



Alexander N. George

Burning Elf 2025 Rulebook

Foreword

This rulebook is based on the Games of Adventure (GOA) Age of Prophecy (AOP) rulebook published in 2011, authored by my lifelong friend Max Traster who put an immense and selfless effort into collecting and documenting our game and community's tribal knowledge at that time. It is largely a transposition of his work, with selective edits and a twist of my own. We both joined the game in 1995, at the height of Gary Davis's campaign. While the game and its rules have evolved and shifted many times over the years, the essence of the game remains. To that end, I believe this iteration continues the GOA spirit. I also want to recognize and acknowledge those who built our foundation, from Jesse Skellington the original GM, to Raoul St. Pierre his successor and author of the memorable Evening in the Park (EITP) series. Yet future GMs, such as Pat Haramoto who reigned after Gary, the various Councils, and Sarah Houghton who at one point resurrected the game to only go on with the distinction of being the longest reigning GM, each brought their own creativity and built upon what they inherited. I would be remiss to not mention all the Player contributions, made every Sunday from noon until 4:30, adding immeasurable richness, originality and depth of character to our game and community for decades. There are truly too many people to name but who were forever deeply impactful and important to the game and to me personally. For my own part, GOA was perhaps the single most formative activity of my youth, and it certainly shaped me into who I am today. My goal for Burning Elf is to give back to my friends, family, and broader LARPing community who have added so much meaning to my life and for whom I will always be thankful.

-Alex

THE PLAYER CONTRACT

By participating in the Burning Elf 2025 Plot, you agree to the following:

- I. The Game Master (GM) is Alex George.
- II. You have read the rules and agree to abide by them.
- III. The Game Master may make rules and gameplay judgments at his discretion. You agree to abide by any such "rule calls" and or agree not to participate for the remainder of the game.
- IV. You are at least 18 years old. If not, you are between the ages of 13 to 17 years old and have provided your parent's or legal guardian's permission at sign-in thus allowing you to play the game.
- V. Gameplay involves physical activity and there is a possibility for personal injury. You agree to play at your own risk. You agree not to hold the Game Master responsible or liable for personal injury.
- VI. This game is played in a public park. You agree not to hold the Game Master responsible or liable for lost or stolen personal property.

SAFETY

Swordplay: Swordplay is the act of engaging in make-believe combat at Burning Elf.

BURNING ELF IS NOT FULL CONTACT: You may not punch, kick, grapple, or strike other players with anything other than LARP weaponry. Physical contact between players shall only occur during Swordplay and must be done with game-legal weapons/props only. However, through mutual consent and role-playing, you may lift, carry, drag, or pantomime other physical actions, but this must never happen during Swordplay.

All Hits Count, No Matter How Light: You need only touch another player with your weapon/prop to have it land its full effect. Do not, under any circumstances, use your full strength while engaging in Swordplay (i.e., no “baseball bat” swings). Consider the person you are fighting in determining what the acceptable level of strength would be. As participants in the game range in size, age and athleticism, discretion is appreciated from all players.

Town: Town is defined as the Ravenna Park picnic shelter, tables, and all adjacent fields including the field across the gravel path. Swordplay is not allowed in Town, except for in designated areas that have been marked for Swordplay.

Eye protection (eye gear) is recommended: LARP weapons can injure the eye, and the GM suggests all players wear protective gear or play at your own risk.

The “Safety” Call: If you feel your physical well-being is endangered, you may call “Safety” to halt game play. This applies for hits sustained to the face, ears and groin, which may never be intentionally targeted during Swordplay. Hits to the face, ears and groin do not count towards in-game Wounds or Damage.

The “Reality” & “Fantasy” Calls: The Mundane, as we call them, are people that do not play the game (i.e., regular people walking through the park). If you are involved in Swordplay and the Mundane enter the area you must call “Reality”. This signals a stop of play for all nearby players, which is ended when the Mundane have left the region and “Fantasy” is declared.

COMBAT

Hits: A Hit is being struck by a Weapon or Spell Component. Hits cause Damage and Wounds. Wounds cause physical harm, whereas Damage causes armor to become broken.

Wounds: If a player character (PC) receives a hit to an unarmored location, they receive a Wound. A PC may only receive one Wound per Wound Location and may not accrue more than the equivalent of one Major Wound. All Hits, unless otherwise stated in the rules or declared by the attacker, cause Wounds. If a PC has two Minor Wounds and receives a Major Wound, the Major wound takes precedence over the other Wounds, and the PC is considered to have one Major Wound.

Wound Locations: There are 6 Wound Locations: head, torso, left leg, right leg, left arm, and right arm. Hits to the limbs cause Minor Wounds, Hits to the head and torso cause Major Wounds.

Minor Wounds: Minor Wounds are wounds dealt to a PC's arms and legs. If a limb is wounded, it is rendered useless. Each limb may only sustain a single wound.

- If an arm is wounded, anything held in that arm must be dropped. If a weapon is held it is accepted common practice to simply switch weapon hands if the PC's other hand is free. After an arm receives a wound, it dangles useless at the PC's side.

- If a leg is wounded the character must drop to one knee. They may rise again, but they must drag the wounded leg behind them with a pronounced limp and avoid putting pressure on the leg. A character with a wounded leg may not outright run, but they may hobble quickly. If a character is wounded in both legs they must drop to their knees, unable to rise during combat but able to hobble slowly outside of combat.

Major Wounds: A Major Wound is a Wound dealt to the head or torso, or the accumulation of three Minor Wounds. A Major Wound causes the PC to fall to the ground and die. Role playing the agony of death is encouraged...

First Aid: All characters may apply First Aid to a Minor Wound (theirs or another's), by spending 30 seconds applying a cloth bandage to the wounded hit location. While bandaged a hit location is still considered wounded, but it will be healed to full health after 10 minutes of recovery. A character can functionally only have two Minor Wounds bandaged at a time and in recovery, as a third Minor Wound is fatal.

Stunned: A PC may declare "Stunned" when attacking. Wound Locations that are hit in this fashion are temporarily incapacitated. When a Minor Wound Location becomes Stunned, it is rendered useless for 5 minutes. If a Major Wound Location is Stunned, the character is "knocked out" and will be Unconscious for 5 minutes. Unconscious characters can be woken with 10 seconds of vigorous shaking.

Death/Dead/Spirit: A dead PC becomes a Spirit and must tie a white ribbon around their head. Spirits must linger at their corpse for 5 minutes, after which time their corpse and belongings vanish and they may begin to roam towards a Resurrection Location. Spirits may not interact with the living, and thus they do not witness anything the living do from the Mortal Realm (such as the theft of items or treasure from their corpse, etc.) However, Spirits do see and traverse the Spirit Realm, which mirrors the Mortal Realm in some respects. While in the Spirit Realm, a Spirit may speak and interact with:

- Other Spirits
- The Undead
- A Shaman who has cast the spell, *Speak with Dead*
- A Resurrection Location

Spirits may otherwise perform no actions, use no abilities or spells, and may not engage in combat. Spirits may not trade gear, items, or treasure with one another. Inversely, living PCs do not detect the presence of Spirits and may not interact with them outside of the use of specific Abilities or Spells.

Resurrection Location: Each faction has a Resurrection Location as denoted below. These springs of *Everlasting Magic* allow a Spirit to return to the Mortal Realm. Once a Spirit has entered the Resurrection Location, an area denoted by yellow ribbon, their character returns to life after 5 minutes and all their broken/damaged equipment is repaired. Spells must be prepared upon returning to life. Resurrection Location by faction:

- ✧ Tuatha De Danann (The Folk): Druid's Rock
- ✧ Seelie Court: Elf Town
- ✧ Unseelie Court: Dark Town

Armor: All characters may wear Armor. Armor provides one "extra hit" per Wound Location. Armor only protects the part of the Wound Location that is covered by Armor. Armor may only protect a Wound Location if it is not broken. Armor is broken by receiving Damage from Hits by Weapons and Spells. When Armor is broken it no longer provides protection and any Hits to that Armor Location become Wounds. Any prop that could conceivably represent Armor may be used, although the GM suggests using thematic costuming pieces that will contribute to the aesthetic of the game day.

- Armor construction guidelines: armor can generally be made of any suitable materials, however armor made of real metal tends to ruin LARP weapons. **At Burning Elf armor made of metal will not be allowed.** Please see the section regarding the *Geas Cruach Briste* for an accompanying in-game/Plot explanation (p. 17).

Shields: All characters may use up to one shield at a time. Shields do not break, as with Armor, when sustaining hits. Instead, a shield is only broken when it receives a Destructive Hit. Shields may never be used to strike another player.

Destructive Hits: Destructive Hits instantly break weapons, armor and shields struck.

Broken/Damaged Items: An item struck with a Destructive Hit is considered Broken and cannot be used until Repaired.

Repairing Broken Items: Broken and Damaged equipment can be repaired by any character who taps on the broken equipment for 2 minutes with a small hammer. Repairs made to equipment must take place in the safety and calm outside of combat.

Weapons: All characters may wield any weapon they so choose.

Favored Weapons/Shields: Each Archetype has one or more favored weapons (Dwarf favors a Shield). A character's favored weapon/shield is considered a *Weapon/Shield of Quality*, meaning it can ignore a single Destructive Hit before it is broken. When repaired, a Weapon/Shield of Quality regains its ability to sustain another single Destructive Hit. A character's favored weapon/shield only gains the Quality benefit when held by them, meaning they can't transfer this benefit onto another character.

Sportsmanship: Burning Elf uses the honor system. You are responsible for acknowledging the Hits, Wounds, and Damage you receive. However, please be open-minded to other players during combat and play respectfully.

Mutual Kills/Strikes: This is the act of multiple players striking each other with their weapons simultaneously and happens frequently. Unless one player has clearly struck the other before their strike was initiated, both strikes count.

Entangle: It is possible for weapons to become entangled with other weapons. These are often flails made from socks, or from foam chain. If weapons become entangled, declare "entangle" and both parties must drop their weapons.

Poison: Poison is represented by sprinkling a bit of corn starch on your weapon (requisite character ability is also required for use). Any character struck with a poisoned weapon that leaves traces of corn starch is considered Poisoned. A character afflicted with Poison is filled with excruciating pain and thus cannot move at more than a walking pace until cured. Poison dissipates when the afflicted character dies, or until removed through curative means.

LARP WEAPONRY

All LARP weapons will be inspected by the GM prior to game play. Only weapons that have passed inspection will be allowed.

Most LARP weaponry is acceptable at Burning Elf. However, a few minimum guidelines will apply to **Melee and Ranged** weapons:

1. Melee weapon cores should be hollow. Weapon cores are typically made of PVC, CPVC, or Kite Spar.
2. A minimum of 3/8" of closed-cell foam should cover the striking surface of a melee weapon.
3. A minimum of 4" of closed-cell foam should extend from the stabbing tip of a melee weapon.
4. A minimum of 6" of closed-cell foam should extend from both ends of a thrown weapon that includes a pipe core.
5. A melee weapon may not extend beyond 72" in total length. A thrown weapon may not extend beyond 30" in total length.
6. LARP bows are allowed, unless determined upon inspection to likely fire projectiles that can cause serious injury.

Thrown **Spell Components** are tennis balls covered with the appropriate color duct tape or cloth, see Abilities, Spells & Rituals.

Caveats

- The GM may make a discretionary call to include/exclude a LARP weapon at any point during the game.
- LARP weapons that cause welts and/or receive more than a single complaint will be excluded from the game by the GM.

Friendly reminder: Please pull your blows!



GENERAL GAMEPLAY RULES

The 20-Minute Rule: For the sake of fairness and fun, no player may be made to do anything against their will for more than 20 minutes (by ability or otherwise). This includes being held captive, being the living dead, mind control, etc. The 20-minute rule is included in the mechanic of any ability that simulates one of these effects. Note, this rule may be willingly bypassed by the recipient of the circumstances if they so choose.

Props: All in-game equipment is considered a prop. Players may wear or carry any props they like.

Treasure: Treasure can be found through the Plot. All players may introduce their own treasure props into the game as part of their character's backstory, but treasure props will also be revealed through the Plot. All treasure props are considered Game Stealable. The following are considered treasure props:

- All forms of fake/fantasy coins and gems.
- Costume jewelry marked with blue tape.
- Plot items marked with blue tape.

Magic Items: Burning Elf is a world filled with many ancient and mysterious magical properties. Sometimes this *Everlasting Magic* converges in a physical form and inhabits an item. Magic items may be introduced via the Plot and will be marked with a piece of red tape. All magic items will also be paired with an ability card describing its powers.

Game Property: Any item that belongs to the GM will be marked with a piece of white tape. Items marked in this fashion shall be returned to the GM at the end of the game day (Thank You!)

Potions/Scrolls: Characters may come across Potions or Scrolls during their adventure. These items are only introduced via the Plot. All potions and scrolls may be stolen.

Potions: Potions are represented by a piece of paper that is held in a receptacle that could feasibly hold liquid (empty film canisters are the basic standard). When a potion is consumed, the piece of paper inside must be read then torn up. The recipient is then instantly affected by the contents for good or for ill.

Scrolls: When a scroll is used the character reading it casts the spell/ritual that is written on the scroll. All casting times, incantations and material components are required. Once used, a scroll must be torn up.

Looting: Anyone may loot an unconscious or dead PC or non-player character (NPC). By completing a search (see below), all treasure props are revealed and may be taken.

General search: Perform and role play a search of the target for 1 minute, after which all treasure props are revealed.

Spot search: Declare a specific location, such as pant pocket, belt pouch, etc. All treasure props contained within are revealed immediately.

ARCHETYPES & FACTIONS

Burning Elf introduces the concept of *Archetypes*, pre-constructed character “classes” that are ideal for this standalone adventure. Each player is, of course, encouraged to provide a backstory and thematic elements to their character’s life to add richness to the roleplaying experience.



Cosplay at Burning Elf: A central aspect to the game is cosplay. The GM cordially invites all players (and spectators!) to dress in genre-appropriate costuming. Some archetypes do require specific costuming, see below.

The world was once nearly lost to an age of prophesized darkness. Cities turned to ruins. Lands became overgrown. Alas, much knowledge of the ancient world was forgotten. Yet, a spark of *Everlasting Magic* remained. Faeries once again emerged and held dominion over the mortal realm. The *Tuatha De Danann*, more commonly known as *The Folk*, were mortal men who lived alongside the Faeries. It was not an easy life, as *The Folk* had as many trials and tribulations dealing with the mischief of the *Seelie Court* as they did with the *Unseelie Court*, who often robbed their children and plundered their fields. In time, *The Folk* found refuge in the lands of *Ravenna* and in the town of *Rolehaven*, though the Faeries were never too far behind... for all the children of Fey knew what powers lay dormant here deep within the earth. The *Crystals of Power* glowed quietly and secretly revealed a dark truth. An evil thought to have been lost to myth and legend remained in this far and secluded corner of the world. The Council of Elders convened and had but one question, would there be heroes amongst man, elf or goblin once again?

While each faction exists in this realm together, they are not all necessarily aligned. The Seelie Court, representing summer and bounty, are generally a benevolent force. While typically friendly toward The Folk, they do sometimes take advantage of the mortals and are known for playing tricks on them. Likewise, as the kindred of the Unseelie Court, they hold no animus against their faery cousins and on occasion will even act in unison. The Unseelie Court, representing winter and loss, are often at odds with The Folk and take pride in raiding their treasures whenever they can. This often leaves the Tuatha De Danann on a defensive footing, and while not opposed to seeking aid from the Seelie Court, it is typically performed with reticence.

TUATHA DE DANANN (THE FOLK)

Druid

Down from the highlands, he seeks the source of the Earth's rot.

Favored Weapon(s) Club, Great club

Costuming Requirement(s) None

Abilities & Spells Geyser, Wall of Thorns

Yeoman Hunter

Only through her cunning and skill have the Folk survived thus far.

Favored Weapon(s) Bow, Javelin, Short spear

Costuming Requirement(s) None

Abilities & Spells Bolo, Precise Strike

Shaman

The reclusive hermit sees beyond the mortal veil but hesitates to reveal its secrets.

Favored Weapon(s) Dagger

Costuming Requirement(s) None

Abilities & Spells Sleep, Speak with Dead

Peasant

The hardy yet resourceful are the backbone of the Tuatha De Danann.

Favored Weapon(s) Scythe

Costuming Requirement(s) None

Abilities & Spells Blarney, Legend Lore

SEELIE COURT

Wood Elf

The lineage of Silvanus still pray to the Tree of Life and carry its spirit within them.

Favored Weapon(s) Longsword, Bow

Costuming Requirement(s) Pointy Ears

Abilities & Spells Evasion, Magic Missile

Sylph

In her eyes, a unicorn's grace. In her touch, summer's Everlasting Magic.

Favored Weapon(s) Staff

Costuming Requirement(s) Faery Wings

Abilities & Spells Faery Ring, Heal Wounds

Gnome

Always present but rarely seen, at home and hearth and in-between.

Favored Weapon(s) Dagger, Staff

Costuming Requirement(s) Gnome Hat

Abilities & Spells Protection, Truth

Dwarf

The sons of Hammerspire have emerged, drawn to artifacts only they know exist.

Favored Weapon(s) Shield

Costuming Requirement(s) Large Beard

Abilities & Spells Shatter, Repair

UNSEELIE COURT

Redcap

Protector of the spire, vanguard of the maze, and captain of the flying brigade.

Favored Weapon(s)	Spear
Costuming Requirement(s)	Pointy Ears & Red Hat or Bandana
Abilities & Spells	Use Poison, Intimidate

Troll

Some live in caves, others under bridges. But all carry winter's steely gaze.

Favored Weapon(s)	Claws – <i>Special:</i> Trolls may <u>only</u> wield their natural Claws and may equip no other weapon. Claws may not be disarmed or broken, but a destructive hit blocked by the Troll's claws cause a Minor Wound to that arm.
Costuming Requirement(s)	Pointy Ears & Long Nose
Abilities & Spells	Plant Lore, Power Blow, Natural Armor – <i>Special:</i> Trolls have Natural Armor, meaning a prop is not required to represent armor. Instead, each hit location is granted one extra hit as if it were armored. Further, a Troll's Natural Armor, when broken, regenerates at the rate of one hit location every 60 seconds. However, it only regenerates outside of active combat. A Troll may also decide to wear physical armor for additional protection.

Goblin

Feared by kobold and man alike though oft misunderstood. Tinkerers at heart.

Favored Weapon(s)	Short sword, Thrown dagger
Costuming Requirement(s)	Pointy Ears & Green Face Paint
Abilities & Spells	Hide in Bushes, Stealth Kill

Spriggan (Dark Elf)

A banshee once inhabited a faery and her offspring was a twisted and terrible result.

Favored Weapon(s)	Mace, Flail
Costuming Requirement(s)	Pointy Ears & Blue Face Paint
Abilities & Spells	Fear, Dispel Magic

GEAS CRUACH BRISTE

(Spell of broken steel)

In their infallible wisdom, the Seelie Court called upon powerful and ancient sorcery to protect the realm from the evil of iron. A magnetic resonance prevents anything made of iron or steel from being lifted above the Earth. The resonance also affects other metals, such as copper, tin, bronze, and the like. Of course, the purest of elements, silver and gold, remain unaffected.

- LARP weapons, armor, and shields that are constructed or fashioned in a way to represent equipment made of "metal" (excluding silver or gold) cannot be used at Burning Elf. Simply put, magical energies make these items too heavy to lift by mortal hands.
- LARP weapons, armor, and shields that are constructed or fashioned in a way to represent equipment made of silver or gold may be used. However, a good bit of background, roleplaying, story or explanation should likely accompany a character adorned in such finery especially given the collapse of most civilizations. Gold is inherently soft and not typically suited for most weapons or armor, though it is highly sought after in jewelry and as a medium for exchange. Silver on the other hand can be forged into armaments, is naturally precious to faeries, and has the known property of being a powerful ruse against lycanthropy.

Despite the Geas, the Folk have persevered if not through their craftiness alone. It is commonplace to find armor made of leather, and weapons fashioned of wood, stone and even bone here in Rolehaven.

ABILITIES, SPELLS & RITUALS

Ability, Spell & Ritual Format:

Name: The Name of the Ability, Spell or Ritual.

Usage: The frequency with which the Ability, Spell or Ritual may be used.

Incant / Declaration: The verbal element needed to use and communicate the use of an Ability, Spell or Ritual.

Component: The physical item (prop) needed to represent the Ability, Spell or Ritual at the time of use.

Mechanic: How the Ability, Spell or Ritual functions.

Preparation: This indicates if a Spell must be prepared before it is used. To prepare a Spell, the character must spend 60 seconds of focused & uninterrupted chanting, praying, studying a book, etc. All characters begin the Game Day with their Spells prepared.

Ritual: Rituals require no preparation, but do require focused & uninterrupted chanting, praying, studying a book, etc., while being cast.

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In alphabetical order.

Name	Blarney
Usage	Once per life + 1 additional use per hour
Ability Declaration	Declare, "Let me tell you a story" while waving ribbons
Component	Green ribbons (6" min length) held in hand and waved about during Declaration
Mechanic	The target of Blarney is compelled to listen to a brief story you tell them. The target will believe whatever they have been told whether it be truth or falsehood. The effect of this ability lasts until the targeted character's death, or until removed by a Truth spell. Blarney may not be used on a character who is actively engaged in combat.

Name	Bolo
Usage	Two components/props may be carried
Ability Declaration	Declare, "Bolo" while throwing the component
Component	A balled-up sock in the toe of another sock
Mechanic	A character with this ability may throw the Bolo at another character to attempt to bind them in a net. A target struck by the Bolo must immediately drop to both knees and may not stand up unless they spend 30 seconds of uninterrupted time cutting loose the bindings.

Name	Dispel Magic
Usage	Once per Preparation
Spell Incantation	"Magic forces shape and form, be dispelled thy power torn"
Component	Black and red ribbons (6" min length) held in hand and waved about during Incantation
Mechanic	<p>The caster may choose one of the following:</p> <ul style="list-style-type: none">• Remove an active spell on a character, ex: Protection• Undo a spell effect on a character, ex: Sleep• Negate the power of a single magic item for 5 minutes <p>Dispel Magic may not be used to negate the effect of a Ritual</p>

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Name	Evasion
Usage	Once per life + 1 additional use per hour
Ability Declaration	Declare, "Evasion" while performing exaggerated dodge
Component	None
Mechanic	When struck by an attack that is not a Spell, you may declare Evasion while performing an exaggerated dodge to completely negate all effects of that attack. Due to the dexterity required to perform this ability, a character performing Evasion may be wearing armor on no more than 2 hit locations (not including helmet, if worn).

Name	Faery Ring
Usage	Once per day
Ritual	10 minutes of uninterrupted prayer
Component	40 feet of yellow ribbon to be set up in an enclosed shape
Mechanic	Upon completion of the ritual, a Faery Ring appears and has the following attributes: <ul style="list-style-type: none">• Only the Sylph who created the Faery Ring may enter or exit the Faery Ring.• The Sylph who created the Faery Ring may invite others into it, at which time they may enter or exit the Faery Ring when the Sylph is present.• Characters (and their equipment) standing in a Faery Ring cannot be attacked and are immune from all hits, damage, or ill effects (magical and non-magical). Likewise, characters inside a Faery Ring cannot attack anything outside of its boundaries.• Wounded characters brought inside the Faery Ring will still perish as normal if not treated appropriately.• Acts as a Resurrection Location for the Sylph who created the Faery Ring for the remainder of the day.• A Faery Ring cannot be dispelled by any means and remains in place once cast.

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Name	Fear
Usage	Once per preparation
Spell Incantation	"By the power of terror and darkest night, fill my foes with bone chilling fright"
Component	Black and red ribbons (6" min length) held in hand and waved about during Incantation
Mechanic	All targets within 20 feet of the caster are filled with fear and must run away from the caster for the next minute. Alternatively, this spell may be targeted at a single character within line of sight (20-foot range does not apply).

Name	Geyser
Usage	Twice per preparation
Spell Incantation	"Waters rise and knock you back"
Component	A blue thrown Spell Component
Mechanic	A target struck by this spell is knocked back 10 feet and must fall to the ground. If the spell strikes a weapon or shield the wielder is not knocked back, but the weapon or shield is knocked 10 feet away from the wielder.

Name	Heal Wounds
Usage	Unlimited
Ritual	2 minutes of uninterrupted prayer while touching the target
Component	None
Mechanic	This ritual, upon completion, will heal a character of all wounds and Stunned effects. It will also bring a dead character back to life if her Spirit still lingers nearby. This ritual may be cast on oneself if conscious.

Name	Hide in Bushes
Usage	Once per life + 1 additional use per hour
Ability Declaration	Declare, "Hide in Bushes" after being spotted hiding
Component	None
Mechanic	Your character can hide from sight by kneeling next to a tree, bushes, or any other foliage. While hiding you may not attack by any means and if you do you immediately become visible to all.

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Name	Intimidate
Usage	Once per life + 1 additional use per hour
Ability Declaration	Declare, "Intimidate" after boisterous performance
Component	None
Mechanic	Your character knows how to compel others into submission through a display of might, such as pounding your chest or jumping up and down with your weapon raised, etc. After a brief but rowdy display followed by declaring Intimidate, a targeted character becomes <i>Intimidated</i> for the next 10 minutes, during which time they will not attack you and are compelled to perform a single task such as handing over an item, attacking someone else, etc. If you attack a character you have <i>Intimidated</i> , the ability is negated.

Name	Legend Lore
Usage	Once per life + 1 additional use per hour
Ability Declaration	Declare, "Legend Lore" while pointing at NPC
Component	None
Mechanic	Your character has heard many stories and old tales passed down through customs, traditions, and myth. By declaring Legend Lore, you may temporarily and locally pause gameplay to inquire for plot-related information of any NPC. NPCs who have information to impart will do so, after which gameplay will resume. This ability may not be used to interrupt active combat.

Name	Magic Missile
Usage	Twice per preparation
Spell Incantation	"Die now"
Component	A red thrown Spell Component
Mechanic	This spell causes a magical hit that entirely bypasses armor and wounds the location struck.

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Name	Plant Lore
Usage	Unlimited
Ability Declaration	Declare, "Plant Lore" while holding a healing salve on the targeted character
Component	Healing salve
Mechanic	Your character knows how to forage for curative plants and create a healing salve. Spend 2 minutes searching for the proper foliage and then fold the leaves and twigs into a small healing salve packet. This may be applied to a minor wound to restore it to full health. A healing salve may also be used to remove the effects of Poison. Due to the temporary nature of the herbs involved, a healing salve will expire 10 minutes after it is crafted and may only be used once per packet crafted.

Name	Power Blow
Usage	Once per life + 1 additional use per hour
Ability Declaration	Declare, "Power Blow" during your attack
Component	Melee weapon
Mechanic	Your character may call upon innate strength to strike an enemy with immense power. Power Blow causes a Destructive Hit against a target. If the target is an armored location, the armor is broken and the hit location is also wounded. Power Blow may be used with any melee weapon.

Name	Precise Strike
Usage	Once per life + 1 additional use per hour
Ability Declaration	Declare, "Precise Strike" during your attack
Component	Ranged weapon
Mechanic	Your character has incredible accuracy with a ranged weapon such as a bow or javelin, etc. When a target is hit with a Precise Strike, you may declare the hit location that receives the wound or damage. For example, if you hit a target in the leg you can have the wound or damage apply to their head, etc. Even if you strike an opponent's held weapon or shield, the Precise Strike wound or damage location can be shifted as desired.

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Name	Protection
Usage	Once per preparation
Spell Incantation	"Arcane forces protect me/you from harm"
Component	Red ribbon tied to upper left arm
Mechanic	This spell protects the recipient from the first physical (non-magical) hit that strikes them by declaring "Protection" and removing the ribbon. This spell protects against any effects that accompanied the physical hit, such as from a Power Blow for example.

Name	Repair
Usage	Once per preparation
Spell Incantation	"With this spell I repair my/your broken things"
Component	None
Mechanic	This spell repairs one broken item to full use, including items "of Quality." This spell has a range of 5 feet.

Name	Shatter
Usage	Twice per preparation
Spell Incantation	"Go to pieces"
Component	A brown thrown Spell Component
Mechanic	This spell causes a magical destructive hit to any item struck.

Name	Sleep
Usage	Once per preparation
Spell Incantation	"Powers of night take this one to oblivion"
Component	A purple thrown Spell Component
Mechanic	A character struck by the Sleep spell falls to sleep and is rendered unconscious for 5 minutes. Unlike being Stunned, the unconsciousness from a Sleep spell cannot be removed from vigorous shaking. The only way to break a Sleep spell is via Dispel Magic, or to allow 5 minutes to pass. A Sleep spell blocked with a weapon or shield has no effect.

Name	Speak with Dead
Usage	Once per preparation
Spell Incantation	"Powers of death make this bond so that I may speak with those beyond"
Component	None
Mechanic	This spell may be used near any Spirit and allows the Shaman to converse with the dead. Though, Spirits can be fickle and are not compelled to communicate with the Shaman if they don't desire to.

Name	Stealth Kill
Usage	Once per life + 1 additional use per hour
Ability Declaration	Declare, "Stealth Kill"
Component	Melee weapon
Mechanic	Your character has studied the dark art of assassination and can land a killing strike if done properly. To perform this devastating attack, you must gently place your weapon on the target's shoulder while their back is turned towards you and declare Stealth Kill. This attack bypasses all armor and causes immediate death. Only the magic of Protection can save against a Stealth Kill. It is rumored the undead may also not be as susceptible due to their rotten anatomy.

Name	Truth
Usage	Once per preparation
Spell Incantation	"The spell of truth is upon you"
Component	Yellow ribbons (6" min length) held in hand and waved about during Incantation
Mechanic	The target of the Truth spell must answer all Yes/No questions with complete honesty for the next 5 minutes. Additionally, the Truth spell breaks the effects of Blarney on a character if present.

Name	Use Poison
Usage	Unlimited
Ability Declaration	Declare, "Poison" if corn starch leaves a mark
Component	Any weapon, corn starch
Mechanic	Poison is represented by sprinkling a bit of corn starch on your weapon. Any character struck with a poisoned weapon that leaves traces of corn starch is considered Poisoned. A character afflicted with Poison is filled with excruciating pain and thus cannot move at more than a walking pace until cured. Poison dissipates when the afflicted character dies, or until removed through curative means.

Name	Wall of Thorns
Usage	One at a time
Spell Incantation	"Thorns rise and bar this path, make it so that none shall pass"
Component	Up to 20 feet of intertwined green & yellow ribbons
Mechanic	This magical ward, once cast, summons an impenetrable wall of thorns that will remain indefinitely. It cannot be breached or scaled by any means, though it can be removed via Dispel Magic. The Druid may cast this spell at will, but the laws of nature only allow a single wall to be summoned at a time. Of course, he may also unsummon his own wall of thorns at any time.

FABLED ARCANA

There are powers that are rumored to exist in the world that have long since faded into obscurity or were lost entirely in the Great Collapse. Yet a few stories remain of the glorious and fearsome days of olde.

- The tale of Richard the Lich, who could summon forth Lightning from his eyes and turn his foes to ashes.
- The song of Sandor the Holy, whose sermons could bring about Sanctuary and protect his flock from all harm.
- The story of the mighty Gareth, who once lifted Druid's Rock with an incredible Feat of Strength but was thereafter turned into a squirrel.
- The dark rumor of Grom, the first evil, and her children who could Animate the Dead to wreak havoc upon the living.
- The echoes of the Mad Raker, who tended the forests and footpaths and could never be seen but whose cackle and tedious raking could be heard from afar.