6/4
- Minimum Ritual Time – 10 Minutes
- Duration – One Year

This ritual applies an effect to a target item that grants the user a small reserve of power to fuel Spells, Maneuvers, and other abilities. The item enchanted with this ritual does not grant new abilities to the user, only fuel skills and abilities he or she already possesses. A charge from this Enchanted item may be used to fuel a fixed mana based spell, a finesse based maneuver, Physical Strike: Damage, Parry, or Second Wind.

The combat call to begin this ritual is "Beginning Enchantment: Well of Power." Upon completion of the ritual, the ritualist must state "Enchantment complete."

To use the benefits of this Enchanted item, the user must make the appropriate combat call for the skill or ability as normal. Each Tier of knowledge of this ritual allows for more charges to be added to the item.

- Tier 1 – The ritualist may imbue the target item with one charge.
- Tier 2 – The ritualist may imbue the target item with up to three charges.
- Tier 3 – The ritualist may imbue the target item with up to five charges.

➤ **Section 6**

- Heartstones, Serpentstones and Starstones have been removed from the game.
- Valara Crystals have a Resource value of 20 Superior Resources
- Crafted items are either Applications or Kits. Applications are applied directly to the item at the time of creation and do not need a tag. Kits can be made for later use and will require a temporary tag. See Table 6-1 for which crafted items fall into these categories.
- Costs and Crafting Times for Crafted Items may have changed for balancing purposes. Please see Table 6-1 for new costs for all crafted items.

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- **Section 6, Page 67**
 - Extended durations of Armor Enhancement, Basic; Armor Enhancement, Improved; Armor Enhancement, Superior to Event or Until Used.

- **Section 6, Page 67**
 - Armor Kit of the Indomitable has been reworked as:
This recipe creates a kit that is applied to clothing that provides four (4) uses of the “Armor Kit” combat call. This kit will allow the wearer to deflect any damage *or* condition from all delivery types. This effect ends when the kit expends all deflections or the end of the event.

- **Section 6, Table 6-1, Page 68**
 - Recipe Removed – Ferment Heartstone

- **Section 6, Table 6-1, Page 68**
 - Recipe Removed – Ferment Serpentstone

- **Section 6, Table 6-1, Page 68**
 - Recipe Removed – Ferment Starstone

- **Section 6, Page 68**
 - Healing Tonic, Improved heals 25 Health Points, up from 20 Health Points.

- **Section 6, Page 68**
 - Healing Tonic, Superior heals 100 Health Points, up from 50 Health Points.

- **Section 6, Page 69**
 - Extended durations of Item Reinforcement, Basic; Item Reinforcement, Improved to Event or Until Used.

- **Section 6, Page 69**
 - Lock, Basic is now six white stones, four black stones in the draw bag.

- **Section 6, Page 69**
 - Lock, Improved is now four white stones, six black stones in the draw bag.

- **Section 6, Table 6-1, Pages 69-70**
 - Removed the item Mana Intensifying Widget from the game.

- **Section 6, Table 6-1, Pages 69-70**
 - Added the item Magical Amplifier for the Master Recipe for Artificers.
 - Magical Amplifier

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- Master Craftsman – Artificer
 - Crafting Time: 20 Minutes
 - Resource Cost: 60 Superior Resources
 - This recipe creates an item that reduces the cost of all spells cast to one mana. Magical Amplifier has no effect on spells that have variable mana costs. During the time that the Magical Amplifier is active, the caster is *Susceptible* to the Magic delivery type. The Magical Amplifier must be physically represented, have one dimension greater than 3” and can be *Crumbled*. The Magical Amplifier lasts until dismissed, a Short or Long Rest, or the caster entering the Dead or Dying state.
- **Section 6, Table 6-1, Page 70**
- Added the item Mana Stabilizer, Basic.
 - Tier 1
 - Crafting Time: 10 minutes
 - Resource Cost: 5 General Resources
 - This item allows a caster to continue *channeling* while taking health point damage that would otherwise break *channeling*. The Mana Stabilizer ends if the caster enters the Dying or Dead State and can be used twice per event.
- **Section 6, Table 6-1, Page 70**
- Added the item Mana Stabilizer, Improved.
 - Tier 2
 - Crafting Time: 10 minutes
 - Resource Cost: 20 Superior Resources
 - This item allows a caster to continue *channeling* while taking health point damage that would otherwise break *channeling*. The Mana Stabilizer ends if the caster enters the Dying or Dead State and can be used ten times per event.
- **Section 6, Table 6-1, Page 70**
- Added the item Mana Stabilizer, Superior.
 - Tier 3
 - Crafting Time: 15 minutes
 - Resource Cost: 60 Superior Resources
 - This item allows a caster to continue *channeling* while taking health point damage that would otherwise break *channeling*. The Mana Stabilizer ends if the caster enters the Dying or Dead State and can be used unlimited times per event.
- **Section 6, Page 70**
- Mana Vault, Basic description is changed to: This recipe creates a small effigy that stores mana. The effigy must have at least one dimension that

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is greater than 3". Upon activation, the item will restore three mana to the user. A character may only benefit from a Mana Vault of any tier once per Short Rest.

➤ **Section 6, Page 70**

- Mana Vault, Improved description is changed to: This recipe creates a small effigy that stores mana. The effigy must have at least one dimension that is greater than 3". Upon activation, the item will restore six mana to the user. A character may only benefit from a Mana Vault of any tier once per Short Rest.

➤ **Section 6, Page 70**

- Mana Vault, Superior description is changed to: This recipe creates a small effigy that stores mana. The effigy must have at least one dimension that is greater than 3". Upon activation, the item will restore nine mana to the user. A character may only benefit from a Mana Vault of any tier once per Short Rest.

➤ **Section 6, Page 70**

- Mutagen, Magic description has been changed to: This recipe concocts a vial of ichor that will grant the target five resists to all Magic delivered attacks until the end of the event or used. Until these resistances are used, the recipient is afflicted by the conditions *Hobbled* and *Vulnerable* and is susceptible to the *Berserk* condition. After the resistances are used, the recipient can be cured by normal methods.

➤ **Section 6, Page 70**

- Mutagen, Physical description has been changed to: This recipe concocts a vial of ichor that will grant the target five resists to all Physical delivered attacks until the end of the event or used. Until these resistances are used, the recipient is afflicted by the conditions *Hobbled* and *Vulnerable* and is susceptible to the *Berserk* condition. After the resistances are used, the recipient can be cured by normal methods.

➤ **Section 6, Page 70**

- Mutagen, Poison description has been changed to: This recipe concocts a vial of ichor that will grant the target five resists to all Poison delivered attacks until the end of the event or used. Until these resistances are used, the recipient is afflicted by the conditions *Hobbled* and *Vulnerable* and is susceptible to the *Berserk* condition. After the resistances are used, the recipient can be cured by normal methods.

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- **Section 6, Table 6-1, Page 71**
 - Recipe Changed – Repair Item
 - New Name – Repair, Basic

- **Section 6, Page 71**
 - Resin <Element>, Basic description changed to: This recipe concocts a vial of resin that is applied to a weapon. The resin is attuned to a single element, chosen at the time of creation, and will add the element's composition to the damage call of the weapon twice per event. This lasts for the event or until used.

- **Section 6, Page 71**
 - Resin <Element>, Improved description changed to: This recipe concocts a vial of resin that is applied to a weapon. The resin is attuned to a single element, chosen at the time of creation, and will add the element's composition to the damage call of the weapon five times per event. This lasts for the event or until used.

- **Section 6, Table 6-1, Page 71**
 - Recipe Changed – Repair Item, Lightning
 - New Name – Repair, Portable Kit
 - Allows the crafter to make a kit that will allow anyone to repair an item with 60 seconds of roleplay. The representation should be no smaller than 3"x3"x1". This kit *will not* restore any enchantments or applied effects that were on the item when it was *Crumbled*.

- **Section 6, Page 71**
 - Runestones, Ebony description has been changed to: This recipe creates a set of Runestones used for High Magic Rituals that will allow the ritualist to change the Success/Fail/Mishap chance of 10/0/0 regardless of the starting draw for the High Magic Ritual.

- **Section 6, Table 6-1, Page 72**
 - Recipe Removed – Siphon Heartstone Quintessence

- **Section 6, Table 6-1, Page 72**
 - Recipe Removed, Siphon Serpentstone Quintessence

- **Section 6, Table 6-1, Page 72**
 - Recipe Removed, Siphon Starstone Quintessence

- **Section 6, Table 6-1, Page 72**
 - Recipe Changed – Repair Item, Quick
 - New Name – Repair, Enhanced

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- The Crafter may use this repair to restore enchantments and applied item effects that were on the item when it was *Crumbled*.

- **Section 6, Table 6-1, Page 72**
 - Recipe Changed – Shield Treatment, Padding
 - New Name – Shield Treatment, Rebound Physical
 - This recipe creates an application to a shield. This application takes 60 seconds and should be represented by crafting roleplay. Once applied to a shield, the wielder may choose to call "Rebound Physical" on any Physical attack type that strikes the shield. This only functions once before it is used up, but will remain on the shield until the end of the event if not used. Only one application may be applied at a time.

- **Section 6, Table 6-1, Page 72**
 - Recipe Changed – Shield Treatment, Sealing
 - New Name – Shield Treatment, Rebound Poison
 - This recipe creates an application to a shield. This application takes 60 seconds and should be represented by crafting roleplay. Once applied to a shield, the wielder may choose to call "Rebound Poison" on any Poison attack type that strikes the shield. This only functions once before it is used up, but will remain on the shield until the end of the event if not used. Only one application may be applied at a time.

- **Section 6, Table 6-1, Page 72**
 - Recipe Changed – Shield Treatment, Anti-Magic
 - New Name – Shield Treatment, Rebound Magic
 - This recipe creates an application to a shield. This application takes 60 seconds and should be represented by crafting roleplay. Once applied to a shield, the wielder may choose to call "Rebound Magic" on any Magic attack type that strikes the shield. This only functions once before it is used up, but will remain on the shield until the end of the event if not used. Only one application may be applied at a time.

- **Section 6, Table 6-1, Page 72**
 - Added the item Skill Tonic, Basic.
 - Tier 1
 - Crafting Time: 10 minutes
 - Resource Cost: 10 General Resources
 - This recipe brews a Tonic that will restore one Finesse point, but will not exceed a character or creature's maximum Finesse points. A creature or character must Short Rest before using another Skill Tonic.

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- **Section 6, Table 6-1, Page 72**
 - Added the item Skill Tonic, Improved.
 - Tier 2
 - Crafting Time: 10 minutes
 - Resource Cost: 10 General Resources, 10 Superior Resources
 - This recipe brews a Tonic that will restore two Finesse points, but will not exceed a character or creature's maximum Finesse points. A creature or character must Short Rest before using another Skill Tonic.

- **Section 6, Table 6-1, Page 72**
 - Added the item Skill Tonic, Superior.
 - Tier 3
 - Crafting Time: 10 minutes
 - Resource Cost: 20 General Resources, 20 Superior Resources
 - This recipe brews a Tonic that will restore five Finesse points, but will not exceed a character or creature's maximum Finesse points. A creature or character must Short Rest before using another Skill Tonic.

- **Section 6, Page 72**
 - Changed Slayer's Weight, Basic Description: This recipe creates a weight that is applied to a weapon. This weight will allow the wielder of the weapon to call "Strike" with any attack once per event. This lasts until the end of the event or until used.

- **Section 6, Page 72**
 - Changed Slayer's Weight, Improved Description: This recipe creates a weight that is applied to a weapon. This weight will allow the wielder of the weapon to call "Strike" with any attack twice per event. This lasts until the end of the event or until used.

- **Section 6, Page 72**
 - Changed Slayer's Weight, Superior Description: This recipe creates a weight that is applied to a weapon. This weight will allow the wielder of the weapon to call "Strike" with any attack three times per event. This lasts until the end of the event or until used.

- **Section 6, Table 6-1, Pages 72-73**
 - Recipe Removed – Smelt Heartstone

- **Section 6, Table 6-1, Page 73**
 - Recipe Removed – Smelt Serpentstone

- **Section 6, Table 6-1, Page 73**
 - Recipe Removed – Smelt Starstone

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➤ **Section 6, Page 73**

- Utility Tonics, Improved description has changed to: This recipe brews a tonic that will fall into one of the following categories: Cure Body (removes Hobbled, Maimed, or Rooted), Cure Mind (removes Dazed or Silence) or Cure Soul (removes Cursed or Vulnerable) The conditions that the tonic will cure is chosen at the time of creation.

➤ **Section 6, Page 73**

- Vitae Conduit, Basic description has changed to: This recipe creates a kit that is applied to a weapon. This kit will grant the wielder one use of “Magic Strike Consuming 20” per Event. If the attack strikes the target, the wielder is healed for 10 health points, even if the target makes a defensive call. The Vitae Conduit kit lasts for the event or until used.

➤ **Section 6, Page 73**

- Vitae Conduit, Improved description has changed to: This recipe creates a kit that is applied to a weapon. This kit will grant the wielder two uses of “Magic Strike Consuming 20” per Event. If the attack strikes the target, the wielder is healed for 10 health points, even if the target makes a defensive call. The Vitae Conduit kit lasts for the event or until used.

➤ **Section 6, Page 73**

- Vitae Conduit, Superior description has changed to: This recipe creates a kit that is applied to a weapon. This kit will grant the wielder three uses of “Magic Strike Consuming 20” per Event. If the attack strikes the target, the wielder is healed for 10 health points, even if the target makes a defensive call. The Vitae Conduit kit lasts for the event or until used.

➤ **Section 6, Pages 73-74**

- Weapon Coating, Basic description has been changed to: This recipe concocts a vial of fluid that will add the Iron, Silver, or Gold composition to a weapon twice per event. This composition lasts until the end of the event or used.

➤ **Section 6, Page 74**

- Weapon Coating, Improved description has been changed to: This recipe concocts a vial of fluid that will add the Iron, Silver, or Gold composition to a weapon five times per event. This composition lasts until the end of the event or used.

➤ **Section 6, Page 74**

- Weapon Coating, Superior description has been changed to: This recipe concocts a vial of fluid that will add the Iron, Silver, or Gold composition to a weapon for the entire event. This altered composition is not

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optional and must be used for the entire duration. This recipe may also be used by plot to create plot specific coatings.

➤ **Section 6, Page 74**

- Whetstone, Basic description has been changed to: This recipe creates a whetstone that can be applied to a weapon and grants two additional points of damage twice during the event. The skill Employ Whetstone is required to apply the whetstone to a weapon. This item must be a stone or box with minimum dimensions 3" x 3" x 1".

➤ **Section 6, Page 74**

- Whetstone, Improved description has been changed to: This recipe creates a whetstone that can be applied to a weapon and grants two additional points of damage five times during the event. The skill Employ Whetstone is required to apply the whetstone to a weapon. This item must be a stone or box with minimum dimensions 3" x 3" x 1".

➤ **Section 6, Page 74**

- Whetstone, Superior description has been changed to: This recipe creates a whetstone that can be applied to a weapon and grants two additional points of damage for the entire event. The skill Employ Whetstone is required to apply the whetstone to a weapon. This item must be a stone or box with minimum dimensions 3" x 3" x 1".

➤ **Section 6, Table 6-1, Pages 65-66**

- The following Recipes, Tiers and Resource Requirements Table replaces the current Table 6-1:

Recipe	Tier	Apply or Kit	Time Required (minutes)	Generic Resources	Superior Resources
Armor Enhancement, Basic	1	A	5	10	--
Armor Enhancement, Improved	2	A	5	10	10
Armor Enhancement, Superior	3	A	5	20	20
Armor Kit of the Indomitable	C	K	20	--	60
Artifice, Basic	1	K	5	--	--
Artifice, Improved	2	K	5	10	10
Artifice, Superior	3	K	5	20	20
Create Generic Item	1	K	Variable	Variable	Variable
Cure-All Tonic	C	K	20	--	60
Healing Tonic, Basic	1	K	15	--	--
Healing Tonic, Improved	2	K	5	5	--

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Recipe	Tier	Apply or Kit	Time Required (minutes)	Generic Resources	Superior Resources
Healing Tonic, Superior	3	K	5	--	10
Injury Poison, Basic	1	K	5	5	--
Injury Poison, Improved	2	K	5	--	10
Injury Poison, Superior	3	K	5	10	10
Item Reinforcement, Basic	1	A	5	--	--
Item Reinforcement, Improved	2	A	5	--	20
Item Reinforcement, Superior	3	A	15	--	60
Lock, Basic	1	K	10	10	--
Lock, Improved	2	K	10	20	--
Lock, Superior	3	K	10	40	--
Lock Picks, Basic	1	K	10	5	--
Lock Picks, Improved	2	K	10	10	--
Lock Picks, Superior	3	K	10	20	--
Magical Amplifier	C	K	--	--	60
Mana Stabilizer, Basic	1	K	10	5	--
Mana Stabilizer, Improved	2	K	10	--	20
Mana Stabilizer, Superior	3	K	15	--	60
Mana Vault, Basic	1	K	5	10	--
Mana Vault, Improved	2	K	10	10	10
Mana Vault, Superior	3	K	15	20	20
Mutagen, Magic	2	K	10	20	20
Mutagen, Physical	3	K	10	20	20
Mutagen, Poison	1	K	10	20	20
Repair, Basic	1	A	5	--	--
Repair, Enhanced	2	A	5	--	--
Repair, Portable Kit	3	K	10	20	--
Resin <Element>, Basic	1	K	10	5	--
Resin <Element>, Improved	2	K	10	--	20
Resin <Element>, Superior	3	K	15	--	60
Runestones, Ebony	3	K	10	--	60
Runestones, Quartz	2	K	10	--	20
Runestones, Treated Stone	1	K	10	10	--
Script, Battlemage's	1	K	10	--	20
Script, Healer's	3	K	10	--	20
Script, Shielder's	2	K	10	--	20
Shield Treatment, Rebound Magic	2	A	10	--	20
Shield Treatment, Rebound Physical	3	A	10	--	20
Shield Treatment, Rebound Poison	1	A	10	--	20

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Recipe	Tier	Apply or Kit	Time Required (minutes)	Generic Resources	Superior Resources
Skill Tonic, Basic	1	K	10	10	--
Skill Tonic, Improved	2	K	10	10	10
Skill Tonic, Superior	3	K	10	20	20
Slayer's Weight, Basic	1	A	5	10	--
Slayer's Weight, Improved	2	A	5	10	10
Slayer's Weight, Superior	3	A	5	20	20
Utility Tonics, Basic	1	K	5	5	--
Utility Tonics, Improved	2	K	5	--	10
Utility Tonics, Superior	3	K	5	--	60
Vitae Conduit, Basic	1	A	10	--	10
Vitae Conduit, Improved	2	A	10	--	20
Vitae Conduit, Superior	3	A	15	--	40
Weapon Coating, Basic	1	K	15	--	40
Weapon Coating, Improved	2	K	15	--	40
Weapon Coating, Superior	3	K	15	--	60
Whetstone, Basic	1	K	10	10	--
Whetstone, Improved	2	K	10	10	10
Whetstone, Superior	3	K	15	--	60

- **Miscellaneous and Logistics Changes**

- If a player has spent Skill Points on any recipe that has been removed, he or she will be refunded those Skill Points.
- If a player has spent Skill Points on any skill that has been removed, he or she will be refunded those Skill Points.
- Updates to Character Sheets are in progress currently and will reflect the ability to “bank” Valara Crystals.
- Legacy Tags – Current Reagent Tags convert as follows:
 - 2 Emeralds = 1 Valara Crystal
 - 2 Heartstones = 1 Valara Crystal
 - 1 Sapphire = 1 Valara Crystal
 - 1 Serpentstone = 1 Valara Crystal
 - 1 Diamond = 2 Valara Crystals
 - 1 Starstone = 2 Valara Crystals
- Players have choices on how to handle these Legacy Tags:
 - Players may turn in all valid (non-expired) tags to logistics at the end of an event to convert and put those Valara Crystals in their vault.
 - Players may use the valid (non-expired) tags in Crafting and Rituals as they currently do, taking into account the conversion

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rates; however, Crafting reagents can only fuel crafting and High Magic reagents can only fuel rituals.

- Legacy reagent tags may only be converted to Valara Crystals if they are not expired.
- Legacy High Magic items will be evaluated on a case-by-case basis by the World Plot Team. If you have a legacy magic item, please present it at check-in at the next event you attend so it can be evaluated.
- Character rewrites will be handled on a case-by-case basis by the Head of Logistics. This must be done before an event, not at an event.