

Chapter 10: Special Rules

This chapter discusses some rules which support advanced headers but which do not fit elegantly elsewhere.

Mental Contact

With the correct skills one character may attempt to initiate mental contact with another character. This is a purely roleplaying interaction and the target of the contact has full control over how it goes and may end it at any time by saying "Purge Mental Contact". It is delivered as a Touch casting.

Because it is so hard to provide an immersive representation of wandering your mental landscape during a live action event it is expected that, absent specially prepared sets and hazards, the players will narrate their efforts as part of their effort to focus their will, this narration is out loud and can be heard by anyone passing and they will keep such interactions to the abstract and simple during a live action event and save more complex interactions for other styles of events such as tabletops and online roleplaying.

Possession

Sometimes a hostile Spirit of some sort, usually a Ghost, attempts to take control of a character. Most possessions can be fought off if you take a Rest to do so since we want to avoid inflicting unwanted roleplaying on players who are not up to it. Accepting and roleplaying a possession is likely to give information you can retain and you may receive bonuses, skills, and additional information available through creative use of skills such as Info Skills. If you are sorely wounded most Possessing spirits have the power to heal you if you voluntarily permit them to overshadow you for a time.

After fighting the insane denizens of the Howling Manor and dropping to 0 Vitality, the Vengeful Spirit tried to take possession of Ted the Warrior. Accepting the possess healed all that missing Vitality and would have Purge Death itself if needed and granted Ted the use of several interesting skill and a delightful desire to murder anyone wearing red until the next Long Rest. Ted was able to retain the story of how Bo the Bard died and became a Ghost. And even after being Dispossessed, since Ted did RP the possession, they retain two things from the possession a skill to attack with "Agony by Madness" as well as the ability to Speak to Spirits for the rest of the Event, as indicated on the Inflict Card for the Possessing Spirit.

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Domains of Power

There are some ideas which do not fit the existing aspects of magic but do resonate with the world. The core concepts that seem strongest are: Animal, Crafts, Creation, Destruction, Harvest, Healing, Law, Light, Magic, Plants, Shadow, War. They appear to be the flavors of the axes of the magic which makes up the world.

Researchers have found both natural opposites in these domains of power such as Light and Shadow. But they also seem to have natural partners. The ones we have found are: Light and Destruction, Shadow and Creation, Magic and Crafts, Healing and Harvest, Animals and Law, Plants and War.

At the end of our first year in Erúmír we have discovered one reason for this: **The Gods.**

Deities

There appears to be beings of power in the world which are worshiped as if they were Deities. So far each being of power appears to be tied to two or more of the Domains of Power mentioned above. We have identified some of them:

Imperious the Butcher - Law god of the Beyzor Imperium.

Gift of Enforcement - Cause rules to become manifest as force

Gift of Community - Bond a community together into a single unit

Gift of the Gentle Death - Cause those killed to pass peacefully on without painful resurrections or hostility.

Welland the Archer - Goddess of Archers.

Gift of Perception - Aid in finding one's prey

Gift of Precision - Aid in striking one's prey very precisely

Gift of Purification - Aid in removing outside influences large or small

Lore Keeper - Guardian of Hidden Knowledge. She trades secrets to those who discover new ones.

Saga - Defender of Lore - Collects, Guards, and Shares Lore and Craft Secrets.

They present and preserve libraries, learning, and even blueprints. Their shrines are usually full of books and lore and grow as the knowledge does.

Lore Keeper - Lady of Secrets - Guardian of Hidden Knowledge. She trades secrets to those who discover new ones.

Forgemaster - Speaks from the fires and guides crafters in all forms of creation.

Flaming Sword of Light - The power which burns away corruption.

Gift of Destroying - Drive out or Destroy Corruption where ever it is seen

The Shadowed One - Guide of the Soul and Sovereign of Dreams. Patron of Psychopomps and Spirit Guides as well as Birth.

Gift of Easy Passage - Resist agony with short RP and reduce pain of birth and death

Gift of Travel - Can cross the Veil and bring others at cost; can guide movement beyond the Veil and return those they bring over; but have duty to guide spirits to their destinations.

Gift of Advice - InfoSkill - ask Plot and players about a character's actions and appropriate afterlives as needed.

Gift of Dreams - Can inflict pleasant and restful or disturbing dreams on someone.

Gift of Nightmare Defense - Can damage creatures with Madness and? Traits.

The Voices in the Shadows - Not much is known about this being

Gift of The Loom - Ritual use of Shadow Places of Power

Gift of Creation - Create Ingredients or small items from pure shadow

Gift of the Mother - Healing by Shadow, Removing Blights (etc)

Gift of the Dragons - Spend for an InfoSkill or ask for Evil Plots

Gift of Shrouding - Gain or Grant Evade by Shadow

Gift of Greater Creation - Can add a simple universal ambient effect

Bounty of the Sea - Gift the Sea and have a good harvest, fail and you are harvested for the sea. Also gives lore of crafting potions, poultices, and direct healing magics

Gift of Gifting - know how to sacrifice to the sea to ensure good harvests

Gift of Curing - know how to make poultices and potions that can heal many ills

Gift of Sailing - know how to read the weather and sail in it and to survive in and out of the water

Harvest - Rules sowing and reaping, agriculture and the dying and rising rulers.

Gift of Healing, mastery of curative magics

Gift of Sowing and Growing, can create and sow appropriate seeds and aid in their growth and that of the crops in the field

Gift of Reaping, can harvest quickly and can efficiently take heads.

Blood Priests - Master healers and surgeons, with strong affinity for blood.

Gift of Blood Potions - can make potions from the blood of creatures useful for healing and inflicting certain statuses

Gift of Transplantation - can move organs from one body to another

Gift of Life - Can suffuse a body with the power of healing and life causing it to knit together an animate as best it can.

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Companion Spirit

A companion spirit is often drawn to those who adventure. They can sometimes step inside and take over the body of the adventurer and make them act closer to what they are. They only bond with those who find kinship in their presence. They do prefer to shape themselves to who they are bonded to rather than break from the kinship they have found. Often they provide a sort of guiding hand to a life path or a way to attain something the one they bind to could not accomplish on their own.

You may only purchase this header once. It grants you +2 Vitality just as headers like tough do, representing the aid of your companion.

A companion spirit will have a [Name] of at least three words. That [Name] also becomes a trait for your character. While these don't have to be unique, they should be as unique as you want them to be. They are a part of who you are.

This header costs 5 CP to unlock and once unlocked may result in interactions during events with your companion spirit if you should find an able bodied mage to assist. Companion spirits have a tendency to know things their bonded kin does not.

Companion Spirits are meant specifically to provide options for roleplay interactions.

When a spirit is possessing you it is cool and intended that you adjust costuming usually by adding an appropriate mask to represent that change and stand in for all the little things we can't represent well enough in our environment.