

# Appendices

## Table of Contents

Appendix A: Character Creation	2-9
Appendix B: Goblin Points	10-18
Appendix C: Build and Inspiration	19-21
Appendix D: Counted Actions	22
Appendix E: Lost Arts	23-27
Appendix F: NERO Memberships	28
Appendix G: Rogues	29-35
Appendix H: Stealing and Searching	36-38
Appendix I: Spell Verbals	39-43
Appendix J: Weapon Construction Chart	44-45

## Appendix A: Character Creation

Standard player characters in Wildlands start with 20 Build Points to purchase starting skills. Players who pre-register for their first Wildlands event 30 days or more in advance and turn in a Character History Survey will receive a bonus of 2 extra Build Points. This bonus will be offered until the beginning of the player's second event. Starting skills include racial skills and items from the character's clan (or clanless) teaching list. Not all skills are available to starting characters.

### Character Sheets

#### Player Information

Player Name:

Address:

City, State, Zip:

Phone Number:

Secondary Phone Number (for day of event):

Email:

Wildlands Website ID:

Age:

Birthday:

(If you are under 18, you must have your parent/guardian sign a Legal Release Form before you can play. See **Chapter Nine:**

**Miscellaneous** for details.)

Vegetarian:

Other Special Dietary Requirements:

Special Medical Conditions or Allergies:

Prescription Medication Taken:

How did you hear about Wildlands West?

#### Character Information

Character Name:

Race:

Clan/Group:

Class:

### Skills:

Remember, you have 20 starting Build Points. If you have already earned the extra 2 for character history survey, please list the skill you will buy with those two extra Build Points last.

Can we release your name and email address to other people playing members of your clan?

## Character History Survey

Character Name:

Race:

Clan/Group:

Class:

Character Age:

Character Date of Birth:

Family:

Mother's name:

Mother's status:

Father's name:

Father's status:

Siblings' names:

Siblings' status:

Character's Loves/Desires/Ambitions:

Character Hates/Fears/Prejudices:

Character's Goals:

Character's personality traits:

Other Information:

Please write a few paragraphs about your character's life and history. Describe major events in his/her life. Try to give us an idea of your character's personality. Giving more is better than giving less. The Campaign Committee has the right to reject or approve parts of the character history to fit within the game world.

## Starting Spell Formulas

This form is designed for pre-registered players to submit requests for spell patterns for starting characters.

Spellcasting characters receive 2 first-level, 2 second-level, 1 third-level and 1 fourth-level spell patterns (from the appropriate school of magic), if they have spell slots at the level in question. Thus, a character that starts with only first and second level spell

slots gets no third-level or fourth-level spell patterns. Players who pre-register may select their starting spell patterns from the lists below.

Can your character cast Celestial spells?  
If so, what is your pyramid? (Example, 4-3-2-1)

#### Available Celestial Spells

**First Level:** Disarm, Magic Missile, Shield  
**Second Level:** Lightning Bolt, Pin, Repel  
**Third Level:** Greater Shield, Ice Bolt, Trance  
**Fourth Level:** Awaken, Bind, Flame Blade

Can your character cast Earth spells?  
If so, what is your pyramid? (Example, 4-3-2-1)

#### Available Earth Spells

**First Level:** Bless, Cause Light Wounds, Cure Light Wounds, Trap Undead  
**Second Level:** Cause Wounds, Cure Wounds, Pin, Repel, Turn Undead  
**Third Level:** Cause Disease, Cure Disease, Greater Bless, Remove Weakness, Weakness  
**Fourth Level:** Awaken, Bind, Cause Serious Wounds, Cure Serious Wounds

## Starting Crafting Formulas

This form is designed for pre-registered players to submit requests for crafting formulas for starting characters.

### Alchemy

Characters with Alchemy skill receive one selection from the list of formulas below for each level of Alchemy skill purchased, plus one additional selection (for a minimum of 2). Players who pre-register may select up to half their allotment (round up), with the balance being filled randomly. Each starting Alchemy formula is useful in the creation of a single substance, and each will have a limited number of charges. This number of charges varies from formula to formula and is at least in part based on the complexity of the substance being created.

Have you purchased the Alchemy skill?  
How many levels?

#### Available Alchemical formulas

Alchemical Solvent, Antidote (Contact), Antidote (Ingested), Cause Damage, Cause Damage Gas, Cause Light Damage, Cause Light Damage Gas, Cure Damage Salve, Cure Light Damage Salve, Cursed One Healing Salve, Eldritch Acid (5), Hallucoid, Intoxicant, Liquid Light, Oil of Slipperiness, Oil of Stickiness, Paranoia, Vorpal Venom +2 Damage, Vorpal Venom +4 Damage

### **Armorsmithing**

Characters with Armorsmith skill receive one formula from one of the categories below per level of Armorsmith skill purchased.

Have you purchased the Armorsmith skill?

How many levels?

#### **Available Armorsmithing formulas**

Leather armor, Mixed Leather/Metal armor, Metal armor:

### **Create Potion**

Characters with Create Potion skill receive one formula for creating potions. The formula is useful for creating any potion for which the character has the spell pattern.

### **Create Scroll**

Characters with Create Scroll skill receive one formula for creating scrolls. The formula is useful for creating any scroll for which the character has the spell pattern.

### **Tinkering**

Have you purchased the Tinkering skill?

How many levels?

Characters with Tinkering skill receive one selection from the list of formulas below for each level of Tinkering skill purchased. Players who pre-register may select up to half their allotment (round up), with the balance being filled randomly. Each Tinkering formula is useful in the creation of a single item, and each starting formula will have a limited number of charges. This number of charges varies from formula to formula and is at least in part based on the complexity of the item being created.

#### **Available Tinkering Formulas**

Bracer Blade, Clock, Compass, Create Electrical Trap, Create Fire Trap, Create Gas/Acid Trap, Create Frost Trap, Create Weapon Trap, Flame Rocket, Frost Rocket, Grappling Hook, Kite, Lightning Rocket, Lodestone, Magnifying Glass, Manacles (Average Quality), Mechanical Grasp, Mechanical Torch, Music Box, Padlock (Average Quality), Salvage Tools (Average Quality), Spectacles, Thieves Tools, Wind-up Toy, Small, Wind-up Toy, Large

## Weaponsmithing

Have you purchased the Weaponsmith skill?

How many levels?

Characters with Weaponsmith skill receive one formula from one of the categories below per level of Weaponsmith skill purchased.

### Available Weaponsmithing formulas

Wood, Mixed Wood/Metal, Metal

## Starting Equipment

Characters begin play with 40 silver pieces with which to buy initial equipment. If a character has the Skill *Profession*, this money is added to the starting funds. Characters with production skills may purchase items in their crafting specialty at half cost. Only items on this list may be purchased. The character must have the skill to use any item purchased. The base duration of all items are starting equipment are base for the class of goods: Scrolls, Armor, and Tinkered Items do not expire, Potions are good for about three events, alchemy is good for about three events, and weapons are good for about two events. Please see Chapter 5: Crafting for a description of crafting and expiration dates.

Equipment	Cost in silver
Alchemy: Alchemical Solvent	8
Alchemy: Antidote for Contact Poisons	8
Alchemy: Antidote for Ingested Poisons	30
Alchemy: Cause Damage 10	8
Alchemy: Cause Damage Gas 10	13
Alchemy: Cause Light Damage 5	3
Alchemy: Cause Light Damage Gas 5	6
Alchemy: Cure Damage Salve 10	18
Alchemy: Cure Light Damage 5	8
Alchemy: Cursed One Healing Salve 5	8
Alchemy: Eldritch Acid 5	6
Alchemy: First Aid Salve	3
Alchemy: Hallucoid	8

Alchemy: Intoxicant	3
Alchemy: Liquid Light	3
Alchemy: Oil of Slipperiness	6
Alchemy: Oil of Stickiness	8
Alchemy: Paranoia	8
Alchemy: Vorpall Venom +2	6
Alchemy: Vorpall Venom +4	13
Armor: 1	4
Armor: 2	8
Armor: 3	12
Armor: 4	16
Armor: 5	24
Armor: 6	32
Armor: 7	40
Armor: 8	48
Armor: 9	60
Armor: 10	72
Armor: 11	84
Armor: 12	96
Armor: 13	112
Armor: 14	128
Armor: 15	144
Armor: 16	160
Armor: 17	180
Armor: 18	200
Armor: 19	220
Armor: 20	240
Armor: 21	264
Armor: 22	288
Potion: Bless	6
Potion: Cause Light Wounds	6
Potion: Cure Light Wounds	6

Potion: Cause Wounds	12
Potion: Cure Wounds	12
Potion: Cause Disease	18
Potion: Cure Disease	18
Potion: Greater Bless	18
Potion: Remove Weakness	18
Potion: Weakness	18
Potion: Awaken	24
Potion: Cause Serious Wounds	24
Potion: Cure Serious Wounds	24
Scroll: Disarm	6
Scroll: Magic Missile	6
Scroll: Shield	6
Scroll: Lightning Bolt	12
Scroll: Pin	12
Scroll: Repel	12
Scroll: Greater Shield	18
Scroll: Ice Bolt	18
Scroll: Trance	18
Scroll: Awaken	24
Scroll: Bind	24
Scroll: Flame Blade	24
Tinkered Item: Bracer Blade	25
Tinkered Item: Clock	30
Tinkered Item: Compass	50
Tinkered Item: Flame Rocket	15
Tinkered Item: Frost Rocket	15
Tinkered Item: Grappling Hook	15
Tinkered Item: Kite	5
Tinkered Item: Lightning Rocket	15
Tinkered Item: Lodestone	50
Tinkered Item: Magnifying Glass	15

Tinkered Item: Manacles, Average	30
Tinkered Item: Mechanical Grasp	20
Tinkered Item: Mechanical Torch	10
Tinkered Item: Music Box	30
Tinkered Item: Padlock, Average	20
Tinkered Item: Salvage Tools, Average	20
Tinkered Item: Spectacles	10
Tinkered Item: Thieves' Tools	15
Tinkered Item: Wind-up Toy, small	5
Tinkered Item: Wind-up toy, large	10
Tinkered Item: Trap, Electrical 5	5
Tinkered Item: Trap, Electrical 10	10
Tinkered Item: Trap, Electrical 15	15
Tinkered Item: Trap, Electrical 20	20
Tinkered Item: Trap, Frost 5	5
Tinkered Item: Trap, Frost 10	10
Tinkered Item: Trap, Frost 15	15
Tinkered Item: Trap, Frost 20	20
Tinkered Item: Trap, Fire 10	20
Tinkered Item: Trap, Fire 15	30
Tinkered Item: Trap, Fire 20	40
Tinkered Item: Trap, Fire 25	50
Tinkered Item: Trap, Weapon 5	10
Tinkered Item: Trap, Weapon 10	20
Tinkered Item: Trap, Weapon 15	30
Tinkered Item: Trap, Weapon 20	40
Tinkered Item: Trap, Gas/Acid 1 (no alchemy)	40
Weapon: Arrow/Bolt (12), Javelin (12)	5
Weapon: 1 Handed or Staff (Base Damage 2)	20
Weapon: Bow/Crossbow	10
Weapon: 1 Handed Small (Base Damage 1)	5
Weapon: 2 Handed (Base Damage 3)	40

Weapon: Thrown Weapon, Crafted (batch of 10)	10
Weapon: Shield	20

## Appendix B: Goblin Points

NPCs earn Goblin Points as payment for their help. A player generally earns 200 Goblin Points for NPC-ing a full weekend event. Players who NPC for only part of a weekend earn Goblin Points based on time donated. NPCs that prove themselves reliable and act in a desirable manner will be rewarded in various ways, including having cooler roles to play and possibly being awarded bonus Goblin Points. The sorts of behavior for which a character might earn these rewards are: showing up on time, wearing dark clothing and dark footwear with no logos or bright colors, signing out at the end of the weekend (which earns the player 15 Goblin Points), and being available at certain times for special NPC-intensive encounters.

Goblin points may be used for several things, including purchasing unfinished weapons, earning a Wildlands character a teacher for any skill, if the Campaign Committee approves it, or other things. The cost in Goblin Points is equal to 5 times the build point cost of the skill. Some skills cannot be learned this way.

In addition, there will be a limit to the number of Goblin Points a player may use for the purchase of materials or goods at any one event. These limits are designed to prevent players with a lot of Goblin Points from flooding the game with a lot of in-game items or bringing in very powerful items with no in game justification. A player may purchase unfinished goods at a higher rate than raw materials. These items require a craftsman to convert the unfinished item into a useable item. A player may purchase finished goods at a higher Goblin Point cost than unfinished items. Goblin Points may be used to gain Committee approval to change the physical representation of an in-game item that has not been owned by another character player, like certain weapon characteristics. They may be used to earn Committee approval for character backgrounds that might otherwise not be allowed.

Goblin points may NOT be used for the following things in Wildlands:

Players cannot use Goblin Points to purchase extra blankets for their characters. Players can not trade Goblin Points for in-play money or for items with in-play monetary value, such as jewelry. Players may not “buy back” character deaths with Goblin Points; characters interested in this should investigate the possibilities in-play.

Spending Goblin Points Players can also fill out Goblin Point sheets for Goblin Point expenditures that earn them in-game items. A more detailed explanation of the ways in which players may spend Goblin Points can be found in **Chapter Nine: Volunteers & Non-Player Characters (NPCs)**.

A player may purchase up to 200 Goblin Points of overall items per event. If a character has an appropriate crafting skill, this limit is increased to 300 Goblin Points, though the extra Goblin Points may only be spent within the characters realm of crafting, and in the realm of Finished Goods.

## Raw Materials

Players may purchase raw materials for many of the crafting skills. This allows players to make in-game items and reduce the amount of money they must spend to do so. The player receives tags to represent these raw materials, but she must find a skilled craftsman to create the items she desires. Raw materials replace the silver needed to create in game items, but other needed materials, such as True Elements, cannot be gained in this way. One Goblin Point can be traded for 1 silver worth of raw materials. Raw

materials obtained this way can only be used at a forge and only to craft items; they cannot take the place of money in any other way (such as earning a character Inspiration at a juncture). A player must select the type of raw material he wishes to obtain when making the purchase, dictating what craft skill will make use of the materials. There is a limit to the amount of materials that may be used in the creation of any one item. For example, 20 silver worth of tinkering materials cannot be used to make potions. In game, the materials are slightly flawed and have slight impurities, making them fine for lesser items, but able to contribute only slightly to the creation of more powerful things. The maximum amount of raw material that can be spent on any one item is given below:

<b>Raw Material</b>	<b>Maximum Value per item for creation</b>
Alchemy Materials	20 silver
Armorsmith Materials	70 silver
Potion Creation Materials	15 silver
Scroll Creation Materials	15 silver
Tinkering Materials	50 silver
Weaponsmith Materials	50 silver

## Unfinished Goods

You may use your Goblin Points to purchase Unfinished Goods. Unfinished Goods are items that are normally crafted at a juncture and will have in-game tags. These goods lack the final spark of magic that allows them to be useful immediately. Imagine the case of a sword. A person could make the basic sword metal item, but unless handled by a properly equipped and skilled smith, the sword would not have a suitably sharp edge, would not be tempered (and so would break easily) and so forth.

Unfinished Goods must be finished in-game prior to their usage. A character with the appropriate production skill must take the good to a juncture, along with a formula appropriate to the item type. This character must spend 1 Production Point to finish the item to its base duration. This will also cost 1 silver piece per good. Finishing an item requires the presence of a formula, but it does not diminish the effectiveness of the formula. In other words, it does not expend a use of the formula. Unfinished Goods themselves have only a one-event expiration, so they must be finished during the event in which they are purchased, or they crumble to worthlessness. Purchasing Unfinished Goods may only be done at event check-in.

In the chart below, there is a spending limit of 100 Goblin Points per category. Not all items are available for purchase as Unfinished Goods.

<b>Unfinished Good</b>	<b>Goblin Point Cost</b>
Alchemy: Alchemical Solvent	12
Alchemy: Antidote for Contact Poisons	12

Alchemy: Antidote for Ingested Poisons	48
Alchemy: Cause Damage	12
Alchemy: Cause Damage Gas	20
Alchemy: Cause Light Damage	6
Alchemy: Cause Light Damage Gas	10
Alchemy: Cure Damage Salve	28
Alchemy: Cure Light Damage Salve	12
Alchemy: Cursed One Healing Salve 5	12
Alchemy: Eldritch Acid 5	8
Alchemy: First Aid Salve	3
Alchemy: Hallucoid	12
Alchemy: Intoxicant	3
Alchemy: Liquid Light	6
Alchemy: Oil of Slipperiness	8
Alchemy: Oil of Stickiness	12
Alchemy: Paranoia	12
Alchemy: Vorpil Venom +2	10
Alchemy: Vorpil Venom +4	20
Armor: 1	3
Armor: 2	8
Armor: 3	13
Armor: 4	18
Armor: 5	28
Armor: 6	38
Armor: 7	48
Armor: 8	58
Armor: 9	73
Armor: 10	88
Potion: Bless	8
Potion: Cause Light Wounds	8
Potion: Cure Light Wounds	8
Potion: Cause Wounds	16
Potion: Cure Wounds	16

Potion: Cause Disease	24
Potion: Cure Disease	24
Potion: Greater Bless	24
Potion: Remove Weakness	24
Potion: Weakness	24
Potion: Awaken	32
Potion: Cause Serious Wounds	32
Potion: Cure Serious Wounds	32
Scroll: Disarm	8
Scroll: Magic Missile	8
Scroll: Shield	8
Scroll: Lightning Bolt	16
Scroll: Pin	16
Scroll: Repel	16
Scroll: Greater Shield	24
Scroll: Ice Bolt	24
Scroll: Trance	24
Scroll: Awaken	32
Scroll: Bind	32
Scroll: Flame Blade	32
Tinkered Item: Bracer Blade	35
Tinkered Item: Clock	40
Tinkered Item: Flame Rocket	19
Tinkered Item: Frost Rocket	19
Tinkered Item: Lightning Rocket	19
Tinkered Item: Grappling Hook	21
Tinkered Item: Kite	4
Tinkered Item: Magnifying Glass	25
Tinkered Item: Manacles, Average	36
Tinkered Item: Mechanical Grasp	26
Tinkered Item: Mechanical Torch	12
Tinkered Item: Music Box	36
Tinkered Item: Padlock, Average	26

Tinkered Item: Salvage Tools, Average	38
Tinkered Item: Spectacles	7
Tinkered Item: Thieves' Tools	21
Tinkered Item: Wind-up Toy, small	7
Tinkered Item: Wind-up toy, large	16
Tinkered Item: Trap, Electrical 5	8
Tinkered Item: Trap, Electrical 10	18
Tinkered Item: Trap, Electrical 15	28
Tinkered Item: Trap, Fire 10	38
Tinkered Item: Trap, Frost 5	8
Tinkered Item: Trap, Frost 10	18
Tinkered Item: Trap, Frost 15	28
Tinkered Item: Trap, Weapon 5	18
Tinkered Item: Trap, Weapon 10	38
Weapon: Arrow/Bolt (12), Javelin (6)	6
Weapon: 1 Handed or Staff (Base Damage 2)	21
Weapon: Bow/Crossbow	11
Weapon: 1 Handed Small (Base Damage 1)	4
Weapon: 2 Handed (Base Damage 3)	43
Weapon: Shield	21

## Finished Goods

You may use your Goblin Points to purchase Finished Goods. Finished Goods are items that are normally crafted at a juncture and will have in-game tags. Unlike Unfinished Goods, these items have valid tags and are ready to use. They all have standard base durations. In the case of Alchemy, Potions, and Weapons, the base duration is two events.

In the chart below, there is a spending limit of 100 Goblin Points per category. Some items are listed as costing above this 100 point limit. Those items may only be purchased by someone with the appropriate crafting skill. Not all items are available for purchase as Finished Goods.

Finished Good	Goblin Point Cost
Alchemy: Alchemical Solvent	28
Alchemy: Antidote, Contact	28

Alchemy: Antidote, Ingested	78
Alchemy: Cause Damage	28
Alchemy: Cause Damage Gas	39
Alchemy: Cause Light Damage	15
Alchemy: Cause Light Damage Gas	22
Alchemy: Cure Damage Salve	50
Alchemy: Cure Light Damage Salve	28
Alchemy: Cursed One Healing Salve 5	28
Alchemy: Eldritch Acid 5	22
Alchemy: First Aid Salve	15
Alchemy: Hallucoid	28
Alchemy: Intoxicant	15
Alchemy: Liquid Light	18
Alchemy: Oil of Slipperiness	22
Alchemy: Oil of Stickiness	28
Alchemy: Paranoia	28
Alchemy: Vorpil Venom +2	22
Alchemy: Vorpil Venom +4	39
Armor: 1	14
Armor: 2	20
Armor: 3	26
Armor: 4	32
Armor: 5	44
Armor: 6	56
Armor: 7	68
Armor: 8	80
Armor: 9	98
Armor: 10	116
Armor: 11	134
Armor: 12	152
Potion: Bless	20
Potion: Cause Light Wounds	20
Potion: Cure Light Wounds	20

Potion: Cause Wounds	30
Potion: Cure Wounds	30
Potion: Cause Disease	40
Potion: Cure Disease	40
Potion: Greater Bless	40
Potion: Remove Weakness	40
Potion: Weakness	40
Potion: Awaken	50
Potion: Cause Serious Wounds	50
Potion: Cure Serious Wounds	50
Scroll: Disarm	20
Scroll: Magic Missile	20
Scroll: Shield	20
Scroll: Lightning Bolt	30
Scroll: Pin	30
Scroll: Repel	30
Scroll: Greater Shield	40
Scroll: Ice Bolt	40
Scroll: Trance	40
Scroll: Awaken	50
Scroll: Bind	50
Scroll: Flame Blade	50
Tinkered Item: Bracer Blade	47
Tinkered Item: Clock	62
Tinkered Item: Flame Rocket	35
Tinkered Item: Frost Rocket	35
Tinkered Item: Lightning Rocket	35
Tinkered Item: Grappling Hook	39
Tinkered Item: Kite	15
Tinkered Item: Magnifying Glass	47
Tinkered Item: Manacles, Average	54
Tinkered Item: Mechanical Grasp	44
Tinkered Item: Mechanical Torch	26

Tinkered Item: Music Box	54
Tinkered Item: Padlock, Average	44
Tinkered Item: Salvage Tools, Average	68
Tinkered Item: Spectacles	21
Tinkered Item: Thieves' Tools	39
Tinkered Item: Wind-up Toy, small	21
Tinkered Item: Wind-up toy, large	34
Tinkered Item: Trap, Electrical 5	23
Tinkered Item: Trap, Electrical 10	38
Tinkered Item: Trap, Electrical 15	53
Tinkered Item: Trap, Frost 5	23
Tinkered Item: Trap, Frost 10	38
Tinkered Item: Trap, Frost 15	53
Tinkered Item: Trap, Fire 10	68
Tinkered Item: Trap, Weapon 5	38
Tinkered Item: Trap, Weapon 10	68
Weapon: Arrow/Bolt (12), Javelin (6)	19
Weapon: 1 Handed or Staff (Base Damage 2)	34
Weapon: Bow/Crossbow	24
Weapon: 1 Handed Small (Base Damage 1)	15
Weapon: 2 Handed (Base Damage 3)	58
Weapon: Shield	34
Alchemy Raw Materials (1)	1
Armor Raw Materials (1)	1
Potion Raw Materials (1)	1
Scroll Raw Materials (1)	1
Tinkering Raw Materials (1)	1
Weapon Raw Materials (1)	1

## Event Coupons

Event Coupons may be purchased with Goblin Points to reduce the cost of attending a Wildlands West event. An Event Coupon costs 100 Goblin Points, and yields a \$20.00 discount towards event admission. A maximum of one Event Coupon may be used per event, for a maximum discount of \$20.00 per person per event. Event Coupons are not transferable to another person.

## Rumors

Players may also use Goblin Points to purchase a Rumor that their character has overheard between events. It costs 30 Goblin Points for a Rumor and only one Rumor may be purchased per event. The player will be given a random Rumor to read at check-in and they must read it and return the Rumor to the person doing check-in. This represents simply overhearing the information. If the player's character has the read/write skill, they may copy the Rumor down before returning the rumor slip. Rumors may be about just about anything, current events, ancient history, locations of treasure, hints about individuals that may be coming to the town, etc. Please note that Rumors are exactly that. No guarantee is offered as to their veracity.

## Appendix C: Build and Inspiration Experience Points

Experience Points (XP) are used in Wildlands for the advancement of a player's character.

Whenever you attend an event in Wildlands, you will receive a certain number of experience points just for attending the event. These points are known as your "blanket." The typical reward for a weekend event is a half-blanket, which means that the value of your blanket is half the total of your ending Build Points, rounded up.

The blanket represents the things your character does and learns about during an event, and in the time to contemplate between events, that may not be able to be rewarded in other ways. You may kill monsters and get no treasure, or perform some sneaky act that has no monetary reward, or otherwise roleplay to the benefit of all but to no great personal advantage.

The blanket is determined by dividing your current total Build Points by 2 after the event (see below). If you currently have 40 BP, then you will receive a base of 20 XP for the event. This is based on a typical Wildlands weekend, which consists of two game-days). On an Adventure Day, you will receive 50% of your "blanket" (or 10 XP in the example). This means that a full-fledged Adventure Day counts as a half-blanket. In rare cases, a double-blanket may be awarded for a particularly trying and difficult weekend.

In addition, you can inspire for extra Experience Points with game money. This may only be done in-game at a magical inspiration juncture. Each ivory piece (or its equivalent in silver or gems) is worth one XP until the character purchases or completes the purchase of one Build Point worth of experience (see Build Points, below). It then doubles in cost for the next Build Point's worth of inspiration at the same event. It then triples for the third and continues this process each time you inspire further. This lasts only until the end of the event, at which point the exchange rate goes back to normal until the character inspires again at a future event.

*Example: DiGiacomo the Jester spends the entire event entertaining (and stealing swords when no one is looking) and so has earned 9 Ivory Pieces. His character card shows that he has 24 BP and 0XP (which includes the original 20). He finds an inspiration juncture in-game and turns in all 9 Ivory to inspire his spirit. The initial conversion rate of ivory-to-XP is 1-1. The first 3 ivory earns him 3 XP, which gives DiGiacomo another Build Point since he is a first level character. The cost then doubles, so it is now 2-1, the remaining 6 ivory purchase him another 3 XP, which earns him another Build Point and increases his total Build Points to 26. If DiGiacomo earns some more money this event and wants to inspire again, the exchange rate is now 3-1, so it would cost him 3 ivory for a single XP, and 9 ivory to get another Build Point.*

You can earn money in-game in many ways. You can sell scrolls, spells, potions, or elixirs; you can repair armor; you can hire yourself out as a bodyguard; you can entertain in the tavern; you can kill monsters and hope they have treasure; you can beg; you can borrow; you can steal—the possibilities are endless. Keep in mind however, that you will have expenses as well (such as armor repair, healing, and weapons) and not every silver you find will necessarily be used for Experience Points.

One way to earn game money is to sell food, costumes, weapon phys reps and other items for game money (as well as real money). Wildlands encourages real merchants since it adds to the atmosphere of the game.

## Build Points

Experience Points are automatically converted to Build Points (BP), which you then use to buy skills for your character. The amount of Experience Points needed to buy a Build Point is based on your level. Your level is determined by how many Build Points your character has. It takes 10 Build Points to gain a level.

All characters start with 20 Build Points that are used for initial skill purchase. Therefore, 1<sup>st</sup> level is from 20 to 29 BP. 2<sup>nd</sup> level is from 30-39 BP, etc.

## Event Commentary

Feedback from players about Wildlands West events is absolutely invaluable to the Campaign Committee to make ours the best gaming experience we possibly can. We count ourselves extremely lucky that we run this game for the most awesome, polite, courteous players in the world- players who are willing to share their comments on events, and what they'd like to see again, and what we can leave behind. The Campaign Committee reads and responds to every comment we receive on our events, and we take your words to heart. Your advice and comments are useful for us not only to know what you enjoy at events, but also how well our presentation is working- whether you were aware of storylines out there you might've enjoyed, and how the NPCs who presented them did. To encourage more players to send Event Commentary to the Campaign Committee, and to reward you for your contribution to the campaign, we have developed a reward system for submitting your comments. Player Characters who submit their Event Commentary within two weeks of the event will receive 25% of 1 Build Point of Inspiration. Volunteers who submit Event Commentary within two weeks of the event will receive an additional 10 Goblin Points. Comments should include enough detail to convey your ideas, but should be brief. (Please remember, we'll be trying to read and respond to about 100 of these letters each event!) Submit your commentary online or email us with a filled out form from Appendix A: Character Creation.

## Levels

Your level determines how many Body Points you get and how many Experience Points you need to get a Build Point. The table above shows the character's level based on the total Build Points. It also shows the number of XP needed for the next BP, and the Body Point value per class (fighter, rogue, scholar, and templar) for the level attained.

The chart below allows you to determine your BP total based on your XP, and also shows how many XP you need to make a BP based on your current XP total and your level.

**Total BP:** Total number of character's Build Points

**Level:** The character's current level

**XP/BP:** The amount of experience points (XP) required to earn one Build Point (BP)

**F:** Fighter

**R:** Rogue

**S:** Scholar

**T:** Templar

Total Build Points	PC Level	XP per BP cost	Body Points				Event Commentary Bonus
			F	R	S	T	
20-29	1	3	6	4	3	4	1XP
30-39	2	7	8	5	4	5	2XP
40-49	3	12	10	6	4	6	3XP
50-59	4	18	12	7	5	7	5XP
60-69	5	25	14	8	6	8	7XP
70-79	6	33	16	9	6	9	9XP
80-89	7	42	18	10	7	10	11XP
90-99	8	52	20	11	8	11	13XP
100-109	9	63	22	12	8	12	16XP
110-119	10	75	24	13	9	13	19XP

## Appendix D: Counted Actions

Action	Verbal and/or roleplay	Time required (seconds)
Bleeding out and dying after arriving at -1 Body Points	(none)	1 minute (60)
Awakening after becoming unconscious or at 0 Body Points	(none)	10 minutes (600)
Dissipating after dying	(none)	5 minutes (300)
Administering first aid fully (restore target to 0 Body Points)	"First Aid 1,..." mimic giving first aid	1 minute (60)
Administering first aid partially (reset death countdown)	"First Aid 1,..." mimic giving first aid "Reset bleed out count"	10 seconds
Using Healing Arts to determine a person's status	Examine person- "Healing Arts, are you..."	3 seconds
Using magical control	Concentrating while stationary	1 minute (60)
Identify an item and properties using skill	Examining item carefully	1 minute (60)
Identify what type of item something is	Examining item carefully	3 seconds
Searching a person	"Searching" examining person	At least 3 seconds
Cutting person free of bonds	"Cutting Free 1..." cutting motions	3 seconds
Awaken a sleeping person	Yelling, pretend slapping, etc	1 minute (60)
Refit Dexterity Armor	Stretching and exercising	1 minute (60)
Refit Earth's Armor	Meditating while stationary	1 minute (60)
Refit Natural Armor	Stretching, adjusting clothes	1 minute (60)
Refit Physical Armor	Adjusting armor while stationary	1 minute (60)
Running beyond in play boundaries	LOUD "Leaving town 1..."	10 seconds
Telling time with Astrology	Examine sky	At least 3 seconds
Killing Blows	"Killing Blow 1..." weapon on chest or hand near chest	3 seconds
End spell by breaking line of sight	Break line of sight	10 seconds
Drink/Force feed potion	Drinking from potion phys-rep	At least 3 seconds
Dragging someone using Endow or Delayed Endow	"Endow, dragging" or "Delayed Endow, dragging"	10 seconds
Setting Traps	Setting the trap	At least 60 seconds

## Appendix E: Lost Arts

Lost Arts are so named because they are legendary and extremely rare. It is not even certain if they are still in existence, or if the knowledge of them exists only as rumor and remembrance. Unusual powers and odd skills comprise the Lost Arts. And, it is important to understand that some Arts are so lost that they have been forgotten entirely, and are not mentioned here at all. Further, some Arts are not so “Lost” as they re “New”. These skills have never been discovered. These arts are not available to starting characters, and they must be uncovered in game to find teaching. Generally, they require an advanced form of instruction in order to pass the knowledge on from Master to Student.

The following are some legendary abilities of ancient heroes, abilities and skills that have been largely lost to Time. Despite the fact that these arts fell out of common practice centuries ago, there are occasional rare individuals who re-discover them and perhaps share them with those they trust.

These descriptions are included here so that players will know how to react upon encountering them (and so that players will have a glimpse of the sorts of things they might be able to strive for). Characters may encounter opportunities to learn these skills, and they must all be learned in-game from an in-game teacher. Clan teachers never teach these skills, players cannot obtain them by spending goblin stamps and starting characters cannot know them.

### Archer's Slay

This skill replaces the Critical Slay skill for archers, allowing the archer to plant his feet and fire arrows or bolts until one missile strikes home or the character moves his feet. The damage for each arrow is calculated in the same manner as a normal slays. This skill can be used as a Parry if the Archer has the Bow Defense skill.

### Armor's Strength

A true armorsmith uses her inner strength to protect her armor, making it more resistant to destruction while she wears it. Each Strengthen Armor allows the character to resist one *Shatter* or *Destroy* spell directed at armor per day.

### Armor's Will

A true armorsmith uses this skill to reset armor instantly. The character touches a willing target with a packet and says "By the Forge I restore your Armor's Will." The armor is restored exactly as if the character had spent a minute resetting it. This skill will work only with physical suits of armor, and cannot reset any other form of armor.

### Atlal

An atlatl is a specialized throwing stick used to fire javelins with high velocity and increased damage. The ability to wield an atlatl is uncommon. This skill allows the character to use an atlatl in combat. A character without this skill will recognize the atlatl only as a weapon.

## Bow Defense

With this skill, an archer can use a bow, atlatl, or sling as a parrying weapon. The bow cannot be fired while parrying, and the bow must be approved by a Wildlands safety marshal. The archer uses his force of will to strengthen the bow magically so that it can withstand weapon hits without breaking.

## Celestial Fury

This skill greatly increases the power of a celestial caster. The character calls out “With Celestial Fury I Call Forth...” to an appropriate damaging celestial spell. The caster then can throw multiple packets. Each packet is treated as a full spell, and any person hit by a packet suffers from the spell. If multiple packets hit, then multiple spell effects are taken.

## Claw Frenzy

Rather than developing a conscious skill with claws, a character can learn to embrace her bestial nature, increasing the damage she does with her claws. Claw Frenzy increases the damage of both claws simultaneously.

## Create Secret Door

This skill allows the construction of hidden doors and the triggers that open them. The skill is said to work like other crafting skills, except that the crafted parts are moved from the forge to the area that will hold the door and trigger. The more skilled a character becomes in this art, the smaller and further from the door the trigger can be. Skilled craftsman can also make doors with puzzles attached to the trigger and doors that can be opened only with the Open Secret Door skill.

## Dexterity

This skill makes a character more effective with challenges and traps requiring physical dexterity. The skilled character can place one foot on areas representing pits and other dangerous areas with no ill effect, so long as the other foot remains in contact with a safe area, representing the character's supreme balance and agility. If the other foot is lifted off the safe area, the character suffers the effects of stepping into the danger. Dexterity can be used with jumps, but one foot must be safe before the other foot touches a danger area.

## Double Critical Attack

This critical attack works with both hands at once, allowing Florentine fighters to cause extra damage in both hands simultaneously. In all other ways, it works like a normal critical attack.

## Double Proficiency

This proficiency works with both hands at once, allowing Florentine fighters to cause extra damage in both hands simultaneously. In all other ways, it works like a normal proficiency.

## Forced Awaken

A character with this skill sharpens her mental awareness and can force herself awake when in situations that would ordinarily prevent her from acting. This power acts as an *Awaken* spell on the character, and can be used to escape from *Charm*, *Sleep* and *Trance* spells, as well as other similar effects.

## High Magic

This form of magic generates effects well beyond the scope of the battle magic most characters understand. High Magic is rumored to allow a variety of effects, including the creation of magical items.

## Light Sleep

This skill allows a character to sleep very lightly and develop a sixth sense that alerts the character to danger while he sleeps. The player must note his sleeping position in the cabin's marshal notes. When a creature enters the cabin unbidden, the marshal checks the notes and wakes any characters with this skill, saying "You sense danger."

## Pierce Threshold

A true weaponsmith can learn to spot and exploit weaknesses in an enemy's defenses. This skill allows such a character to pierce thresholds. The character uses the tag line "Piercing" when swinging a weapon, to indicate that thresholds are ineffective against the attack. If the character is using an unusual weapon, she must add the extra indicator at the end of the tag line (e.g. "4 Piercing Silver!")

## Reforge Blade

With this ability, a true weaponsmith can magically reforge one shattered weapon. The weaponsmith must bring the weapon's remains to a magical forge before the sunset following the weapon's destruction. The weaponsmith uses his inner magic to restore the weapon, and there is no cost for doing so. One weapon can be reforged per day for each time the character purchases this skill.

### Sense Gold and Gems

This skill causes a person to be in tune with the natural aura of money. They learn to hear the magical sound of inspiration. The character uses the verbal "Gold check: Who has money?". This is an out of game statement, and you are unaware that the check is being asked, or who is asking it. All who hear it must as quickly as possible announce the approximate amount of all money (silver, ivory, gold, gems, etc) they have anywhere on their person at that moment. This statement must be accurate to the best of your knowledge. Any person who hears this and does not have the skill must ignore the responses they may hear from other people.

### Shadowrack

This ability allows the character to simultaneously to resist the effects of a Light spell and attack the caster that threw it. Shadowrack reaches out to the mind of that caster and destroys the pattern of the Light spell (see Magic for an explanation of spell patterns). The caster is then unable to cast Light spells until she travels to a magical juncture and memorizes the spell anew. A character may use Shadowrack without breaking an active Shadowcloak.

### Shadow Walk

Momentarily becoming one with Darkness, a character with this skill can step into a shadow in one place and step out of a shadow elsewhere, without passing through the intervening space. This generally takes as much time as it would take a character to walk physically to the new location, but the applications in bypassing physical and magical barriers are obvious.

### Sling

A sling is a specialized device used to hurl rocks and bullets with amazing accuracy. The ability to wield a sling is uncommon. This skill allows a character to use a sling in combat. A character without this skill will recognize the sling only as a weapon.

### Slip Bindings

This skill allows a character to contort and twist to slip free of physical bindings. This allows the character to escape any physical bonds, but does not free her from binding spells. The character uses the skill by performing a three count, and the skill works once per day for each time bought.

## Spell Parry

It is rumored that certain warriors with specially prepared blades could learn to parry spells directed at them. Characters with this skill can, if given a proper blade, use the Parry skill to avoid spell hits.

## Weapon's Strength

A true weaponsmith uses her inner strength to protect her weapons and shield, making them more resistant to destruction while she carries them. Each Strengthen Weapon allows the character to resist one *Shatter* or *Destroy* spell directed at weapons or a shield per day.

## Appendix F: NERO Memberships

A NERO Membership is required to play in any NERO related game. This membership covers a variety of things, including marketing, promotion, and (most importantly) insurance. This membership is nationally based. One membership is required to be purchased by each player of a NERO based game, and is due for renewal annually.

To participate in Wildlands West, you will have to either purchase a NERO membership at event check-in, or else have previously purchased a membership through another chapter during the current calendar year. The membership is at a cost of \$20.00 per person per calendar year. It is not possible to waive this requirement.

If you wish to NPC, the \$20 not only covers your insurance for the year, but it also allows you to attend all the events during that calendar year for free, and gives you free food throughout the event (except for Saturday dinner).

## Appendix G: Rogues

### Securing your Cabin

The Wildlands can be an unsafe place, so it's always a wise idea to guard your valuables. There may be people in-game where you can buy or rent a lock or security for your cabin. Some of these people will also install it for you for a small fee. Of course, these locks can be picked by a good thief, but at least it will slow the rascal down.

You can also buy or make traps for your cabin. Each trap must be accompanied by a trap card (see the section on traps). The creation of locks and traps all fall under the Production skill of Tinkering. To attempt to arm or disarm traps requires Thieves' Tools. To lock or unlock a padlock requires either Thieves' Tools or the genuine key.

It is a smart idea to take your personal items and put them under your bed. Any items placed under the bed are considered to be out of play, so don't cheat and put game items there. If you like, put a dividing curtain up in your cabin, and place all the beds and your personal items behind it. Put any game items in front of the divider.

If you are sleeping in-game during the night, make sure that your bed is in front of any dividing curtain or barrier you have put up.

Any special security precautions you take must be entered on the marshal's notes sheet in the holder on your cabin door. Make any appropriate entries there, with the spell labels and/or trap cards necessary. That way anyone marshaling a thief through your cabin can dole out any damage that the villain may take. If no precautions have been entered on the marshal's notes, then there is nothing protecting the cabin in-game!

Anyone who does not reside in a particular cabin caught reading the marshal's notes will be subject to disciplinary action. These notes are for marshals only, and only when marshaling a thief into the cabin.

### Traps and Locks

In order to make a trap, you must have the skills *Tinkering* and *Disarm/Arm Trap*. This skill works on the Production Point system as described in the chapter on the Skills System. All trap designs must be checked and approved by a properly authorized marshal. All traps must make a noise or flash a light or otherwise be constructed so that it is obvious when the trap has been set off.

### Weapon Traps

A weapon trap is a trap which contains a weapon on a spring-mounted mechanism. Weapon traps may be reset by anyone with the Disarm/Arm Traps skill without paying the cost to rebuild them.

These traps must be mounted to a door, wall or inside a large chest to be effective. If not mounted to a heavy, stable object of this sort, they cannot be set with enough force to be effective. You cannot attach these traps to a body.

The mounted weapon must be any standard NERO-safe boffer weapon. This is the only trap that can be blocked, *Parried*, *Dodged* or stopped by the *Magic Armor* spell.

## Massive Mechanical Traps

Massive mechanical traps represent collapsing ceilings, rockfalls, giant scythes, and other such contraptions. They are completely immovable. They have a minimum size of 3' by 3' by 3'. Anyone struck by any part of the trap when it goes off takes the full damage of the trap. Massive mechanical traps must be rebuilt after they are set off; they cannot be reset.

Massive mechanical traps are usually represented with pillows, plastic trash bags filled with newspapers, and other soft items. Whoever is touched by the phys rep will take the complete damage from the trap.

## Acid/Fire Traps

A fire or acid trap represents a trap which sprays a burning or caustic liquid in a five foot radius. Anyone inside this radius when it detonates takes the full damage of the trap plus the additional effects listed below. In addition to a trigger and detonating mechanism, there must also be a physical representation for the oil / acid "container." The required size of this container is on a following table. The detonation mechanism must be attached or adjacent to the container. The radius effect is measured out from this container.

Fire and Acid traps that cause more than 20 points of damage are more destructive than their lesser counterparts. These traps destroy all "fragile" items within their radius, unless they are protected within a sealed metal container. Common "fragile" items include scrolls, potions, papers, glass items, ritual components, and any other non-metal, non-weapon/shield/armor, non-money items. Only in-game items are destroyed by this effect.

The Acid within an acid trap is physical in nature, as in an Alchemists' Physical Acid. It is not related in any way to the Eldritch Acids that alchemists use or Spitters generate.

## Electrical Traps

An electrical trap discharges a jolt of electricity into the rogue who sets it off. The jolt of electricity passes through the rogue, and also affects anyone connected to him through any fashion, including physical contact, connected by ropes, in the same pool of water, and so forth.

## Explosive Traps

Explosive traps are very similar to Fire/Acid Traps except that the container now represents the explosive. It is also somewhat larger. Explosive traps will destroy all shatterable items in the area of effect as the *Destroy* spell. Sealed containers will not protect items from explosions. All in-game items except unshatterable items will be destroyed by an explosive trap. Items within an indestructible sealed container will not be affected if they are in the radius of an explosive trap, unless the trap is inside that container or the container is open.

## Frost Traps

Frost traps deliver a highly concentrated dose of freezing liquid to the target. The damage is confined to affecting only the person who sets off the trap. Normal items are not affected by the frost in any way.

## Gas/Acid Traps

The trap builder must include a dose of the gas poison or acid in the trap itself. Setting a Gas Trap also requires 3 levels of the skill *Alchemy*.

Remember that the trap must contain both a trap card and the gas poison or physical acid tag.

Multiple gasses or acids can be placed into a single gas/acid trap that has multiple chambers. The order in which the gasses/acids are released must be denoted at the time the trap is set. A separate defense must be used against each charge separately.

These traps have a 5' radius. Anyone inside this area when the trap goes off will be affected as if they had been struck by a gas poison or acid of the same name. The effects of any gas/acid trap, even traps with multiple gasses/acids, will be blocked by a *Poison Shield* or the skill *Resist Poison*, as appropriate. If two or more traps have the same trigger, then they are all set off together and one *Poison Shield* or *Resist Poison* will block them all.

Gas traps, like Fire/Acid traps and Explosive traps, must have a “container.” This container is always 32 cubic inches, regardless of the trap’s effects. A separate colored sphere indicator is needed for each gas if the trap has multiple chambers. Gas trap mechanisms that go off are reusable.

## Alarms and Noise Makers

These are traps that do no damage but set off loud alarms and other noises. They cost production skill to make but do not cost any in-game money.

## Containers

Fire / Acid, Explosive and Gas traps must have a container representing their explosive or liquid contents. The more damage the trap does, the larger the trap container need be. After all, the boxes must be large enough to hold the contents.

The accompanying chart shows the minimum sizes for these containers in cubic inches. (As previously noted above, all gas trap containers are always 32 cubic inches.)

## Miscellaneous Trap Rules

Both weapon traps and mass mechanical traps must be mounted on large or heavy objects to be properly set. They cannot be carried and used as weapons.

Gas which is contained in a Gas trap can be removed, reused, or “salvaged,” if the trap was never activated.

Containers may not have a minimum dimension less than 1 inch. Setting a trap takes the real setting time of the trigger, but no less than 60 seconds of counting while both hands remain on the trapped item.

If either hand is removed from the trap, or the person setting the trap is struck by a physical blow or packet attack, then the trap backfires on the setter. The backfire will hit only the person setting the trap; there is no radius effect.

After a trap has been set, it cannot be moved more than five feet without automatically setting it off, even if the person moving it has a *Disarm Traps* skill. In the case of weapon traps, they will automatically hit the person carrying the chest.

An armed trap will be set off (and destroyed) if affected by a Shatter or Destroy effect. This includes traps and other game effects that duplicate Shatter and Destroy. Traps that are not armed will not be set off in this manner (although they will still be destroyed).

Traps are *never* considered “NERO-safe” weapons and cannot be thrown or used in battle as a weapon.

## Trap Triggers

All traps must have a real, physical trigger. Setting off the trap must produce a noise or light that is detectable by an impartial observer. It must always be possible to see how to disarm a trap, although it may require light and a small mirror. To be used, a trap must be approved by a Marshal on the Trap Card. To use a trap, a marshal may require the person placing the trap to prove that it is disarmable with standard Thieves’ Tools.

A simple trap trigger can be made out of a clothespin (the kind with a spring in it), two tacks, some string or thread, two pieces of wire and a small piece of cardboard. Attach the wire to the tacks just below the heads of the tacks.

Now pull the clothespin apart and place the parts outside-down on a table. Push a tack through each half of the clothespin so that the two tack heads will contact each other when the clothespin closes. Reassemble the clothespin.

Punch a small hole in the piece of cardboard and tie one end of the piece of thread to the cardboard. The cardboard can now be placed between the jaws of the clothespin to keep the tacks from conducting electricity.

The other end of the string can be tied across a doorway or path so that when someone hits it with their leg it will pull out the cardboard and make a connection. This trigger can then be used to set off a buzzer or other device to indicate the trap has gone off.

## Disarming Traps and Picking Locks

Traps may be disarmed by any method that does not permanently destroy the trap. For example, popping a battery clip off would represent disarming a spring.

Permanent damage is defined as any damage that cannot be fixed by the marshal within ten minutes with no tools.

Anyone wishing to put a lock on a box, chest, or door must use one of the NERO approved locks. Generally, these are warded style padlocks. They must be proven possible to pick by the character producing the item, or by a marshal. These locks are simple

and can be fairly easily picked using thieves' tools. When locking a box or chest, attach the closed lock by string to the box. Do not actually lock the box shut, as there are ways in-game to bypass the protection of the lock, and keys can easily be misplaced.

Generally speaking, if you wish to place a lock on your door and you can pick the lock yourself in the presence of a Marshal, then you will be allowed to use that lock. Combination locks are not allowed to be used by players (although they may be found in modules).

## Secret Doors

Rumors and whispers hint at the knowledge of ancient elves and dwarves and their crafting of hidden, magical doors. Although such doors cannot be detected, observant explorers can sometimes find their triggers. It is written that most doors had large triggers found near them, but some writings speak of skilled craftsmen who could craft very small triggers and placed them far from the door they opened. In game, a secret door trigger is represented by a small tag with the words "Secret Door Trigger" written upon it. Triggers vary in size from one foot square to the size of a penny, but all triggers must be marked as such. These triggers only work in the presence of a marshal. Some secret doors, once found, can be opened by any character; the character who found the trigger need only touch it and the magic opens the portal it controls. Such triggers will read "Secret Door Trigger, anyone may open this". Some secret doors have special properties that make them more difficult to open. A door trigger can be built with one or both of the following enhancements:

A trigger can be built so that once found, only a character with the Open Secret Door skill can open it. Other characters cannot activate the magic of the door.

A trigger can have a puzzle attached to it. The door opens when the puzzle is solved. A wide variety of puzzles can be attached to a secret door trigger.

## Thieves' Tools

Thieves' Tools are in game tinkered item. The phys-reps for the tools are the tools themselves. Each rogue has a unique set of tools which they can carry and use for their craft. No item that is duplicated elsewhere may be part of a Thieves' Tools kit. For example, a candle is acceptable as a light source (a real candle) but a flashlight is not, as that would be considered a Mechanical Torch. No part of any Thieves' Tools may be used in combat in any way whatsoever. Many of the tools are sharp and can be dangerous if used on another person.

Typical items in a set of Thieves' Tools are: candles, string, small scissors, dental mirrors, warded key lockpicks, tweezers, cotton swabs, clamps, crochet hooks, a small penknife, and items of similar nature. It is up to each person to supply and stock their own toolkit. Even the contents of the toolkit are up to the individual.

Never use any (real world) illegal item in your Thieves' Tools. Also do not use any powered items as such would have to be tinkered items.

## General Notes

The art of being a rogue is physically challenging, as well as sometimes a nerve-wracking experience. We will be making use of locks and traps and other such devices in our game, and a player with these skills will have opportunity to use them.

## Traps

Trap Class	Trap Damage	Number of Gasses	Fire/Acid/Electrical/ Frost/Gas Trap Size (cubic inches)	Explosive/Massive Trap Size (cubic inches)	Weapon Trap Size (cubic inches)	Sample Size
I	Up to 10	0	48	N/A	1 handed weapon (no small weapon)	4"x4"x3"
II	10 to 25	1	216	216	2 handed weapon	6"x6"x6"
III	25 to 45	2	1584	1584	N/A	12"x12"x11"
IV	Over 45	3	N/A	3840	N/A	16"x16"x15"
	<b>Trap Type</b>	<b>Minimum Damage</b>	<b>Maximum Damage</b>	<b>PP/Silver per point of damage</b>	<b>Trap Indicator</b>	<b>Special Effects</b>
	Acid	*	*	*	Brown	Possible Shatter effect in 5' radius Damages all PCs touching trap or connected to rogue
	Electrical	5	45	1	Yellow	Destroy effect in 5' radius, all items Shatter effect in 5' radius (no Armor/Weapon shatter)
	Explosive	10	80	3	White	
	Fire	10	45	2	Red	None
	Frost	5	45	1	Blue	
	Gas	*	*	*	Green	*Depends upon payload
	Massive	10	80	1	Phys-rep	Massive (Body Damage)
	Weapon	2	25	2	Weapon	None
<b>Gas/Acid Traps</b>	<b>Number of Gasses/Acids</b>	<b>PP cost</b>	<b>Silver cost</b>			
	1	6	12			
	2	18	36			
	3	40	80			

## Appendix H: Stealing and Searching

### Stealing an Item

“Stealing an item” refers only to the in-game theft of in-game items. You must be very careful when attempting to steal anything in-game. You are never allowed to destroy anything in order to steal something (no cutting purse strings, no breaking windows to get into a building, no harming real property). If you can somehow manage to open someone’s belongings and take the game items within without that person noticing, then that is fine.

There are special rules for each type of in-game item and you are required to know them. If you are caught stealing something incorrectly, then you are cheating—and ignorance of the rules is no excuse!

Note that all game money, tags and physical representations for magic weapons, magic items, and formal components are the property of Wildlands.

### Game Money, Magic Items, and Jewelry

You are always allowed to take whatever game money you can find in-game. When taking jewelry or an item, always check to make sure there is a tag attached to it. If there is no tag, then the item is personal property and not a Wildlands game item. If you are unsure, you may find a marshal with a game item list who can check to make sure that it really is a game item. In addition, you may want to have someone cast a *Conjuration of Detection* on the item to see if it’s magical. You may also try to sell it to another player or merchant in-game.

If you have a piece of jewelry or other game item that you wish to make into an item that can be stolen, you must contact the CC before the event begins. They will assign a tag to the item and figure out its monetary value. You will then be required to pay the in-game amount that the item is worth (we’re not going to give you something for nothing!).

### Weapons

You must actually take tag of the weapon you are stealing. If the owner of the weapon has taped the tag onto the weapon itself, you must steal the entire weapon. And be reasonable about it—if these weapons were real, they would weigh quite a bit. You cannot grab ten weapons and walk through town with them.

Keep in mind, if you affix a tag to a weapon, the player who steals that item has the option of keeping it! Do not tape tags to items you are not prepared to part with. If the weapon’s tag expires or the item is shattered, the thief may return it to you as a courtesy, but is not required to do so.

Weapons marked with a yellow or red dot may not be kept by the player regardless of whether or not a tag is taped to it. The weapon must be returned to the CC at the end of the event.

Many NPC's will fight with weapons, even if they do not have a tag for the item. It is sometimes possible to take the phys-rep from the NPC to use for the duration of the current battle. Keep in mind however, that we need these weapons for our NPC's and once the battle is over, you should return the weapon to the NPC from whom you took it. If an NPC asks you out-of-character for their phys-rep back or says that it cannot be stolen, please return the weapon immediately. We need these phys-reps to run the game.

*Example: Mortichai has had his sword shattered in battle, rather than be unarmed he takes a sword from the dead body of one of the pirates he is fighting. The NPC player does not object when he takes the phys rep, he even helpfully explains that the weapon does a base damage of 2. Mortichai uses the phys rep for the rest of the battle then gives it back to the NPC who he took it from.*

*Example: In a fight later that evening, Morticahi, still without a sword, attempts to take one from the corpse of a zombie. The npc tells him the weapon cannot be stolen. Mortichai releases the weapon and starts looking for other ways he can help his friends in the battle.*

## Other in-game items

Wildlands often provides props such as maps, notes, books, and other informational items. If you find these in a module or on an NPC, they're yours. If you steal them from another player, you should allow the rogue marshal to examine it out-of-game and make sure that they were items that could be stolen legally. You don't want to take someone's personal notes that have absolutely nothing to do with Wildlands and then waste your time on them, do you?

## Searching a Person

If you waylay, kill, or control a person or monster through a spell, you may search that being. Simply say "I search you." All game items must be turned over at that point. The character searching must have at least one hand free and must kneel over the character being searched for as long as it takes them to retrieve their game items. It is preferable to roleplay the search, and in searching you should be looking at the body you are trying to search.

Note that it is impossible to completely hide something on your body. If you are searched, you cannot claim that something was "really, really hidden."

If you are searched, you also have the option of saying, "Describe your search." This is not only to help you to hide items, but it also takes up the time that the search should take. You must really have the item hidden where you say it is. In other words, you can't say "I'm pretending to have a secret compartment in my shoe, and he didn't search for secret compartments!"

Remember the physical contact rule when searching; you may not actually touch the other player without their permission. Let them dig out their game items and hand them over.

## Searching a Cabin

In order to search a cabin, you *must* have a marshal present (unless the cabin is occupied!). We cannot overemphasize this point! If you enter a cabin without a marshal, you are really breaking and entering and NERO may be forced to bring legal action against you!

The marshal does not have to actually be right next to you (after all, how can you sneak with someone else tagging along beside?), but the marshal must be within sight somewhere.

Once you have managed to successfully open the door, the marshal will then check the marshal's notes that will be affixed to the inside of the door. The list will include any items that are in-game, any magic spells that may be active in the cabin, and what damage the thief may have just taken from traps on the door.

You must actually search the cabin yourself. The marshal will not simply look at the notes and go and retrieve items for you.

Do not take any items marked "personal" or any items stored under a bed. In-game items may not be put under a bed. When you leave the cabin, you must show all items you have taken to the marshal. Only game items can be stolen! The marshal will return items that were not able to be legally stolen.

The marshal is also there to make sure that you properly disarm any traps that may be on the door or window. Destroying property such as window screens or door hinges is not allowed.

Remember: you can search anywhere in a cabin except for bags marked personal or behind dividing curtains or under beds. However, not everything in gameplay is able to be legally stolen.

*For example: Mellis wants to break into Darleena's cabin. (A marshal is nearby of course.) Mellis picks the lock on the cabin door but, not having searched for traps, did not notice the trip wire on the trap until it goes off. The marshal reads the note left by the trap-setter and tells Mellis how much damage was taken. Mellis, surviving still, then enters.*

*There is a tapestry dividing the room, behind which there is a bed and personal property belonging to the player who plays Darleena. Mellis cannot go there. On a table in front of the tapestry is a dagger, a ring, two books, and a box.*

*Mellis looks at the dagger and notices that it has a Wildlands tag on it, so he takes it. The ring does not have a tag, so he leaves it. The box does not have a tag so he cannot steal it but he can try to open it. He picks the lock on the box and takes the Wildlands money and potions inside and any other items that have tags.*

*The books do not have numbers, but Mellis can still search them. He opens the first book and notices that it has the player's notes about Wildlands rules in it. It is obviously an out-of-game book, so Mellis leaves it where it is. The second book has Darleena's notes about the history of Spangorge. Since this is all in-game material, Mellis can steal the book.*

## Appendix I: Spell Verbals

I call forth...			
	School	Level	Spell
	C	1	a Magic Missile
	C	2	a Lightning Bolt
	C	3	an Ice Bolt
	C	4	a Flame Bolt
	C	5	a Forked Lightning Bolt
	C	6	a Lightning Storm
	C	7	an Ice Storm
	C	8	a Dragon's Breath
	C	9	a Magic Storm
	C	9	an Inferno
I call forth mystic power to...			
	School	Level	Spell
	C,E	5	Shield Magic
	C	7	Bind Storm and Staff
	C,E	8	Dispel Magic
	C,E	8	Reflect Magic
	C	9	Wipe your Mind
I call upon Chaos to...			
	School	Level	Spell
	E	1	Cause Light Wounds
	E	1	Torment Living
	E	1	Free Undead
	E	2	Cause Wounds
	E	2	Control Undead
	E	3	Cause Disease
	E	3	Help Undead
	E	4	Cause Serious Wounds

	E	4	Desecrate you
	E	5	Taint your Blood
	E	6	Speak with the Dead
	E	6	Cause Critical Wounds
	E	7	Create Undead
	E	7	Sunder this Spirit
	E	7	Wither your <Limb>
	E	8	Cause Mortal Wounds
	E	9	Wrack your Spirit with Suffering
	E	9	Waste your Form
<b>I call upon the Earth to...</b>			
	School	Level	Spell
	E	1	Cure Light Wounds
	E	1	Torment Undead
	E	1	Trap Undead
	E	2	Cure Wounds
	E	2	Turn Undead
	E	3	Cure Disease
	E	3	Harm Undead
	E	4	Cure Serious Wounds
	E	4	Grant you Sanctuary
	E	5	Purify your Blood
	E	6	Cure Critical Wounds
	E	7	Strengthen this Spirit
	E	7	Destroy Undead
	E	7	Restore your <Limb>
	E	8	Cure Mortal Wounds
	E	9	Renew your Form
	E	9	Grace your Spirit with life
<b>I command you...</b>			

	<b>School</b>	<b>Level</b>	<b>Spell</b>
	C,E	3	into a Trance
	C,E	4	to Awaken
	C,E	4	to Shun me
	C,E	5	to Silence
	C,E	6	to Sleep
	C,E	7	to be Charmed
<b>I curse you with...</b>			
	<b>School</b>	<b>Level</b>	<b>Spell</b>
	E	3	Weakness
	E	7	Destruction
	E	8	Paralysis
<b>I grant you the gift of...</b>			
	<b>School</b>	<b>Level</b>	<b>Spell</b>
	E	9	Death
	E	9	Life
<b>I grant you the power of...</b>			
	<b>School</b>	<b>Level</b>	<b>Spell</b>
	E	1	a Bless
	C,E	1	an Endow
	C,E	1	a Light
	C,E	2	a Delayed Endow
	C,E	2	a Magic Armor
	E	3	a Weapon of Darkness
	E	3	a Greater Bless
	C	4	a Flame Blade
	E	4	a Poison Shield
	C	6	an Enchanted Blade

<b>I rid you of...</b>			
	<b>School</b>	<b>Level</b>	<b>Spell</b>
	E	3	Weakness
	E	7	your Curse
	E	8	Paralysis
<b>I summon a force to...</b>			
	<b>School</b>	<b>Level</b>	<b>Spell</b>
	C,E	1	Disarm your <item>
	E	3	Woodbind this Weapon
	C	3	Shatter <item>
	C	6	Destroy <item>
<b>With eldritch force I grant you...</b>			
	<b>School</b>	<b>Level</b>	<b>Spell</b>
	C	1	a Shield
	C	3	a Greater Shield
<b>With mystic force I...</b>			
	<b>School</b>	<b>Level</b>	<b>Spell</b>
	C,E	2	Pin you
	C,E	3	Repel you
	C,E	4	Bind you
	C,E	5	Release you
	C,E	5	Web you
	E	6	Solidify you
	C,E	7	steal the <spell name> from your mind
	C,E	8	Confine you
	E	9	Banish you
<b>With eldritch force I cause your...</b>			
	<b>School</b>	<b>Level</b>	<b>Spell</b>

	E	8	Banishment
<b>I conjure a celestial presence to...</b>			
	<b>School</b>	<b>Level</b>	<b>Spell</b>
	C	2	Detect magic
	C	5	Divine the properties of this <item>
	C	9	Bring me knowledge
<b>I conjure forth a...</b>			
	<b>School</b>	<b>Level</b>	<b>Spell</b>
	E	6	Insect Swarm
	E	9	Creeping Doom
<b>I conjure a spiritual presence to...</b>			
	<b>School</b>	<b>Level</b>	<b>Spell</b>
	E	2	Detect Magic
	E	5	Devine the properties of this <item>
	E	9	Quench my thirst for Vengeance
	E	9	Bring me knowledge
	<b>School</b>	<b>Level</b>	<b>Spell</b>
<b>I call forth eldritch power to...</b>	E	9	Stop Time

## Appendix J: Weapon Construction Chart

Weapon	Blade/Head Minimum	Blade/Head Maximum	Grip Maximum	Shaft Standard	Shaft Ultralight	Overall Length Minimum	Overall Length Maximum	Base Damage
Bow	14"	22"	14"	3/4" CPVC	.505" fiberglass	34"	58"	-
Arrow/Bolt	-	-	-	-	-	3"	4"	3
Javelin	-	-	-	-	-	36"	40"	3
Thrown Weapon	-	-	-	-	-	3"	4"	1
One Handed Blunt, Small (Sap)	8"	17"	6"	1/2" CPVC	.505" fiberglass	12"	26"	1
One Handed Blunt, Short	6"	18"	14"	3/4" CPVC	.505" fiberglass	26"	34"	2
One Handed Blunt, Long	6"	18"	14"	3/4" CPVC	.505" fiberglass	34"	46"	2
Two Handed Blunt	9"	24"	36"	3/4" PVC	.602" fiberglass	48"	62"	3
Staff	18"	72"	18"	3/4" PVC	.602" fiberglass	60"	72"	2
One Handed Blade, Small (Dagger)	8"	17"	6"	1/2" CPVC	.505" fiberglass	12"	26"	1
One Handed Blade, Short (Shortsword)	18"	24"	14"	3/4" CPVC	.505" fiberglass	26"	34"	2
One Handed Blade, Long (Longsword)	25"	36"	14"	3/4" CPVC	.505" fiberglass	34"	46"	2
Claws	8"	24"	14"	3/4" CPVC	.505" fiberglass	12"	32"	1
Spear	8"	8"	30"	3/4" CPVC	.602" fiberglass	48"	58"	2
Two Handed Blade	40"	48"	22"	3/4" PVC	.602" fiberglass	50"	62"	3

Polearm	18"	24"	36"	3/4" PVC	.602" fiberglass	60"	72"	3
Shield	-	531 square inches	-	-	-	-	36"	-
Maximum volume of a blunt weapon head is 1 cubic foot								