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## General Rules and Addendums:

As this is based on Dungeons and Dragons, a game with an immense amount of abilities, it is not a feasible feat to incorporate every ability in the Dungeons and Dragons repertoire into a LARP-friendly set of skills, spells, abilities with appropriate rules. As such, each class is granted five or six abilities each to reflect their class-identity as best as possible. This is not to say that other spells may not be incorporated, yet such spells must either be approved by a Game Master or be done with the consent of the parties involved regarding the use of the ability or spell.

The LARP: The Road to Daggerford, is not focused on combat, therefore it is the attempt that every ability which is a combat-related ability in Dungeons and Dragons, is given an out-of-combat usage of some kind to rather promote roleplay than encourage constant combat.

Combat is however a part of most LARP, and The Road to Daggerford is no exception. As such, the combat rules are as follows, and kept simple, as it is the intention that combat is not to be the most interesting thing about the game:

Everyone has a base health of 2 points, certain classes are given a + amount of health, and some are not, those that are not are given an extra 6th ability to compensate for this low health-count. Every weapon deals 1 point of damage unless expressly permitted to do otherwise by a Game Master.

It is at every point during the LARP allowed to halt and ask what an ability does, it is the intent that since every class has the same abilities, people playing the same class as you should be able to answer questions that you have if you find you have one; else contact a Game Master.

## **Death and Resurrection:**

It may happen through the use of abilities, spells or sheer force that your character takes so much damage that they fall. This works as follows: At 0 points of health your character is not wholly dead, but mortally wounded. They are in dire need of healing, and unable to fight in any capacity, but may still crawl the ground or wail for help to those around them; if mending or first aid is not received within 10 minutes the character then falls unconscious. Once your character is below 0 in health, they are unconscious.

Why unconscious? So as to not force character death on anyone. Character death may occur, yet not without the consent of the player of said character or the intervention of a Game Master.

The state of unconsciousness will last until healed, however after 10 minutes the player may rise with a hand upon their head to signify their absence from the ingame world and seek a willing healer. If no healer is provided, after the 10 minutes, the character may return to an ingame place of peace where they will revive.

For 10 minutes after being revived, whether by healing or a place of peace, the character is feeling bad and still in recovery, and will as such be unable to perform any hostile or defensive action of any kind until the end of the 10 minute span of the resurrection sickness. Every character's health is returned to them passively by a long rest - actual sleep - or by downtime in a place of peace such as the tavern for a long time. The process of resurrection from the point of view of the healer is that their magic will return enough life into an unconscious person so as to allow them to flee into the peace of a quiet and safe establishment to nurse themselves to health.

## **Implements of LARP:**

It is recommended that you look through your class and see if any implements are necessary. A soft coreless latex weapon (bonk-kølle) is required for Knockout, unless you agree with the person that you may knock them out through a stunt-act.

Most magical characters require a white strip of cloth, some flour, and a foam ball to signify the casting of a ball of magic.

It is also recommended that you dress according to your class; a Paladin is rarely seen without armour, a Barbarian is rarely seen in it. A bard is rarely seen with any semblance of appropriate clothing. Dress the part; within reason of course.

## **Drinking:**

You will be able to drink actual alcohol during the LARP, and whilst we do not recommend becoming batshit, this may happen, at this time we do not recommend any combat, as your conception of the situation may not be fully reasonable to what is truly going on.

However, you may also play drunk, without actually drinking alcohol. Your character may be someone that drinks alcohol, yet you yourself may not. As such, certain alcohol-free drinks or simple sodas can double as an ingame alcoholic beverage for the purposes of your character. At this time, it is your health that dictates your state of drunkenness; your character becomes drunk after consuming twice the amount of drinks to their health points. So someone with 2 points of health, is to act drunk after 4 drinks of 'pretend' alcohol, and so on.

When your character is drunk, their senses are dulled, they may struggle to fight properly - bar fight or otherwise - and they will struggle to use their abilities. This is not to say they won't work, but their success will likely be far lower. Act accordingly.

## **Everyman Abilities; all characters have these abilities.**

**Knockout:** Cannot be used in combat. Hit someone (not actually in the back of the head) with an appropriate LARP implement, to knock them unconscious for five minutes or until they are awoken (By use of First Aid or Healing magical abilities.)

**First Aid:** Tend to someone's wounds, poisoning or poor health, and revive them of such issues by the use of appropriately roleplayed actions, or the use of bandages (or appropriate piece of cloth for situational effectiveness.) - If this ability is used to give someone back a point of health, it will award them +1 health.

**Search:** Pat down an unconscious player's pocket, you can only search one pocket at a time, for the duration of 15 seconds (per pocket), to discern and acquire any such items as are appropriate, such as LARP items like coins or any stealable item (which is to say, no genuine personal belongings without prior agreement. This never includes phones or similar personal belongings.)

**Fistfight:** With prior agreement between the two (or more) parties, engage in a fistfight. This is naturally not to be a genuine fistfight, but one done through stunt and 'pretend' actions; the prior agreement is to be made to pertain to such relevant results as the winner, the loser, and the general injuries they may have suffered during said kerfuffle.

## Class abilities:

Barbarian:

**Choke-out:** Cannot be used in combat. A more powerful knockout, this ability (to be used by exclusively -miming- the act of choking someone) they are unconscious for 10 minutes and will not reawaken before the duration of the 10 minutes.

**Intimidation:** This ability may be used twice a day. Intimidate someone by speaking to them aggressively and threateningly for one minute uninterrupted, at which point you may speak the word intimidation, and they have to follow one specific command, within reason. (No commands to do something that would lead to the victim's immediate death, or the signing of one's soul.)

**Rage:** This ability may be used once a day. Rage allows the Barbarian to either ignore any pain during a brawl and therefore succeed the fight automatically, or they may endure combat without death no matter the injuries for 1 minute.

**Fearless:** This ability may be used twice a day. Fearless lets the barbarian go into a wild state of recklessness, they are immune to abilities which cause them fear (Fear, Intimidation, so on) and go into a frenzy of bravery and foolhardiness - this does not substitute for the ability Rage.

**Indomitable Strength:** To be used once a day. Show a great display of your barbarian might and perform one feat of incredible strength such as the carrying of two unconscious people, or for gaining the advantage in a fistfight: Though this does not mean an automatic win. Creativity with this ability is recommended.

**Barbarian's Resolve:** As a great warrior and barbarian of your home country, you have endured such hardship of enmity and war that you can sustain more blows of combat; you therefore have +3 health by your combative nature.

Bard:

**Suggestion:** To be used twice a day: A bard may by their magical words and their silvered tongue, weave words of mysticism into the ear of one listener, which shall compel them into doing a singular action of the Bard's bidding; within reason. (No commands to do something that would lead to the victim's immediate death, or the signing of one's soul.) This ability wears off once the order is complete, or until subject takes any form of damage (fistfight included)

**Passion:** To be used twice a day: A bard may introduce an item to the subject of this ability (only one), the subject becomes wholly engulfed and entranced by this item, akin to the Dragon sickness of Thrain son of Thror in the Hobbit, or Gollum with The One Ring. If no item is directly associated, the subject may themselves choose what they become obsessed with: this lasts for one hour.

**Bardic Inspiration:** At will. Play your instrument, speak your words of poetry, flirt immensely; and inspire the subject of the ability to complete whichever action they may either be doubtful or furtive about completing. Such as rising after being beaten in a fistfight, or the excessive drinking of alcohol for the purposes of gambling, general tomfoolery, and other such bardic nonsense. (Be creative about this.)

**Vicious Mockery:** Cooldown 1 hour: As with bardic inspiration, perform as you as a bard do, only unlike inspiration, your words of scathing liturgy and terrible canticles of linguistics, will mentally or even physically impair the subject of your epic diss-track, and thereby force them to act dejected, and without morale. If this is a combat situation, this will force the enemy to lose faith in the merit of the fight, they will also lose one point of health.

**Healing Word:** To be used once every 30 minutes. Sing a lovely song or a similar feat of cunning linguistics, and through the magic of your words the subject of the spell will have one point of health returned to them, or generally be invigorated and enjoy a sense of general rejuvenation.

**Wary Roadwarden:** The journeying and travels of a bard has taught you much, such as dodging cutlery and general kitchenware thrown at you during poor performances, and enduring rough company on the roads of many strangers; therefore, you have +1 health to signify your traveller.

Cleric:

**Healing Word:** To be used once every 30 minutes. Speak a prayer to your god or gods, and through the magic of your words the subject of the spell will have one point of health returned to them, or generally be invigorated and enjoy a sense of general rejuvenation.

**Detect Magic:** To be used twice a day. See through a magical ability or snuff out magic within a person, they will be compelled to reveal themselves, though this does not break the effect; it simply shows it to the cleric.

**Zone of Truth:** To be used once a day. Create a circle of magical chalk (flour) in which anyone within is entirely unable to lie. This lasts until the circle is broken. Those within the circle are aware that they are under this effect and can be very conscious of how they answer.

**Holy Ward; Radiance:** Once a day. You touch one willing creature; they will gain immunity against fear effects, pain effects, poisoning effects, and mental effects (such as suggestion.) This lasts for 1 hour.

**Smite: Twice a Day:** Cast a holy spell which causes 1 point of damage to your target in combat or stuns them for a moment out of combat - such as in a time where you would escape someone.

**Way of the Holy:** Through your journeys as a Cleric of your personal faith, and the teachings of your holy beings, you know to protect yourself and be wary of the world; thus, you have +1 point of health.



Druid:

**Entangle:** Cooldown 1 hour. The druid points at a subject and their feet are grappled by roots and vines of nature, their feet cannot move for so long as the druid is directly pointing at them; thus, the spell is broken once the druid is no longer able to point - whether by personal choice, active violence, or the breaking of the line of sight. The druid cannot move whilst the spell is active.

**Natural Mending:** To be used every 30 minutes: Invoke the spirits of nature and the elements of the world to mend a singular subject +1 point of health, or generally be invigorated and enjoy a sense of general rejuvenation.

**Nature's Wrath:** Speak words of nature's fury to a subject, who will be instilled with a great sense of fear and a need to flee from nature, as they will feel that everything therein will haunt them. (You are, in short, scared shitless of nature - escape nature, become ungovernable.)

**Gust of Wind:** To be used twice a day. The druid places their hands at either side of their mouth and blows out for as long as their breath lasts, everyone in the periphery of this blow will fall back all the way to the ground (provided they are so able bodily). Once the druid loses breath, the spell's effect is then over.

**Elemental Storm:** To be used once a day: The druid takes magical dust (flour) and blows it unto a group of targets. All people hit by the flour take 1 point of damage. This ability can also be used to start fires ingame, or heating up anything which is cold by magic or simply from the weather.

**Gift of the Wild:** Due to the way of the wild's teachings, and the boon of the elements, the druid is naturally girded by the leathery garb and floral blessings; awarding them +1 point of health.

Monk:

**Choke-out:** Cannot be used in combat. A more powerful knockout, this ability (to be used by exclusively-miming- the act of choking someone) they are unconscious for 10 minutes and will not reawaken before the duration of the 10 minutes.

**Ki Calmth:** This ability may be used twice a day. The monk goes into a state of utter calm, they are immune to abilities which cause them fear (Fear, Intimidation, so on) and go into a place of mind which lets them be protected from these. The Monk must remain seated as they do this.

**Evasion:** To be used twice a day. In a fistfight or altercation, the monk may successfully dodge two hits - if in combat this is done by ignoring the two first blows to the body - and get in one strike during this time to the opponent (This does not apply in actual combat.)

**Rejuvenation:** To be used once an hour. The monk may sit themselves down, and enter a state of meditation. If uninterrupted for 5 minutes, the monk may return +1 point of health to themselves.

**Flurry of Blows:** To be used once a day. The monk may use the ability Flurry of Blows, and if in a fistfight, this will award them a natural success in the fight. If in a combat situation, this will grant their next to hits (with an appropriate LARP weapon) to do 2 points of damage rather than one.

**Temple's Serenity:** Due to the nature of the rigorous training of a monk, their naturally hardy bodies can endure more strain in their lives: thus, awarding them +1 point of health.

Paladin:

**Heroism:** To be used once a day. Imbue a willing subject with the heroism of faith and virtue; they are thereby immune to fear and mental effects (such as suggestion) as well as granting them +1 point of health for the duration of a fistfight or combat.

**Smite:** Twice a Day. Cast a holy spell which causes 1 point of damage to your target in combat or stuns them for a moment out of combat - such as in a time where you would escape someone.

**Healing Word:** To be used once every 30 minutes. Speak a prayer to your god or gods, and through the magic of your words the subject of the spell will have one point of health returned to them, or generally be invigorated and enjoy a sense of general rejuvenation.

**Remove Spell:** To be used twice a day. The Paladin may cast away a manipulative spell (suggestion, entangle, so on) from a target subject. This takes 30 seconds to cast; and demands line of sight to the target.

**Lay on Hands:** To be used once a day. Touch a willing subject, and through a 1 minute prayer, the Paladin heals them to full health. This demands constant contact with the subject (this may be yourself), and uninterrupted prayer.

**Trothwright of the Holy:** By the zeal and courage to which you are sworn as a holy warrior of your deity or pantheon thereof, you are not only blessed by seals of your faith, but by the armour on your body; you are therefore awarded +2 points of health.

Ranger:

**Trap:** A ranger may spend 5 minutes creating a trap (use your imagination) and set it on the ground. This must be evident to those made aware of it that it is a trap (such as sticks put together in a neat pile) - when a subject steps into it, they are locked in the trap for 5 minutes or until the trap is removed through roleplay; or destroyed by their weapon and/or magic.

**Favoured Enemy:** To be used once a day. A ranger may pick a class (such as Paladin or Rogue) which they are proficient in fighting against, when activating this ability in a fistfight or a bout of combat, they may deal either 2 points of damage with their first attack or gain the upper hand in a fistfight.

**Choke-out:** Cannot be used in combat. A more powerful knockout, this ability (to be used by exclusively -miming- the act of choking someone) they are unconscious for 10 minutes, and will not reawaken before the duration of the 10 minutes.

**Improved First Aid:** Tend to someone's wounds, poisoning or poor health, and revive them of such issues by the use of appropriately roleplayed actions, or the use of bandages (or appropriate piece of cloth for situational effectiveness.) - If this ability is used to give someone back points of health, it will award them +2 health.

**Detect Magic:** To be used twice a day. See through a magical ability or snuff out magic within a person, they will be compelled to reveal themselves, though this does not break the effect; it simply shows it to the Ranger.

**Roadwarden's Guile:** As a tracker, hunter, and trapper of the wilds, accustomed to the rough and travelling living, you know to dress yourself as is appropriate to your situation and adapt to the clothing and armour as you wear it; thus, you are awarded +1 point of health.

Rogue:

**Pickpocket:** 15 minute cooldown. Trace your hand unnoticed across someone's pocket, pouch, or similar holding object; if you go unnoticed for a time of 30 seconds you may say "pickpocket" to this person, at which point they will yield whichever ingame items lie in that pocket.

**Confusion:** To be used twice a day. A Rogue may dance around a subject or speak to them in cunning, Wiley ways, if they do so for a minute, they may say 'confusion' at which point the subject of the ability will be unable to cast magic or any of their class abilities for 5 minutes. They will not remember the time between the rogue's cast and the end of the 5 minutes time.

**Thieves' Cant:** Speak the secret tongue of rogues, back-alley beggars, and roadmen; with a hand placed across your mouth - covering it horizontally - you can pass on a message that no other person can understand. You must, before you use the ability, say the word thieves' cant. (For the nerds: <https://www.thievesguild.cc/cant/>)

**Back-stab:** To be used twice a day. Sneak up behind a target, and as with Pickpocket, if you can stay behind their back for 15 seconds, you may place a weapon against their back and whisper "backstab." This will deal 3 points of damage, and the person hit, if they survive, are under the effects of the confusion ability, for one minute. This does not work in combat.

**Stealth:** One hour cooldown. The rogue will go into a state of near invisibility. Anyone that sees the rogue go into stealth will be aware of where the rogue disappeared, but not where they went to. The rogue will symbolise this with both their hands crossed over themselves. Any breaking of this position will undo the stealth. This ability lasts until broken.

**Cutthroat's Cunning:** By the way of the streets, the back alleys, and dark corners of the world, you have learned the rough way of life in cities and without; therefore, by your clothing and way of being, you are awarded +1 point of health.

Sorcerer:

**Frostbite:** To be used twice a day. Cool the air around your hand, either by touch or by the waving of your hand. If this touches a person it deals 1 point of damage, if done outside of combat, it will instil a sense of cool upon those in your vicinity.

**Gust:** To be used once a day. The sorcerer places their hands at either side of their mouth and blows out for as long as their breath lasts, everyone in the periphery of this blow will fall back all the way to the ground (provided they are so able bodily). Once the sorcerer loses breath, the spell's effect is then over.

**Minor illusion:** To be used twice a day. Create a small visual, audible, or sensational (touch) illusion upon a subject, making them believe for 30 seconds that whichever conjuration you have made is real. Examples: A squirrel running away. The feeling of someone tapping their shoulder. The sound of their mother laughing. In combat this function as a stun.

**Detect Magic:** To be used twice a day. See through a magical ability or snuff out magic within a person, they will be compelled to reveal themselves, though this does not break the effect; it simply shows it to the Sorcerer.

**Shield:** Cooldown 2 hours. Create a shield around a willing subject (signified by a strip of white cloth) which protects the subject from 2 points of damage before it breaks. If outside of combat, this barrier is impenetrable for 10 minutes unless broken (such as by 'Remove Spell'.)

**See invisibility:** To be used twice a day. With the use of a magical item, a wand, a cloth strip, your staff or book or anything else of that variety, look through it's magic to see anyone or anything invisible in your immediate area. This spell lasts for 30 seconds, at which point you cannot see anything invisible thereafter.

Warlock:

**Eldritch Blast:** To be used twice a day. The Warlock calls upon the powers beyond the veil of their patron, and by their magic corrals a fell ball (by the use of a foam ball) of eldritch energy, the subject hit takes 2 points of damage, however the Warlock themselves also take 1 point of damage.

**Toll of the Dead:** To be used twice a day. The Warlock corrals the air and wind, creating a great chime of bells which stuns everyone in the near vicinity of the Warlock, if in a combat situation, this also does 1 point of damage.

**Frostbite:** To be used twice a day. Cool the air around your hand, either by touch or by the waving of your hand. If this touches a person it deals 1 point of damage, if done outside of combat, it will instil a sense of cool upon those in your vicinity.

**Fear:** 2 hour cooldown. Compel a subject to be overcome with utter fright of the Warlock, making the subject only capable of being in a state of utter horror for 10 minutes, where they will be unable to be within line of sight of the Warlock without running away in mad fear.

**Hex:** To be used once a day. With the power of the dark, the Warlock induces the subject with an inability to use their abilities for 5 minutes. If in a combat situation, this no longer removes their abilities, but stuns them for a moment, and deals 1 point of damage.

**Shield:** Cooldown 2 hours. Create a shield around a willing subject (signified by a strip of white cloth) which protects the subject from 2 points of damage before it breaks. If outside of combat, this barrier is impenetrable for 10 minutes unless broken (such as by 'Remove Spell'.)

Wizard:

**Counterspell:** To be used twice a day. The wizard, knower of magic and learned in most schools, refocuses the attempt at magic cast by a subject, interrupting them in their casting. This spell is cast instantly but leaves the wizard unable to cast spells for 5 minutes after its usage.

**Mind Sliver:** To be used twice a day. The wizard casts a spell upon a subject, taking 10 seconds to cast. This causes the person to lose focus, perhaps even forget what they were doing. If in a combat situation, this stuns the person for a moment.

**Frostbite:** To be used twice a day. Cool the air around your hand, either by touch or by the waving of your hand. If this touches a person it deals 1 point of damage, if done outside of combat, it will instill a sense of cool upon those in your vicinity.

**Detect Magic:** To be used twice a day. See through a magical ability or snuff out magic within a person, they will be compelled to reveal themselves, though this does not break the effect; it simply shows it to the Wizard.

**Shield:** Cooldown 2 hours. Create a shield around a willing subject (signified by a strip of white cloth) which protects the subject from 2 points of damage before it breaks. If outside of combat, this barrier is impenetrable for 10 minutes unless broken (such as by 'Remove Spell'.)

**Invisibility:** To be used once a day. When used, invisibility - as its namesake - turns the wizard wholly incorporeal to the viewer. They are still heard but may go fully unseen for 10 minutes. If someone sees the wizard cast this spell, they will know where they were, but not where they went. The wizard shows that they are invisible by holding their arms across themselves, the breaking of this position also breaks the spell before it's end.